

WARHAMMER

AGE OF SIGMAR



BLIGHTWAR™



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WARHAMMER

AGE OF SIGMAR

From the maelstrom of a sundered world, the Eight Realms were born. The formless and the divine exploded into life. Strange, new worlds appeared in the firmament, each one gilded with spirits, gods and men. Noblest of the gods was Sigmar. For years beyond reckoning he illuminated the realms, wreathed in light and majesty as he carved out his reign. His strength was the power of thunder. His wisdom was infinite. Mortal and immortal alike kneeled before his lofty throne. Great empires rose and, for a while, treachery was banished. Sigmar claimed the land and sky as his own and ruled over a glorious age of myth.

But cruelty is tenacious. As had been foreseen, the great alliance of gods and men tore itself apart. Myth and legend crumbled into Chaos. Darkness flooded the realms. Torture, slavery and fear replaced the glory that came before. Sigmar turned his back on the mortal kingdoms, disgusted by their fate. He fixed his gaze instead on the remains of the world he had lost long ago, brooding over its charred core, searching endlessly for a sign of hope. And then, in the dark heat of his rage, he caught a glimpse of something magnificent. He pictured a weapon born of the heavens. A beacon powerful enough to pierce the endless night. An army hewn from everything he had lost. Sigmar set his artisans to work and for long ages they toiled, striving to harness the power of the stars. As Sigmar's great work neared completion, he turned back to the realms and saw that the dominion of Chaos was almost complete. The hour for vengeance had come. Finally, with lightning blazing across his brow, he stepped forth to unleash his creation.

The Age of Sigmar had begun.



WAR IN THE REALMS

War rages across the Mortal Realms. Vast armies of warriors, daemons and monsters clash in cataclysmic battle. During the Age of Chaos, the Dark Gods brought the realms to their knees, but as the Age of Sigmar dawned, the forces of Order struck back, led by the vengeful Stormcast Eternals.

The focal points of those first great battles were the magical portals known as Realmgates, doorways through reality whose strategic value was immense. The Realmgates were the only means by which warriors could pass from one Mortal Realm to the next, and the largest could transport armies over vast distances in the blink of an eye. The forces of Order wrested many of these portals from the iron grip of Chaos, while the resurgent forces of Death and Destruction made their own gains as they marched out to battle afresh.

The Realmgate Wars, as they eventually came to be known, were anarchic and deadly. From them emerged

countless tales of desperate heroism, cruel betrayal and blood-drenched slaughter. Yet through sheer valour, determination and sacrifice, the forces of Order sealed off several key portals to the Allpoints, that Chaos-dominated nexus of gates that allowed the Dark Gods to flood the Mortal Realms with their armies of conquest.

It was not, perhaps, the overwhelming victory that the forces of Order sought against their foes, but it was at least a respite during which Sigmar's beleaguered forces could dig in, marshal their strength and establish true bastions of Order resurgent across the Mortal Realms.

It was not long before the Gods of Chaos marshalled their forces anew. Their revenge, when it came, took many terrible forms, but none was more gruesome than that inflicted by Nurgle...



NURGLE

Nurgle is the Chaos God of plague and pestilence, entropy and decay. His aspect is that of a putrid, fleshy mountain, bloated with corruption and riddled with blights. His realm is the rancid Garden of Nurgle, wherein dwell a cornucopia of horrors. When hideous diseases sweep across the Mortal Realms, Nurgle's power swells. Where rot and corrosion reduce order to ruin, the Plague God's will is done. From Nurgle's Rot and squirming pox or the grey weeping, the illnesses that Nurgle bestows bring misery and death equal to anything that the largest army could mete out.

Yet Nurgle is no grim death-dealer. Rather, he is a jovial and generous father figure who delights in brewing a never-ending stream of lovingly crafted plagues, and then bestowing them as dubious gifts upon the denizens of the

realms. Nurgle takes a paternal delight in the achievements of each new disease that he unleashes, just as he looks down dotingly upon the conquests wrought by his daemon legions. He revels in the cycle of death and rebirth that sickness brings, merrily rooting for every new blight and parasite that infests the rotting corpses of the fallen.

All this jollity makes it no easier for Nurgle's victims to face the nightmarish horrors of his powers, of course, and nowhere are these manifestations more effective than on the battlefield. To wage war with the armies of Nurgle is to face droning clouds of insects that darken the skies, to endure flesh-withering sicknesses that spread as deadly and fast as wildfire, and to stand against trudging masses of slime-spattered, corpulent, festering daemons whose only desire is to spread the endless plagues of their bloated god.



Neave Blacktalon leads the Shadowhammers into battle against Horticultural Slimux's daemon horde.

THE STORMCASTS

The Stormcast Eternals fight at the bleeding edge of the war against the Dark Gods. Flashing down from the skies upon bolts of celestial lightning, they are living weapons of vengeance and reconquest who strike without warning and obliterate all who stand in their way.

During the bleakest days of the Age of Chaos, the armies of the Dark Gods were unstoppable. Their ruthless champions carved down all who stood before them. They spread despair and terror. Beneath dark and roiling skies, it seemed as though the final defeat of the forces of Order was at hand.

Grimly resolute, the God-King Sigmar led a desperate fighting retreat into Azyr, the Realm of Heavens. Rescuing what refugee tribes he could, Sigmar ordered the gates of Azyr sealed.

With that agonising decision Sigmar prevented the final victory of the Chaos Gods, but at the price of leaving seven of the eight Mortal Realms helpless in their cruel and crushing grasp.

Yet it was never Sigmar's intention to concede defeat.

As the years of the Age of Chaos ground on, and the armies of the Dark Gods reaved their way across the realms, Sigmar watched from on high. Wherever he witnessed true heroes fighting to hold back the tide, he would pluck them from the field of battle in blasts of divine light. These individuals were reforged by Sigmar, using ancient and potent magics coupled with the power of those gods who still cleaved to his shattered pantheon.

For centuries, Sigmar's glorious palace of Sigmaron rang to the clangour of blessed anvils and the endless crackle of celestial lightning.

Finally, the army of reconquest was complete. Clad in shimmering sigmarite, wielding the fury of the heavens, the Stormcast Eternals were a fighting force like no other. They possessed might equal to the greatest champions of Chaos, and bore weapons infused with divine energy that could banish a daemon with a single blow. Some rode noble Dracoths or magnificent Gryph-chargers. Others marched to war in great formations, calling down celestial lightning to smite the enemy, or soared through the air on wings of light.

It was these warriors that Sigmar sent in countless gleaming ranks to reclaim the Mortal Realms from their monstrous oppressors once and for all...



SIGMAR

Sigmar is the God-King, the Great Unifier. He is the supreme deity of Order, and his human tribes once held sway across much of the Mortal Realms. Sigmar survived the destruction of the world-that-was by clinging to its ravaged core, until he was rescued by the great drake, Dracothion. With Dracothion's aid, Sigmar sought out those other gods that had survived the world's ending and forged them into a pantheon whose peoples colonised the realms. It was Sigmar, too, who led the fight against the Gods of Chaos when they turned their acquisitive gaze upon those infinite lands, and he has never stopped fighting them since. Sigmar is a warlike deity, his temper thunderous and his wrath swift and terrible to behold. Yet he is wise too, and just, though circumstances have made him cold and hard. The God-King seeks above all to see the hated Gods of Chaos hurled back and defeated for all time, and for his worshippers to retake their rightful places in the Mortal Realms, no matter the cost.

THE CITIES OF SIGMAR

Military conquest alone will never be enough to wrest control of the Mortal Realms from the Dark Gods of Chaos. For Order and good to prevail, civilisation must return to the realms, defended by towering bastions whose might is enough to hold back the foul tides.

The Stormcast Eternals did not fight alone against the servants of Chaos. As the Realmgate Wars raged, Azyr's gates yawned wide and the immense armies of Azyrheim issued forth. Rank upon rank of Freeguild soldiery and flagellants, duardin and aelven warriors joined the fight.

Throughout the realms many forces for good had survived, albeit in most cases through concealment or dogged defence. These now threw in their lot with the God-King Sigmar. The mercurial sylvaneth, the code-bound Kharadron Overlords and the mysterious seraphon all added their strength to the ongoing war, and before their concerted attack many armies of Chaos were driven back.

Yet victory in battle was not enough. The corruption of the Dark Gods had seeped into the lands themselves, and if steps were not taken to expunge it then the evil would soon return. Thus, with their beachheads secured and their enemies on the back foot, the armies of Order slowed their advance and began to build.

Where Realmgates had been secured, Stormkeeps were raised nearby, towering fortresses garrisoned by Stormcast Eternals prepared to repulse the most determined of Chaos offensives. About their feet, settlements coalesced. Vast labour forces, entire guilds of engineers and architects, and rivers of materiel flowed out of Azyr to feed these communities. Priests and

wizards purged the taint of Chaos from the land and reconsecrated the ground with the blood of the faithful.

These frontier colonies soon became sprawling strongholds whose walls spread outward and whose population swelled with each passing day. Outlying townships sprung up within their orbit, as did border forts, mines, forges, watch towers, and countless other signs that civilisation was slowly but relentlessly reclaiming some small portion of the Mortal Realms. Yet each of these shining lights was but a mote amidst the darkness, a fragile and precious prize that the forces of Order would do everything in their power to defend against their relentless and numerous enemies.

EXCELSIS

Amongst the newfound cities of Order, Excelsis is one of the largest and most staunchly defended. Built upon the Coast of Tusks in Ghur, the city is dominated by the towering Stormkeep of the Knights Excelsior. These white-armoured Stormcast Eternals protect their city with such zealous determination that their own civilian populace fears their wrath. Yet between their efforts, and the ingenious weapons of the Collegiate Arcane and Ironweld engineers, Excelsis enjoys substantial protection against its many foes. These come in droves, for not only is Excelsis itself a rich prize for conquest, but it stands in the shadow of the towering Spear of Mallus. This vast splinter of the world-that-was juts like some dark monolith from the waters of Excelsis' bay, and provides rich seams of prophecy and foretelling for those with the wit to mine them.





CYCLES OF WAR

The Age of Chaos, and the Realmgate Wars, saw savage fighting throughout every realm. Yet Ghyran, the Realm of Life, saw some of the most gruelling and hideous battles. Nurgle's power waxed and waned throughout that war, and its epoch-ending conclusion led him to a new and hideous plan.

During the Age of Chaos, each of the Dark Gods sent invading forces into every realm save only Azyr, whose gates were barred against them. None would willingly concede any of the myriad prizes on offer to their twisted siblings, and so none could afford to ignore any realm entirely. Yet each favoured certain Mortal Realms, drawn to those lands closest to their own spheres of influence.

Khorne the Blood God desired mastery of wrathful Aqshy; devious Tzeentch coveted the changeable energies of Chamon; the slinking servants of the Horned Rat committed substantial forces to Ulgu and its concealing veils of shadow. Nurgle, for his part, set his greedy gaze upon the boundless bounty of Ghyran, the Realm of Life.

The invasion that followed has become known as the War of Life, and it was as bitter a conflict as any that has raged since the Age of Chaos began. Ghyran is the realm of Alarielle, the Queen of the Radiant Wood and goddess of natural life. She ruled over not only her own vast glades of sylvaneth, but also countless mortal tribes and other merciless beings who slew those trespassers that threatened the sanctity of their lands, and were resolved to protect Ghyran with their lives.

The horrors that Nurgle and his followers unleashed upon Ghyran

tested that resolve to breaking point and beyond. Rivers clotted into oozing matter. Lifewells became stinking geysers of pus. Forests crumbled and moaned, and the cycles and tides of the Realm of Life were perverted by disease and corruption into hideous parodies. The drone of countless insects echoed across the lands like thunder, rolling through dense clouds of foul miasma. Every battleground became a hellscape of rot, sludge and filth, riddled with parasites and indescribable foulness.

**'Let root rot and bower be
blighted, water clot and sap
be sour! Let Grandfather's
glopsome glories anoint this
realm with bilgeful beauty,
and his generosity unlock
the plentiful pestilence now
trapped b'neath its skin!'**

- Bul'gla'throx, Great Unclean One

Across the Jade Kingdoms, vast Tallybands of Nurgle daemons trudged relentlessly forward on every front, driving their foes before them. Rotbringers, the mortal chosen of Nurgle, led hordes of howling warriors into battle to destroy and despoil. Twisted herds of Pestigors and bubo-pocked monsters rampaged through the wilds, while the slinking Plague Monks of the Clans Pestilens added

their rot-smog fumes to the slaughter. Alarielle was forced into hiding, and the last enclaves of her children fell back to strongholds concealed by sorcerous veils and glamours.

Though the sylvaneth fought tirelessly, the mortal tribes fell one by one, while the aelven Wanderers fled to Azyrheim, earning the eternal enmity of Alarielle's children. Even the Everqueen waned and slid into despondency as the Jade Kingdoms sickened, until it seemed as though Nurgle must surely claim Ghyran for his own.

Yet even in the face of such horror, heroism and courage prevailed. Alarielle escaped Nurgle's grip and – through the brave sacrifice of her closest protectors – survived to be reborn in her full and wrathful aspect of war. Allied with Sigmar's Stormcast Eternals and the disparate armies of Order, she led a furious counter-attack that drove Nurgle's armies back.

From the Blackstone Plains to Hyboralia, the Flittersea to the Vermillion Meadows, Nurgle's armies were outmatched. Though they fought with their usual mix of rambunctious glee and stolid determination, the Tallybands and Contagiums were overrun. Nurgle looked on in wounded disbelief as his generosity was spurned and his gifts squandered across a hundred fronts.



The sternest blow fell against the Genesis Gate. This was the vast Realmgate through which many of Nurgle's reinforcements flowed into the Realm of Life. Ghyran was riddled with portals that the Plague God could use, but if the forces of Order closed the Genesis Gate then they would cut off the most important arterial route through which his daemon legions struck. It would not end the War of Life, but it would surely be enough to change its course.

So it was that Alarielle led the onslaught against the Genesis Gate and the sprawling sevenfold fortress that surrounded it. Alongside her marched chamber after chamber of Stormcast Eternals, led by the Hallowed Knights and Sigmar's mightiest warrior, the Celestant-Prime himself. They were opposed by armies comprised of Nurgle's daemons, his mortal worshippers and their Pestilens allies,

all led by Nurgle's greatest mortal champions, the infamous Glottkin.

The battle was nothing short of apocalyptic. Eschewing any form of conventional siege, the forces of Order launched thunderous assaults that bypassed the outer defences of the Genesis Gate and brought vast swathes of the fortress' mouldering walls tumbling down. Battle was joined on a dozen fronts, and though the armies of Nurgle unleashed every plague and hex they knew, they were hard pressed to hold out.

The foul ratmen of the Clans Pestilens turned upon their erstwhile allies, seeking to steal sorcerous secrets for their own gain and leaving Nurgle's armies in disarray as Alarielle launched a headlong strike for the Genesis Gate. Though they took a savage toll upon their attackers, the Plague God's armies were defeated and the Genesis Gate

sealed. Alarielle's purifying magics ensured that Nurgle's servants could not easily reclaim the vital Realmgate. Thus she consolidated her victory upon this crucial site.

For the forces of Order, this was a moment of grand celebration. Yet for Nurgle it was a crushing blow. Victory in the War of Life – and by extension, dominion over all of Ghyran – had been his to claim. Yet somehow it had eluded him, slipping through his eager grasp like water. With the rich bounty of the Realm of Life at his disposal, Nurgle's might would have swelled until it eclipsed that of all his brothers. Yet his gambit had failed, and so he was left diminished.

Nurgle became morose and withdrawn, disappointed in his followers' failures and despondent at his own. His wars went into remission, and for a time, his power faded...

PLAGUE RESURGENT

Nurgle is a being of cyclical whims who never remains glum for long. Though he had suffered a great reversal in Ghyran, the Plague God resolved to learn from his mistakes. He had been selfish. The revelation struck Nurgle with the suddenness of fever sweats. He had fixated upon Ghyran, so much so that he had neglected those crying out for his blessings in the other Mortal Realms.

Nurgle resolved to change his ways. The war in the Realm of Life was not over, far from it. But no longer would it claim his attention entire. Instead, Nurgle resolved to launch fresh offensives across all of the Mortal Realms. To lead them, he summoned Horticultural Slimux, his Grand Cultivator. The daemon would go out into the realms, tainting sites of natural magical power in order to conjure forth the diseased fronds of Nurgle's own Garden. He would sow one plague-ridden hellscape after another until the realms groaned beneath the weight of diseased foliage and blighted flora. So would Nurgle spread his blessed plagues to all, and in doing so rise to ultimate power.



THE SEASON OF SOWING

Nurgle's new plan to dominate the realms played to his servants' greatest strengths. Instead of pouring all his power into a single conflict, he would open up a dozen new fronts, a hundred, a thousand; each would be small to begin with, but would spread like viral outbreaks until they overran all of reality.

SEEDS OF CORRUPTION

DEPARTING NURGLE'S REALM AT THE HEAD OF A FULL TALLYBAND, HORTICULOUS SLIMUX BEGAN HIS MISSION. HE TRAVELLED THROUGH THE GRIMBLED RIP REALMGATE TO THE HISSING RIFT. THERE, AMIDST THE SULPHUR LAKES AND THE RUINS OF ANCIENT GNASSA, HORTICULOUS SOWED HIS FIRST SEEDS AND CRUSHED THE VENGEFUL WARRIORS OF THE MJODOR LODGE.

EVIL TAKES ROOT

Leaving the Garden of Nurgle to poison the Hissing Rift, Horticultural moved on. Over the months that followed, his Tallyband struck in Aqshy, Ghur and Ghyran. The Khornate shrine atop Mount Balefire, the Slowgnaw Realmgate in the hinterwylds of Sheng, and even the desperately defended soulpod groves of Clan Thelythlin, all became magical fertiliser for Horticultural's foul seeds. With each successful sowing, the Garden of Nurgle spilled a little more into the Mortal Realms.

THE TAIN REVEALED

ALERTED BY HIS RETURNED WARRIORS, SIGMAR LOOKED DOWN AND SAW THE SITES OF FOULNESS THAT HORTICULOUS WAS SPREADING ACROSS THE REALMS. THEY WERE FEW AS YET, BUT THEIR CORRUPTION WAS GROWING, AND PRESENTED A TERRIBLE THREAT TO THE FLEDGLING ENCLAVES OF ORDER. MARSHALLING HIS STORMHOSTS, SIGMAR ORDERED THAT HORTICULOUS BE HUNTED DOWN.

WHISPERS OF THE SEVENTH SOWING

Seeking an auspicious target for their seventh unholy sowing, Horticultural's army squirmed like maggots into the heart of the Beaconfort, newly raised to the north of Hammerhal Ghyra. Horticultural succeeded in tainting the Alarielle-gifted magics of the beacon, and the fortress garrison of Hallowed Knights fought to the last as the Garden of Nurgle overran them. Yet upon their deaths the Stormcasts flashed back to Azyr for Reforging, and bore their warning with them.

A NEW WEAPON

Horticultural was wily, his army swollen with power from Nurgle's favour. He defeated every force that Sigmar sent against him. Recognising that the threat of the Grand Cultivator called for a very particular weapon, Sigmar sent out a secret summons borne by swift Aetherwings. His call was answered by a single warrior who prowled from the shadows to kneel before Sigmar's throne. Neave Blacktalon, first of the Knights-Zephyros, had come...

BLACKTALON'S HUNT

Led by Lord Danastus, the Shadowhammers – one of the finest Vanguard Auxiliary Chambers within the Hammers of Sigmar – began its hunt for Horticultural Slimux. These were the favoured comrades of Neave Blacktalon, and together they were charged with the singular task of hacking the Grand Cultivator apart.

THE BATTLE OF THORCA

Amidst the High Snows of Thorca, Lord Danastus' chamber ran Horticultural's army to ground. Following the blackened trail of filth that the daemons left behind them, the Stormcasts successfully brought their foes to battle before they could reach the abandoned fane of Grungni that they sought to defile. The fighting that followed was brutal, Neave Blacktalon coming within a hair's breadth of striking Horticultural's head from his shoulders. Yet the Grand Cultivator escaped, albeit at great cost to his followers, and vowed vengeance.

THE HUNT CONTINUES

The Shadowhammers continued their relentless pursuit, Neave and her comrades following Horticultural's trail through the myriad paths of the Mortal Realms. At Bulakh and amidst the forests of Low Yorathi, the Rangers almost cornered their prey. Upon the Veilpaths of Forl'ek, Horticultural came close to slaying his pursuers. Yet always the chase continued, and still the sowings went on.

RANCID REWARDS

SEEING THE DISRUPTION THAT THE SHADOWHAMMERS WERE CAUSING, NURGLE DECIDED TO HELP HIS BESET CULTIVATOR. THE PLAGUE GOD DECLARED THAT ANY WHO SLEW NEAVE BLACKTALON WOULD KNOW THE FULL BOUNTY OF HIS GRATITUDE. ONE CHAOS CHAMPION AFTER ANOTHER LED THEIR WARRIORS AGAINST THE SHADOWHAMMERS, THINNING THEIR RANKS WITH EVERY BATTLE.

HORTICULOUS' PLAN

Seizing the opportunity his master had given him, Horticultural forged ahead with his sowings. He befouled the Forgetemple of the Narlsson Lodge, tainted the power of the Krakskull Warclan's Idol of Gorkamorka, and used the Plague Furnaces of Clan Skrittik to fuel his greatest sowing to date. Yet the Shadowhammers remained on Horticultural's tail, reinforced with fresh warriors from Sigmaron. At last they caught up to their quarry again amidst the Bone Heights of Ghur, near to the city of Excelsis.





HORTICULOUS SLIMUX

Since a time before memory, Horticultural Slimux has been Grand Cultivator of the Garden of Nurgle. Sitting astride the shell of his gruesome steed, Mulch, Horticultural rides into battle with daemons shambling around him and his pruning shears held ready for gory lopping.

Horticultural Slimux is a relentless and methodical being, a pragmatic tactician and resilient warrior whose steady glare can make even the silliest Nurgling behave. Since time before time, he has been the Grand Cultivator of the Garden of Nurgle, and there are many who say that Horticultural was the first daemon the Plague God ever created. Certainly he is amongst the Grandfather's favourites, a position that – uniquely amongst Nurgle's servants – he has never fallen out of.

So long has Horticultural existed that there is little he has not seen or done. His mastery of infernal horticulture is second to none; he knows precisely when to thin out the bone spikes on a spatterbush, when to drain the fluids from a seeping willow, and when to pair cuttings from a rot-blossom in order to attract the most parasites to its pus-sap. Horticultural applies this same methodical approach and steady hand to the battlefield, pruning limbs from his enemies with snicker-snacks of his shears, and droning orders at the daemons under his command.

Horticultural's unpleasant disposition and almost complete lack of humour are well known – amongst the Nurglings he is often referred to as 'old sour-seed'. Only the most reckless mites call him this to his face, however, and soon find themselves dangled as bait for Horticultural's slimy mount. This

snail-like monstrosity that Horticultural calls Mulch, is one of the few creatures in the realms whose presence the Grand Cultivator can always tolerate. This may be because Mulch is every bit as curmudgeonly as his master. The snail-beast is always ready with a sardonic snort or guttural sigh, and devours any Nurgling incautious enough to stray within reach.



Horticultural carries everything he needs upon Mulch's pox-riddled shell, from clippings and sacks of rot-spores to rituculturalist paraphernalia and fat maggots to snack on. Though it is not a swift beast, Mulch is absolutely tireless and incredibly resilient. Moreover, tugged along in its wake is the foully enchanted artefact known as the Gruntleplough. A groaning, rattling contraption fashioned by Nurgle's own hand, this strange device tills the soil with seeping corruption, mashing together corpse meat, spilled fluids and

the diseased slime of the snail beast into a sticky and infectious loam, ripe for sowing with the seeds of Nurgle's Garden. So does Horticultural taint the ground over which he advances, scattering plague spores into the furrows he leaves and channelling the magic of the realms as fertiliser to trigger their growth.

Foul groves spring up in his wake, bloodweed and creeping lianas uncoiling amongst bubo-thickets and gallows trees. Droning insects rise from the burgeoning plague flora, while the lands sicken and break down into rancid slime and seething filth. Meanwhile, Horticultural presses onwards, sowing relentlessly even as he ploughs through the enemy battle-lines.

The Grand Cultivator has fought alongside many of Nurgle's Plague Legions, for he will make use of whatever tools he must to get his sowing done. However, he is most often accompanied by a Tallyband from the Befouling Host. Tasked with garrisoning the fortifications of the Garden of Nurgle, the Befouling Host have a particular affinity for unleashing plague spores on their enemies and transforming their victims into living nurseries for all manner of malignant fungi. This appeals to Horticultural's sensibilities, and together he and the Befouling Host have wrought many atrocities in Nurgle's name.



NEAVE BLACKTALON

Neave Blacktalon is a swift-footed assassin, a deadly huntress whose indomitable will sees her stalk her prey to the edges of the realms and beyond. Boasting inhumanly fast reactions and wielding the lethal Whirlwind Axes, she strikes with the fury of the storm and hacks her quarry apart with shocking ease.

Neave Blacktalon is a living weapon. Her blinding speed, preternatural senses and terrifying strength of will make her the nemesis of her prey. How long she has stalked Sigmar's enemies is unclear, for like the Vanguard Rangers, Neave's war began long before Sigmar officially acknowledged her existence. It seems likely that dozens of demagogues, despots and slavelords have felt the bite of the Whirlwind Axes, but of this Neave does not speak; her only concern is her duty to Sigmar, and the death of her next mark.

In battle, Neave is like a streak of golden light, hurtling into the enemy

lines and attacking her victims with relentless ferocity. Effortlessly she scales high walls, vaults over enemy barricades and evades the most devious traps. Those who seek to bar Neave's path soon learn the depths of their mistake as she rips through their ranks in a gory blur. Corpses topple in her wake, heads and limbs lopped, blood jetting in arterial sprays. Her prey follows suit soon enough, for Neave's assault is blisteringly swift and aggressive, and neither parrying blade nor magical barrier can deny her. She is an instrument of Sigmar's will, and she will accept neither defeat nor death until her duty is done.

Neave fights most commonly alongside the Shadowhammers, the most decorated Vanguard Auxiliary Chamber of the Hammers of Sigmar. Their leader, Lord-Aquilor Danastus, pushes his warriors hard, and prides himself on their being amongst the most lethal warriors in Sigmar's armies. He has further trained his warriors in the specialist tactics of suppressive fire and close assault, allowing them to rapidly pick apart enemy forces. Fighting alongside Blacktalon, who is both their champion and their talisman, the Shadowhammers have achieved victory against vast forces that should have been beyond their capabilities to overcome.

KNIGHTS-ZEPHYROS

During the Age of Myth, Sigmar battled many feral monsters and rapacious demigods, striking them down to protect his tribes. One such beast was Ulfdengnarl, the Great Wolf of the Howling Winds, and as the white-pelted beast died, Sigmar trapped its endless, baying cry in a crystal shard. It was this divine relic that the God-King employed during the creation of his first Knights-Zephyros. Mortal killers and assassins of Chaos champions, these lone warriors were imbued with Ulfdengnarl's chilling cry even as they passed through the flickering crucible of Reforging. Those that survived were blessed with the Great Wolf's inhuman instincts, his gale-force swiftness and his single-minded gift for hunting prey.

Sigmar sent the first of his Knights-Zephyros to join the Vanguard Auxiliary Chambers, there to fight alongside the

Rangers in the wildest and furthest flung war zones of the realms. The Knight-Zephyros' role is simple, and symbiotic with that of the warriors they fight alongside.

Each is assigned a singular target, a nemesis that is invariably the most powerful and influential enemy leader operating in that region. They use the Rangers' attack as cover to close with their target, following in the slipstream of their windshifting powers and employing blistering speed to catch the victim unawares. Fighting with crackling whirlwind blades, leaping and dodging fast as thought, the Knight-Zephyros rains blows upon their victim. Their attack is relentless, savage, a hailstorm of perfectly placed strikes that soon finds a chink in even the most skilled enemy's guard. Hacked and hewn, the victim falls, leaving their warriors leaderless and engulfed in a panic that the Rangers are quick to exploit with lethal efficiency.

HUNTER AND PREY

Horticultural travelled by strange paths. He and his followers slipped through forgotten Realmgates and squirmed like slugs beneath the shifting skin of reality. However, with the keen senses of their Knight-Zephyros to guide them, the Shadowhammers could not be evaded forever.

It was amidst the endless tracts of the Howling Forest that the Shadowhammers picked up Horticultural's trail. They had been stalking through the tangled woodland for days, searching for any sign of Horticultural's Tallyband. The trail of rot and trampled slime they found was impossible to miss. Trees had sagged and twisted at the daemons' passing, their sap turning putrid and their bark bursting out in obscene fungal growths. Foul insects buzzed and scurried through the infectious filth, and pools of clotted slime bubbled and popped.

Emerging from a deep cleft in a carved rock face, the trail led away north, cutting a befouled line through the trees. It was clear to the Rangers' practised eyes that Horticultural was many days ahead of them. Worse, he could have only one target in this region of Ghur; he was making directly for the city of Excelsis.

Excelsis was famed for its prophetic riches, which allowed the city's leaders to foresee dangers long before they materialised. Yet this was by no means foolproof,

and Lord Danastus feared that the threat posed by Horticultural's sowing was so esoteric that it would defy easy detection. If the Grand Cultivator successfully corrupted one of the trio of Realmgates that existed near to Excelsis, the resultant spread of corruption could overrun the entire city. This must not come to pass, and so Danastus urged his warriors into swift pursuit.

Utilising their wind-shifting speed, the Rangers raced through the Howling Forest and out onto the rain-soaked savannahs beyond. For days they followed the daemons' trail, drawing ever closer to their quarry. There could be no doubt now that the trail of foulness led straight towards the Coast of Tusks. However, as the Shadowhammers closed in they found Horticultural's trail splitting into several slime-slick strands.



The Grand Cultivator had divided his forces and sent them towards all three of the Realmgates that stood within a hundred-mile radius of Excelsis. Horticultural would have to be present in person for a sowing to occur, but in this way he cleverly confounded the Rangers' pursuit.

Thinking quickly, Danastus split his own forces into three, each including retinues of Hunters, Palladors and Raptors. One force he led in person towards Fortress Abraxicon and the Heavenstride Realmgate over which it stood watch. Another was given to Knight-Azyros Kilteron, who swept away towards the Echosteel Realmgate. Finally, the swiftest and most deadly of the Shadowhammers were given over to the command of Neave Blacktalon. She led this force away at a blistering pace towards the Bone Heights, and the Emberwash Realmgate that was nested amidst their peaks.

As her force swept across the grasslands through curtains of falling rain, Neave's wolf-sharp senses detected the taint of Chaos corruption on the breeze. The stench of Nurgle daemons became stronger by the hour, but to the Knight-Zephyros one stench stood out from amongst the rest. It was a putrid reek that she knew all too well from her months of hunting and battle – the spoor of Horticultural Slimux himself.

Blacktalon knew then that she was on the right track. The Bone Heights loomed ahead, a dark line on the horizon that grew into towering hills. Sheer cliffs of dark stone rose high into the stormy skies, gallowsrikes wheeling and shrieking above them.

Huge osseous protrusions jutted from the crests of the tallest hills, vast ribs and fangs and talons stretching towards the clouds. Up there, Neave knew, lay the Emberwash Realmgate that must surely be Horticultural's target. Yet closer, amongst the foothills, her keen eyes picked out foul figures marching en masse. Horticultural's daemonic rearguard was directly ahead, and Neave did not mean to let them slow her down.



STRIKE LIKE THE WIND

The foothills of the Bone Heights swarmed with daemons. Horticultural and his army had reached the site barely a day ahead of his pursuers, and wasted no time in climbing up to the Emberwash Realmgate and beginning his sowing ritual.

The ritual would take time. Ever the glum pragmatist – Horticultural found it best to assume that his enemies were always breathing down his neck. He had despatched much of his Tallyband back down into the foothills to lurk amongst the craggy plateaus and watch over the old road that led up to the heights.

Fat little flies brought warning of the Rangers' approach, wobbling through the downpour to land on daemons' shoulders and jabber in their ears. Yet so swift were Neave and her warriors that word of their coming arrived scant moments before them.

The Knight-Zephyros was a direct and aggressive huntress, and she put great stock in the rapid kill. Still, she was no rash fool. She would not rush in blindly. Crouched amidst the storm-lashed grass, Neave held a swift council of war with her warriors while they waited for their Aetherwings to scout the daemons' positions.

Upon their return, the vibrantly-hued birds spoke of slouching daemon packs spread all along the line of the hills. They infested every route like maggots, but in their wide deployment Neave saw a weakness. The daemons of Nurgle were resilient and dangerous foes,

but they were lacking in speed. If the Rangers could punch a hole through the rearguard that defended the old road, they would be past the enemy lines before the farther-flung daemons could react to stop them. From there, it would be a straight shot to the summit and Horticultural. With their plan decided, the Shadowhammers moved out. They slipped through the grasslands like flitting shadows, gathering pace as they arrowed towards the old road upon aetheric winds. Neave led the warriors' charge, becoming a blur as she accelerated to her full blistering pace and bringing the full wrath of the storm with her.



BLIGHTWAR: REARGUARD STRIKE

THE ARMIES

The Stormcasts player commands a force of Rangers led by the Knight-Zephyros Neave Blacktalon, while the Nurgle daemons player commands Horticultural's rearguard.

Horticultural Slimux himself may not be set up in this battle, as he is elsewhere at the head of the main Nurgle force.

STORMCASTS' OBJECTIVES

Neave Blacktalon and her Rangers must break the back of the Nurgle daemons' rearguard if they are to stop Horticultural's foul ritual and destroy their quarry. Surprise is on their side; a swift and decisive victory here will be crucial.

NURGLE DAEMONS' OBJECTIVES

Even as Horticultural Slimux prepares the ground around the Emberwash Realmgate for sowing, clouds of flies carry his orders to the rearguard force, instructing them to delay his pursuers. Although he is prepared to dispatch reinforcements if necessary, it would not do well to suffer too many losses at this critical juncture.

THE BATTLEFIELD

Set up the scenery for the battle as described on the *Warhammer Age of Sigmar* rules sheet. The territories for the two armies are shown on the map opposite.

SET-UP

The Nurgle daemons player sets up their army first, in the Nurgle daemons' territory at the centre of either long board edge. If any units cannot fit

into the territory, they may be held back and enter play as reinforcements, using the rules for the Befouling Host as described later. The Stormcasts player may then set up their forces, divided as they wish between the two Stormcast territories.



FIRST TURN

The Rangers have ambushed the shambling Nurgle daemons' rearguard. The Stormcasts player may choose who takes the first turn in the first battle round.

THE BEFOULING HOST

Elements of the Nurgle force will arrive to face the new threat with every passing moment. At the start of each of their movement phases after the first, the Nurgle daemons player may set up a single unit destroyed earlier in the battle, or one that was unable to set up on the battlefield at the start of the game. Units arriving on the battlefield in this manner must be placed wholly within 3" of any board edge and more than 9" away from any enemy models. This counts as their move for that phase.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. At the end of the fifth battle round, count the number of units from the Nurgle daemons army that were destroyed. The Stormcasts player wins a **major victory** if 4 or more Nurgle units were destroyed, or a **minor victory** if 3 Nurgle units were destroyed. The Nurgle daemons player wins a **minor victory** if 2 Nurgle units were destroyed, or a **major victory** otherwise.



BAITING THE TRAP

From the Bone Heights, Horticultural looked down upon the battle. His sour expression showed little surprise at the carnage taking place. Mulch gave a contemptuous snort as, far below, the Stormcast Rangers tore through the daemoniac rearguard and moved swiftly up the old road.

The Emberwash Realmgate stood upon a flat, stony hilltop dotted with old ruins and towers of bone. Horticultural's sowing was already well advanced.

He had ploughed the soil and spat his foulness into every furrow; he had spoken the tiller's lament and enunciated seven times the bubonic beseeching to Nurgle. He had daubed the Realmgate's lintel with filth, inscribing the runes of plentiful growth. Feeding upon the Realmgate's magical power, the first fronds of the Garden of Nurgle were already pushing through, and the gate's energies were turning a sickly green.

Yet his crop needed to ripen, and now these pests had come to spoil it. Horticultural meant to stop them, and, as with any other pest, the best way to do that was to set a trap...

A short while later, Neave and her warriors crested a steep rise in the road and found themselves in an area of scrubby trees and rocky outcroppings that shivered with magical residue. Looming above them was the last, steep climb that led up to the summit, from where could be seen the sickly glow of the corrupted Realmgate. Closer to hand, Neave saw Horticultural himself. The Grand Cultivator shot a

panicked glance over his shoulder at her, urging his snail-like steed to flee for the hilltop high above. Seeing their chance, the Rangers lunged forward into the ragged copse – into the jaws of the trap. Horticultural's daemons poured onto the plateau from all sides. The thrum of membranous wings filled the air as Plague Drones buzzed down from above, and whistling death's heads burst foully amidst the trees to spray diseased slime. Nurglings spilled from the undergrowth, and Plaguebearers trudged in to cut off the Rangers' route to Horticultural. The trap was sprung, and now the Stormcasts would have to fight for their lives.



BLIGHTWAR: THE LURE

THE ARMIES

The Stormcasts player commands a force of Rangers led by the Knight-Zephyros Neave Blacktalon, while the Nurgle daemons player commands Horticultural Slimux's army.

STORMCASTS' OBJECTIVES

Having fought through the daemoniac rearguard and sighted her nemesis, Neave urges her warriors to give chase as Horticultural turns and flees up the hill. With the foe closing in on all sides and time running out, it is imperative the Rangers break through to the Emberwash Realmgate and put a stop to the Chaos corruption.

NURGLE DAEMONS' OBJECTIVES

After using himself as bait to lure the Stormcasts into a trap, Horticultural must now direct his pestilential host to ensure none of the enemy escape the closing net if the sowing is to be seen to completion.

THE BATTLEFIELD

Set up the scenery for the battle as described on the *Warhammer Age of Sigmar* rules sheet. The territories for the two armies are shown on the map opposite.

SET-UP

Both players roll a dice, re-rolling ties. The players alternate setting up units, starting with the player that rolled lowest. The Stormcasts player sets up in the Stormcasts' territory. The Nurgle daemons player must alternate setting up their units between the two Nurgle daemons territories.

FIRST TURN

The player that finishes setting up their army first may choose who takes the first turn in the first battle round.

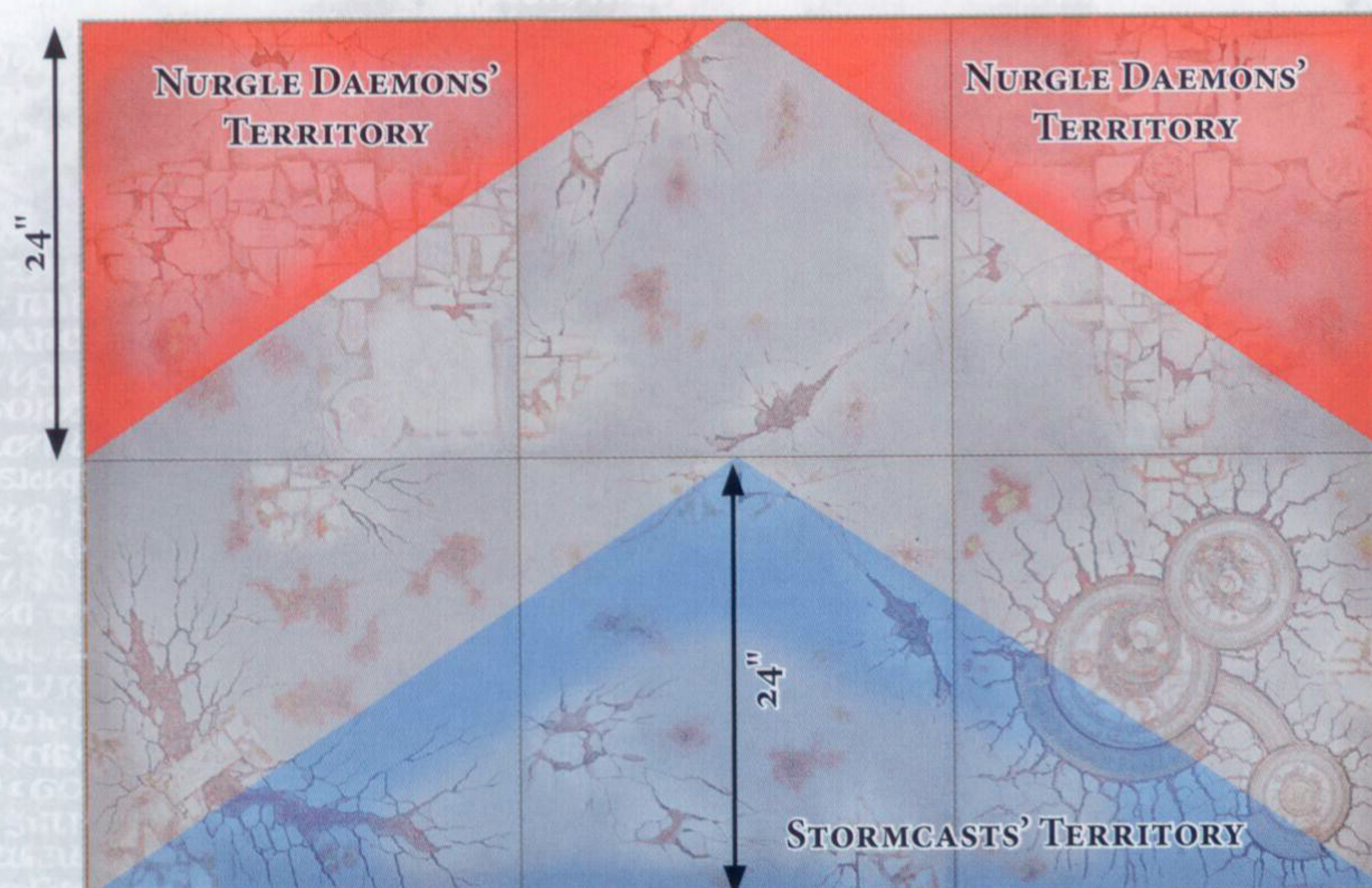
THE BREAK OUT

The Stormcasts player must break through the Nurgle trap to reach the Realmgate. If any models from a Stormcasts unit move into contact with the long board edge bordering the Nurgle daemons' territory in the movement phase, the entire unit is considered to have broken through and is removed from the board. If there are no Stormcasts units on the board at

the end of any battle round, the battle ends immediately.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, at the end of the fifth battle round, count the number of units from the Stormcasts army that have broken through. The Stormcasts player wins a **major victory** if 3 or more units broke through, or a **minor victory** if 2 units broke through. The Nurgle daemons player wins a **minor victory** if only 1 unit broke through, or a **major victory** if no units broke through.



BEFORE THE GATE

The Whirlwind Axes swinging, Neave Blacktalon hacked down every daemon within reach. The Shadowhammers shot their way out of their encirclement, their Vanguard-Palladors wind-shifting straight through the daemon lines. Though many Stormcasts fell, Horticultural's trap had failed.

Filled with anger and determination, the Knight-Zephyros led her surviving warriors in the final advance on the Emberwash Realmgate. Spreading her Rangers out and watching for danger, Neave moved up the last, steep stretch of the old road and into the rocky ruins at its summit.

Ahead, she saw the Realmgate. Its structure shuddered and groaned, bilious light spilling from it. Miasmal spore clouds and thrumming storms of flies spilled from within. Meanwhile, foul-looking plant life squirmed up from the ground all around. Dripping lianas coiled up around the Realmgate's

arched lintel. Shuddering feverblooms burst from between its stones.

Neave had seen all of this before, too many times to count. She recognised that the sowing was in its final stages, and that the Realmgate was beyond saving. All that she and her comrades could do was halt the ritual before the gate burst like an overripe fruit and the Garden of Nurgle spilled forth to destroy the entire region.

Neave's first priority, however, was still Horticultural. The daemon had to be banished, lest this terrible spectacle happen again and again. The Grand

Cultivator was there, half visible through the choking spore clouds, the whirling flies and the driving rain. His surviving daemons drew up in a slouching battle line, determined to hold off the Stormcasts long enough for their master to finish his work.

Ordering her warriors to see to the daemons' destruction, Neave accelerated into a lightning-fast charge. Axes in hand, she raced for Horticultural Slimux. Seeing her coming, the daemon reared up to his full height, shears snicking open and shut, and prepared to deal with his relentless hunter once and for all...



BLIGHTWAR: THE GREAT SOWING

THE ARMIES

The Stormcasts player commands the Knight-Zephyros Neave Blacktalon and her most elite Rangers. The Nurgle daemons player commands Horticultural Slimux and his closest daemon cohorts.

STORMCASTS' OBJECTIVES

With her prey out of places to run and determined to finish his foul task, it is up to Neave and her surviving Rangers to slay Horticultural Slimux and prevent Nurgle's Garden from spilling over into Ghur.

NURGLE DAEMONS' OBJECTIVES

The energies of the sowing ritual have already begun to empower Horticultural and his faithful servants; they must ensure the act is seen to its glorious conclusion, and kill the detested Stormcast hunter who has hounded the Grand Cultivator across the realms.

THE BATTLEFIELD

The Nurgle daemons player places the Emberwash Realmgate as shown on the map opposite. We recommend using the Baleful Realmgate scenery piece or a suitable alternative. The rest of the scenery can be generated as described on the *Warhammer Age of Sigmar* rules sheet. The territories for the two armies are shown on the map.

SET-UP

The Nurgle daemons player sets up their army first, in the Nurgle daemons' territory. If any units cannot fit into the territory, they must be held back and enter play as described in A Realmgate Corrupted. The Nurgle daemons player may also voluntarily hold back units in

this way if they wish. The Stormcasts player then sets up their army in the Stormcasts' territory.

FIRST TURN

Horticultural has had a little time to marshal his forces around the Emberwash Realmgate. The Nurgle daemons player may choose who takes the first turn in the first battle round.

THE SOWING

Horticultural is part way through the final stages of the sowing, and must complete it before Neave can destroy all his hard work. Horticultural may not finish a move, charge or pile-in more than 6" from the Emberwash Realmgate.

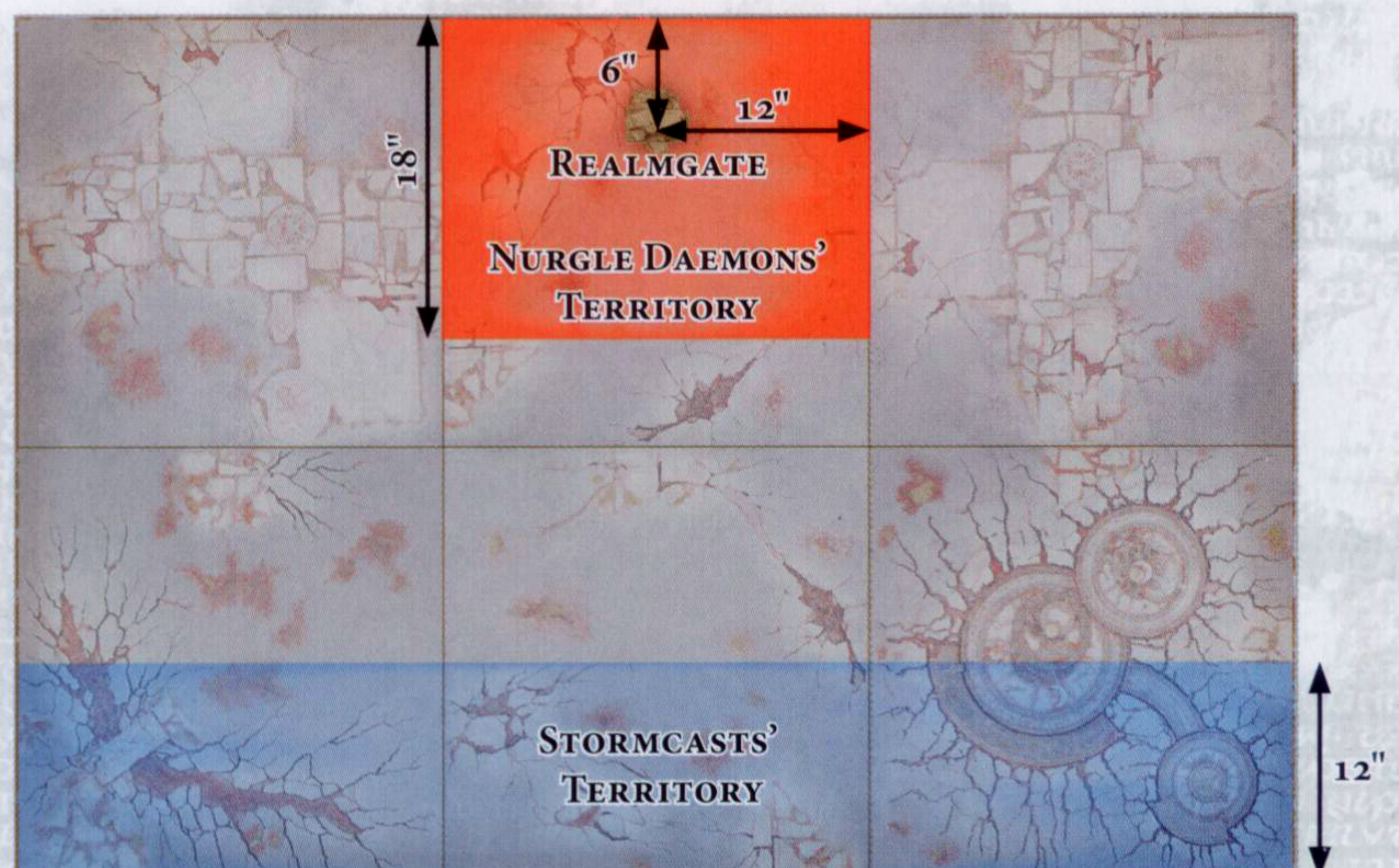
A REALMGATE CORRUPTED

The swirling energies of Nurgle's Garden that pour from the corrupted Realmgate empower his nearby servants. **NURGLE** models wholly within 6" of the Emberwash Realmgate may re-roll any results of 1 when using their Disgustingly Resilient ability.

In addition, in the Nurgle daemons player's movement phase, they may bring any of their units held back as reinforcements through the gate. Set that unit up anywhere within 6" of the Emberwash Realmgate and more than 9" from enemy models. This counts as its move for this phase. Units that cannot be set up in such a way may not enter play through the gate this turn.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, if Neave kills Horticultural Slimux, the Stormcasts player immediately wins a **major victory**. If Horticultural is slain, but not by Neave, the Stormcasts player immediately wins a **minor victory**. If Horticultural is still on the battlefield at the end of the fifth battle round and Neave has been slain, the Nurgle daemons player wins a **major victory**. If, at the end of the fifth battle round, both Horticultural and Neave are still on the battlefield, the Nurgle daemons player wins a **minor victory**.





Horticultural Slimux, Grand Cultivator of Nurgle, leads his trudging Tallyband into battle.

The Shadowhammers pounce upon Horticultural Slimux, little realising he is bait for a cunning trap.





The Shadowhammers hurtle into battle upon the winds of the storm, their Knight-Zephyros sprinting at the fore.





Atop the Bone Heights, the Shadowhammers meet Horticulous and his daemons in a final clash to the death.



The heroic Shadowhammers are amongst the most skilled and deadly Vanguard Chambers in all of Sigmar's Stormhosts.



Horticulous Slimux roams the realms, performing gruesome sowings and battling those who try to stop him.



Hunter-Prime



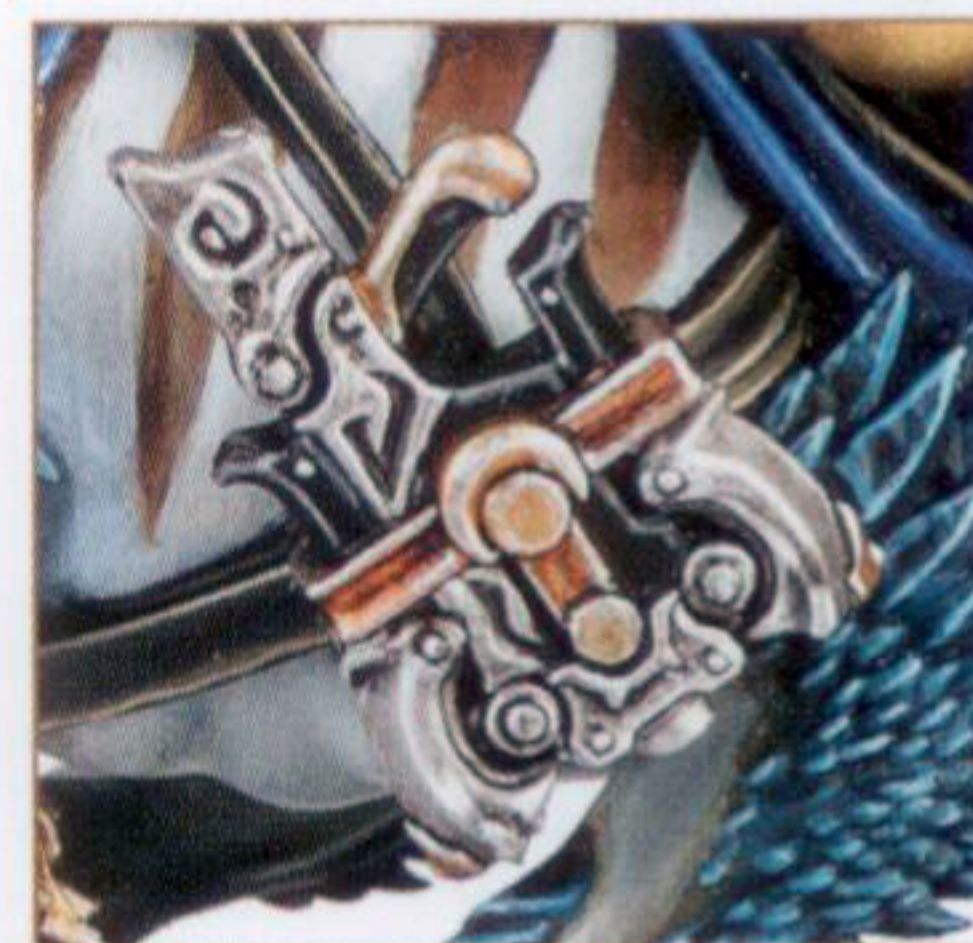
Neave Blacktalon



Raptor-Prime with
longstrike crossbow



Vanguard-Palladors





Plagueridden



Plaguebearer



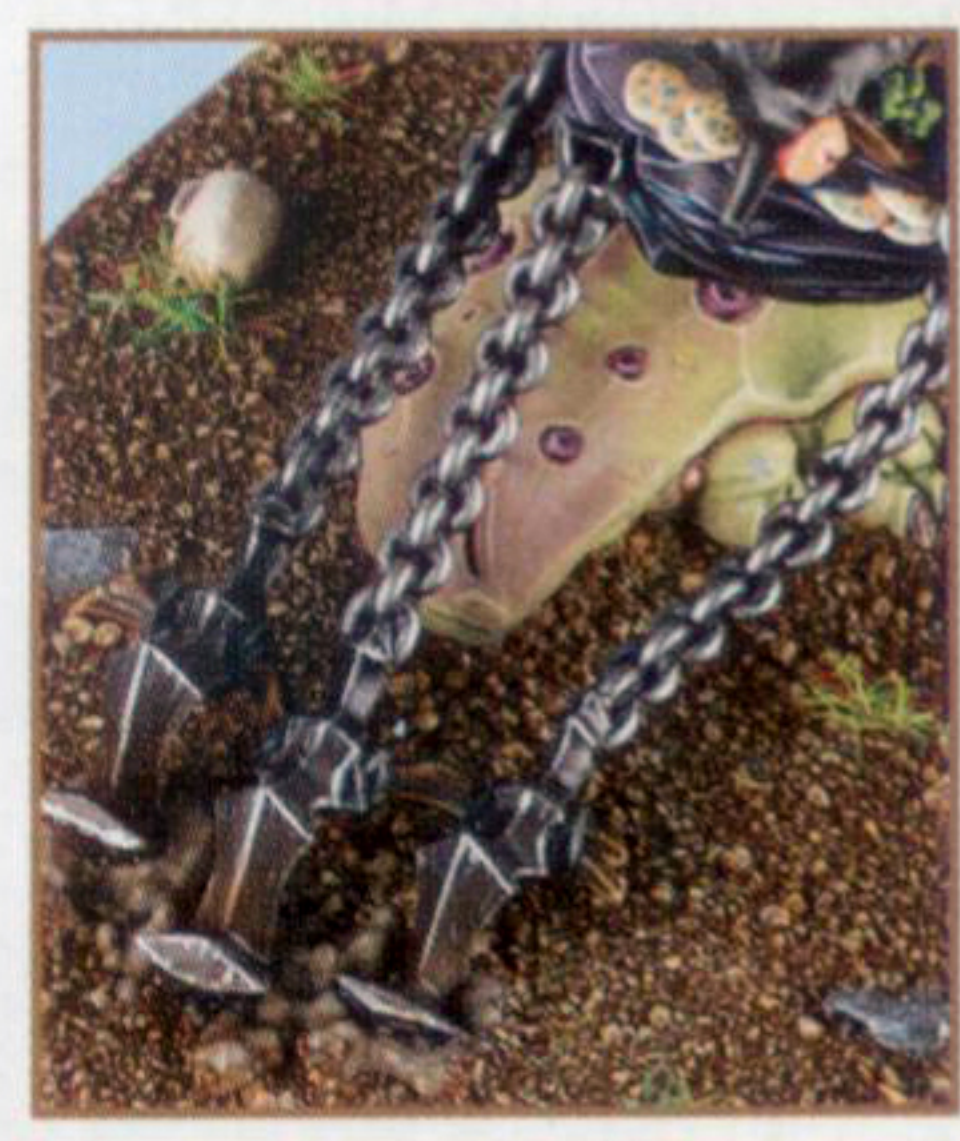
Icon Bearer



Plague Drone



Horticulous Slimux on Mulch





ALLEGIANCE ABILITIES

Crashing down to the blighted earth to confront the diseased hosts of Nurgle, the lightning-wreathed Stormcast Eternals are a spectacular and terrifying sight. These pages describe the battle traits that characterise these two opposing armies for use in your games of *Warhammer Age of Sigmar*.

ALLEGIANCE

Every unit and warscroll battalion in *Warhammer Age of Sigmar* owes allegiance to one of the Grand Alliances – either **ORDER**, **CHAOS**, **DEATH** or **DESTRUCTION**. Many units and warscroll battalions also have more specific allegiances – for example, **STORMCAST ETERNALS** or **PALADINS**.

If all the starting units and warscroll battalions in your army are **STORMCAST ETERNALS**, then it has the **STORMCAST ETERNALS** allegiance.

If all the starting units and warscroll battalions in your army follow **NURGLE**, then it has the **NURGLE** allegiance.

An army with the **STORMCAST ETERNALS** or **NURGLE** allegiance – sometimes respectively known as a **STORMCAST ETERNALS** army or **NURGLE** army – can use potent allegiance abilities, such as battle traits. The battle traits available to **STORMCAST ETERNALS** armies can be found opposite, while the battle traits available to **NURGLE** armies are detailed on the next page.

When your army qualifies for more than one allegiance – e.g. all of the units are **STORMCAST ETERNALS** and **ORDER** – you must choose which allegiance your army will use before each game. These restrictions aside, you can use allegiance abilities whenever you play games of *Warhammer Age of Sigmar*.

STORMCAST ETERNALS BATTLE TRAITS

Armies with the **STORMCAST ETERNALS** allegiance have the following ability:

Scions of the Storm: Stormcast Eternals are often transported into battle by thunderbolts, hurled by Sigmar's own hand.

Instead of setting up a **STORMCAST ETERNALS** unit on the battlefield, you can place it to one side and say that it is set up in the Celestial Realm. You can do this with as many units as you wish. In each of your movement phases, roll a dice for each of these units.

On a roll of 1 or 2 the unit does not arrive this turn – you can roll for them again in subsequent turns.

On a result of 3 or more, the unit is transported to the battlefield – set up the unit on the battlefield more than 9" from any enemy models. This is their move for that movement phase.

If a unit is still in the Celestial Realm when the battle ends, it is considered to be slain.

NURGLE BATTLE TRAITS

Armies with the **NURGLE** allegiance have the following ability:

Cycle of Corruption: When Nurgle's armies march across the realms, they bring with them a cycle of decay and fecundity. At the start of the first battle round of any battle that includes a **NURGLE** army, a dice must

be rolled. Refer to the table opposite to see which stage of the Cycle of Corruption is currently taking place – this applies to all **NURGLE** armies. The Cycle of Corruption moves clockwise one step at the start of each new battle round. For example, if the roll on the Cycle of Corruption table was a 5, then Nauseous Revulsion would apply in the first battle round, Rampant Disease in the second, Corrupted

Regrowth in the third, and so on. The rule for the current stage applies for the duration of the battle round.

D6	Stage of Corruption
1	Unnatural Vitality
2	Fecund Vigour
3	The Burgeoning
4	Plague of Misery
5	Nauseous Revulsion
6	Rampant Disease



WARSCROLLS

The warriors and creatures that battle in the Mortal Realms are incredibly diverse, and to represent this, every model has a warscroll that lists the characteristics, weapons and abilities that apply to it.

Every Citadel Miniature in the Warhammer range has its own warscroll, which provides you with all of the information needed to use that model in a game of *Warhammer Age of Sigmar*. More information about what a warscroll contains, along with a number of hints and tips for their use, can be found on the page opposite.

In addition, you can organise the units in your army into a special type of formation by using a warscroll battalion. Doing so will give you access

to additional abilities that can be used by the units in the battalion.

When you are setting up, you can set up all of the units in a warscroll battalion instead of setting up a single unit. Alternatively, you can set up some of the units from a warscroll battalion, and set up any remaining units individually later on, or you can set up all of the units individually.

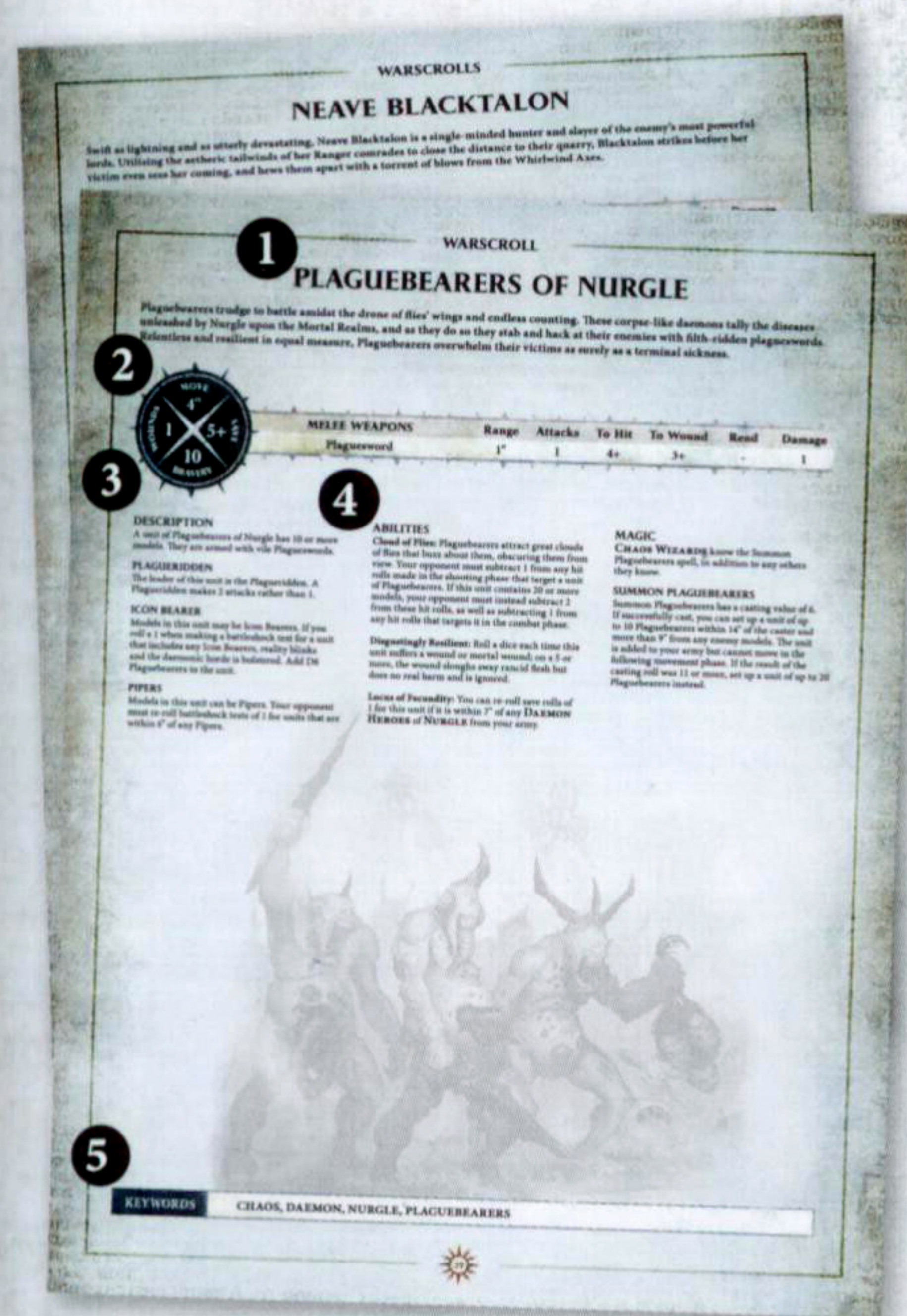
Usually, a unit can only belong to one battalion, and so can only benefit

from a single set of battalion abilities. However, some very large battalions include other, smaller battalions, and in this case it is possible for a unit to benefit from the abilities of two different battalions at the same time.

The key below explains what you will find on a warscroll battalion.



- Title:** The name of the warscroll battalion and a short overview of the background for it and how it fights.
- Organisation:** This section lists the units that make up the warscroll battalion and any restrictions that may apply to the models that you can include.
- Abilities:** Every warscroll battalion includes one or more abilities that some or all of the units from the battalion can use. The abilities listed for a warscroll battalion only apply to the units that make it up (even if there are other units of the same type in your army). These abilities are in addition to the abilities listed on the units' warscrolls.
- Allegiance:** If a battalion has an allegiance, its can be included in an army that has that allegiance even if some of the units in the battalion are from a different faction. However, its units only benefit from that army's allegiance abilities if they have the appropriate keyword on their warscroll.



- 1. Title:** The name of the model that the warscroll describes.
- 2. Characteristics:** This set of characteristics tells you how fast, powerful and brave the model is, and how effective its weapons are.
- 3. Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).
- 4. Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.
- 5. Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword.

Modifiers: Many warscrolls include modifiers that can affect characteristics. For example, a rule might add 1 to the Move characteristic of a model, or subtract 1 from the result of a hit roll. Modifiers are cumulative.

Random Values: Sometimes, the Move or weapon characteristics on a warscroll will have random values. For example, the Move characteristic for a model might be 2D6 (two dice rolls added together), whereas the Attacks characteristic of a weapon might be D6.

When a unit with a random Move characteristic is selected to move in the movement phase, roll the indicated number of dice. The total of the dice rolled is the Move characteristic for all models in the unit for the duration of that phase.

Generate any random values for a weapon (except Damage) each time it is chosen as

the weapon for an attack. Roll once and apply the result to all such weapons being used in the attack. The result applies for the rest of that phase. When determining random damage in step four of the attack sequence, generate the value for each successful attack the weapon makes; the result is the damage for that single successful attack.

When to Use Abilities: Abilities that are used at the start of a phase must be carried out before any other actions. By the same token, abilities used at the end of the phase are carried out after all normal activities for the phase are complete.

If you can use several abilities at the same time, you can decide in which order they are used. If both players can carry out abilities at the same time, the player whose turn is taking place uses their abilities first.

Save of '-': Some models have a Save of '-'. This means that they automatically fail all save rolls (do not make the roll, even if modifiers apply).

Keywords: Keywords are sometimes linked to (or tagged) by a rule. For example, a rule might say that it applies to 'all **NURGLE** models'. This means that it would apply to models that have the Nurgle keyword on their warscroll.

Minimum Range: Some weapons have a minimum range. For example 6"-48". The weapon cannot shoot at an enemy unit that is within the minimum range.

Weapons: Some models can be armed with two identical weapons. When the model attacks with these weapons, do not double the number of attacks that the weapons make; usually, the model gets an additional ability instead.



STORMCAST ETERNALS BLACKTALON'S SHADOWHAMMERS

Honoured to accompany the first-forged Knight-Zephyros into battle, this detachment of the Shadowhammers exemplifies its chamber's specialist training. In battle they pin their foes in place with volleys of deadly accurate fire before smashing them asunder with the force of their charge.

ORGANISATION

A Blacktalon's Shadowhammers battalion consists of the following units:

- Neave Blacktalon
- 1 unit of Vanguard-Palladors
- 1 unit of Vanguard-Raptors
- 1 unit of Vanguard-Hunters
- 1 unit of Aetherwings

Blacktalon's Shadowhammers are taken from the Hammers of Sigmar Stormhost and always wears their colours in battle.

ABILITIES

Swift as the Wind: In your hero phase, all STORMCAST ETERNAL units from this battalion that are within 6" of Neave Blacktalon may move 5" as if it were the movement phase, but may not run.

Coordinated Attacks: If a unit from Blacktalon's Shadowhammers makes a successful charge against an enemy unit that was the target of a shooting attack by another unit in this battalion this turn, you may add 1 to its hit rolls in the subsequent combat phase.



NURGLE FECUND RITUCULTURALISTS

A Tallyband of the Befouling Host, these shambling and revoltingly green-fingered daemons are the perfect companions for Horticulous Slimux. They feel the weight of their duty keenly, and do whatever they can to defend their master and facilitate his bounteous sowings.

ORGANISATION

A Fecund Rituculturalists battalion consists of the following units:

- Horticulous Slimux
- 1 unit of Plaguebearers of Nurgle
- 1 unit of Plague Drones of Nurgle
- 1 unit of Nurglings

ABILITIES

Rituculturalists: Witnessing the seeding of Nurgle's Garden invigorates his children. You can re-roll hit rolls of 1 for models from this battalion whilst they are within 7" of Horticulous Slimux.

Fertile Ground: If the unit of Plaguebearers from this battalion is within 3" of Horticulous at the start of your hero phase, you may immediately replace D3 of its models that were slain earlier in the battle.

NEAVE BLACKTALON

Swift as lightning and as utterly devastating, Neave Blacktalon is a single-minded hunter and slayer of the enemy's most powerful lords. Utilising the aetheric tailwinds of her Ranger comrades to close the distance to their quarry, Blacktalon strikes before her victim even sees her coming, and hews them apart with a torrent of blows from the Whirlwind Axes.



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Boltstorm Pistol	9"	2	3+	3+	-	1

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
The Whirlwind Axes	1"	7	3+	3+	-1	1

DESCRIPTION

Neave Blacktalon is a single model armed with the Whirlwind Axes and a Boltstorm Pistol.

Neave Blacktalon is taken from the Hammers of Sigmar Stormhost and always wears their colours in battle.

ABILITIES

Lightning-fast Strikes: For each hit roll of 6 or more made for Neave Blacktalon in the combat phase, she may immediately make another attack.

Tireless Hunter: Neave Blacktalon can run and shoot in the same turn.

Nemesis: Any of Neave Blacktalon's attacks that target a **HERO** have a Damage of 2 rather than 1.

Windrider: When a friendly **STORMCAST ETERNAL** unit within 6" uses their Ride the Winds Aetheric ability, Neave Blacktalon can follow in their wake; she can immediately move in the same manner up to the distance moved by the unit she is following, provided that she ends this move within 6" of them and more than 3" from any enemy models. If she moves in this way, Neave Blacktalon may not run or charge in that turn.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, KNIGHT-ZEPHYROS, NEAVE BLACKTALON

VANGUARD-HUNTERS

The Vanguard-Hunters are daring raiders and expert scouts who prosecute the war against Chaos in even the most challenging environments. Whether running down pockets of the foe and wiping them out in a sudden barrage of crackling bolts, or storming exposed positions in lightning assaults, these veterans can turn the tide of battle in one bold action.



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Boltstorm Pistol	9"	2	3+	4+	-	1

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Shock Handaxe	1"	2	4+	3+	-	1
Storm Sabre	1"	2	3+	4+	-	1

DESCRIPTION

A unit of Vanguard-Hunters has 5 or more models. Some Vanguard-Hunters are armed with a Shock Handaxe, while others wield a Storm Sabre. All Vanguard-Hunters also wield a Boltstorm Pistol. In addition, 1 in every 5 models may carry an Astral Compass.

HUNTER-PRIME

The leader of this unit is the Hunter-Prime. A Hunter-Prime makes 3 attacks rather than 2.

ABILITIES

Astral Compass: The Astral Compass shows the Vanguard-Hunters the best route to strike at their foe, no matter the terrain or the distance they must travel. Instead of setting up a unit of Vanguard-Hunters that includes any models with an Astral Compass on the battlefield, you can place it to one side and say that it is set up in pursuit. In any of your movement phases, you can summon the Vanguard-Hunters to strike at the enemy's flanks. When you do so, set up the unit wholly within 6" of any edge of the battlefield, more than 7" from the enemy. This is their move for that movement phase.

Tireless Hunters: Vanguard-Hunters can run and shoot in the same turn.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, ANGELOS, VANGUARD-HUNTERS

VANGUARD-RAPTORS

WITH LONGSTRIKE CROSSBOWS

Raining death upon the enemy from afar, Vanguard-Raptors armed with longstrike crossbows are marksmen with few equals. Poised in well-chosen vantage points they wait with bolts loaded, reading the ebb and flow of battle until the perfect prey appears. When it comes their retribution is swift, loosing deadly missiles to despatch even the most resilient targets.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Longstrike Crossbow	24"	1	2+	3+	-2	2
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Heavy Stock	1"	1	4+	3+	-	1
Aetherwing's Beak and Claws	1"	2	4+	3+	-	1

DESCRIPTION

A unit of Vanguard-Raptors with Longstrike Crossbows has 3 or more models. Each Vanguard-Raptor strikes at priority targets from afar with their Longstrike Crossbow, and in extremis will strike at foes with its Heavy Stock.

RAPTOR-PRIME

The leader of this unit is the Raptor-Prime. A Raptor-Prime is accompanied by an Aetherwing, which aids them in battle and savages enemies with its Beak and Claws.

ABILITIES

Longshot: If a unit of Vanguard-Raptors does not move in the movement phase, then you can add 6" to the Range characteristic of any Longstrike Crossbows the unit uses in the shooting phase of the same turn.

Headshot: If the hit roll for a Longstrike Crossbow is a 6 or more, it causes 2 mortal wounds instead of its normal damage.

Warning Cry: If an enemy unit makes a charge move that ends within 1" of a unit that includes a Raptor-Prime with an Aetherwing, roll a dice for each Vanguard-Raptor in the unit. Any rolls of 6 inflict 2 mortal wounds on the charging unit.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, JUSTICAR, VANGUARD-RAPTORS

VANGUARD-RAPTORS

WITH HURRICANE CROSSBOWS

Vanguard-Raptors are natural hunters, often scouting ahead of the main battle line to harry the enemy with deadly crossbow fire. Those who favour the close-ranged kill form into retinues armed with hurricane crossbows, ferocious weapons capable of stalling the most determined enemy advance with withering quick-fire volleys.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hurricane Crossbow	18"	6	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Heavy Stock	1"	1	4+	4+	-	1

DESCRIPTION

A unit of Vanguard-Raptors with Hurricane Crossbows has 3 or more models. Each Vanguard-Raptor lays down covering fire for their brethren with their Hurricane Crossbow, and at close quarters will strike at foes with its Heavy Stock.

RAPTOR-PRIME

The leader of this unit is the Raptor-Prime. A Raptor-Prime's weapons have a To Hit characteristic of 3+.

ABILITIES

Rapid Fire: If a unit of Vanguard-Raptors does not move in the movement phase, then you can add 3 to the Attacks characteristic of any Hurricane Crossbows the unit uses in the shooting phase of the same turn.

Suppressing Fire: If a unit of Vanguard-Raptors with Hurricane Crossbows directs all of its shooting attacks at a single unit in the shooting phase, that unit must subtract 2 from any charge move they make until your next hero phase.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, JUSTICAR, VANGUARD-RAPTORS

VANGUARD-PALLADORS

The Vanguard-Palladors of the Vanguard Chambers are without doubt the fastest ground elements of the Stormhosts. By transmuting into wind-borne lightning atop their Gryph-chargers, they can ride the celestial hurricane to circumvent the enemy army's defences, before reassuming their corporeal forms to strike at the foe's exposed throat with bolt, javelin, axe and claw.



MISSILE WEAPONS

Boltstorm Pistol	9"	2	3+	4+	-	1
Starstrike Javelin	18"	1	3+	3+	-1	1

MELEE WEAPONS

Shock Handaxe	1"	2	3+	3+	-	1
Starstrike Javelin	2"	1	4+	3+	-1	1
Gryph-charger's Razor Beak and Claws	1"	3	3+	3+	-2	1

DESCRIPTION

A unit of Vanguard-Palladors has 3 or more models. Some Vanguard-Palladors are armed with a Shock Handaxe, while others wield a Starstrike Javelin. All Vanguard-Palladors also wield a Boltstorm Pistol, and ride a fearsome Gryph-charger that lashes out with its Razor Beak and Claws.

PALLADOR-PRIME

The leader of this unit is the Pallador-Prime. A Pallador-Prime can bear a Lunar Blade in addition to this model's other weapons.

ABILITIES

Ride the Winds Aetheric: Gryph-chargers can move faster than the eye can follow along the winds aetheric, though the shifting of these winds makes such movement perilous at times. In their movement phase, a unit of Vanguard-Palladors can choose to Ride the Winds Aetheric instead of moving normally. If they do so, choose the direction in which the unit will move, and then roll six dice. The unit can move up to a number of inches equal to the result in the direction chosen, moving over terrain and other models as if they could fly. They must end their movement more than 3" from enemy models – if this is impossible, they cannot move at all. The Vanguard-Palladors cannot run or charge in a turn in which they Ride the Winds Aetheric.

Aethereal Strike: Any rolls to hit of 6 or more with the Gryph-charger's Razor Beak and Claws cause a mortal wound instead of their normal damage.

Lunar Blade: The Pallador-Prime can attack with their Lunar Blade in addition to attacking with their Shock Handaxe or Starstrike Javelin in the combat phase. If they do so, choose an enemy unit within 1" and roll a dice. On a roll of 2 or more that unit suffers a mortal wound.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, ANGELOS, VANGUARD-PALLADORS

AETHERWINGS

Native to the mountainous heights of Azyr, the mysterious Aetherwings frequently ally with Vanguard-Raptors in battle, a strange and powerful bond existing between the two. Fierce and loyal, these creatures hunt in close concert with their Stormcast allies, soaring high above the fray before diving to savage their foes with beak and claw.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Beak and Claws	1"	2	4+	3+	-	1

DESCRIPTION

A unit of Aetherwings has 3 or more models, each of which savages the enemy with their razor-sharp Beak and Claws.

FLY

Aetherwings can fly.

ABILITIES

Watchful Guardians: Aetherwings form close bonds with Vanguard-Raptors, and defend them from their enemies even as the Vanguard-Raptors destroy threats from afar. At the beginning of your opponent's charge phase, any friendly unit of Aetherwings within 12" of a friendly unit of Vanguard-Raptors can immediately move. Roll two dice – the Aetherwings can move up to this distance in inches. They can retreat with this move, but cannot run, and this move cannot take them further than 12" from the Vanguard-Raptors.

Swooping Hunters: Units of Aetherwings can retreat and charge in the same turn.



KEYWORDS	ORDER, CELESTIAL, STORMCAST ETERNAL, AETHERWINGS
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HORTICULOUS SLIMUX

Horticultural Slimux rides into battle perched upon the shell of his gastrobominus, Mulch. As Nurgle's head gardener, he has the power to seed the Garden of Nurgle into the fabric of reality, churning the ground with his Gruntleplough to summon it forth. Surrounded by packs of Beasts of Nurgle and wielding his lethal lopping shears, Horticultural is a being to be greatly feared.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lopping Shears	1"	3	3+	3+	-1	D3
Mulch's Slime-encrusted Jaws	1"	D3	3+	3+	-2	2

DESCRIPTION

Horticultural Slimux is a single model. He is armed with a huge pair of Lopping Shears that he uses to snip his enemies in half, and rides upon the back of a massive gastrobominus called Mulch that snaps at the foe with its Slime-encrusted Jaws.

ABILITIES

Beast Handler: You can re-roll failed charge rolls for friendly units of Beasts of Nurgle that are within 7" of Horticultural Slimux. In addition, you can re-roll hit rolls of 1 for friendly units of Beasts of Nurgle that are within 14" of Horticultural Slimux.

Disgustingly Resilient: Roll a dice each time Horticultural Slimux suffers a wound or mortal wound; on a 5 or more, the wound sloughs away rancid flesh but causes no real harm and is ignored.

In Death There is Life: All friendly **NURGLE** units within 7" of this model heal 1 wound each time a unit is wiped out within 7" of this model.

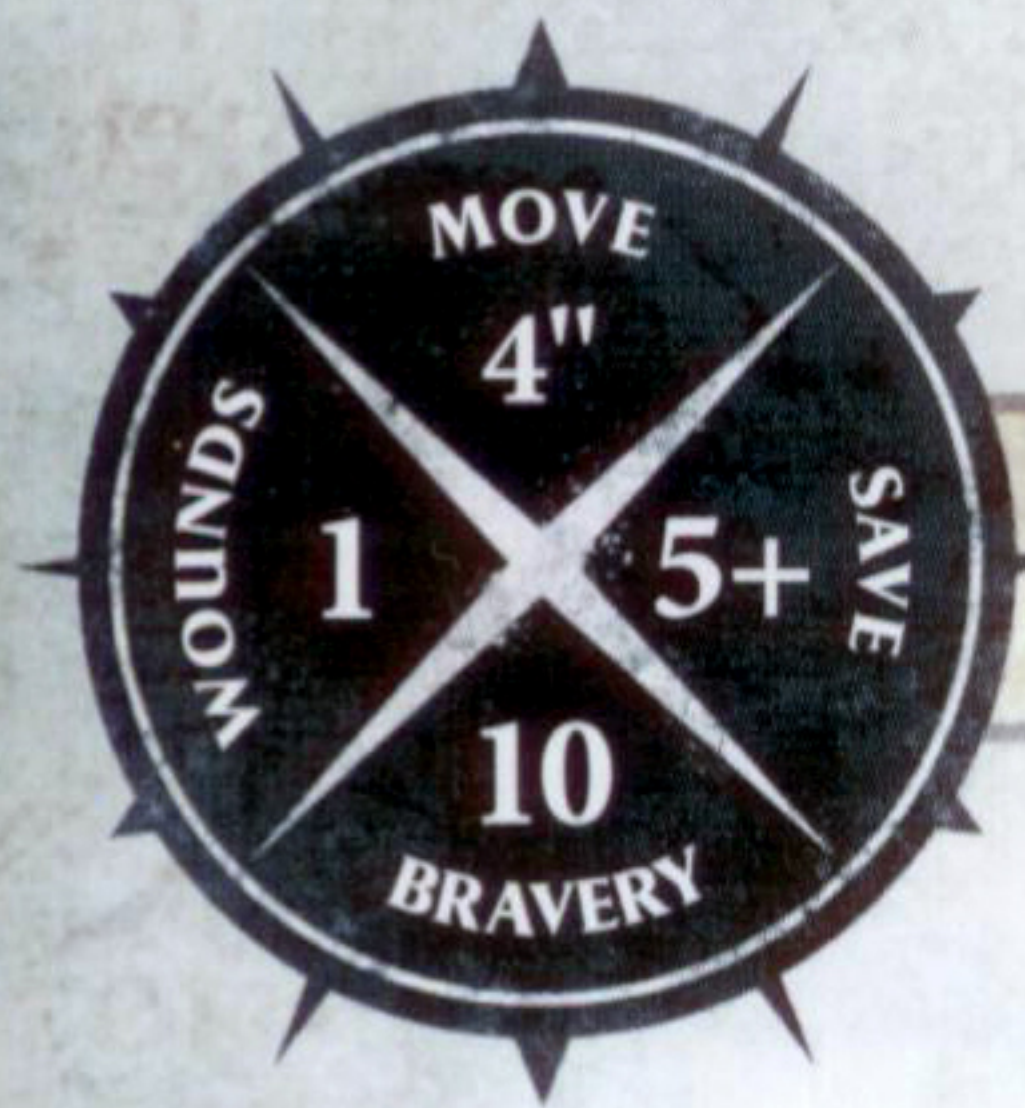
Ploughed Slime Trail: Each enemy unit that is within 3" of Horticultural Slimux when he starts to make a retreat move suffers D3 mortal wounds as they slip in the deadly, acidic slime trail left in Horticultural's wake.

KEYWORDS

CHAOS, DAEMON, NURGLE, HERO, HORTICULOUS SLIMUX

PLAGUEBEARERS OF NURGLE

Plaguebearers trudge to battle amidst the drone of flies' wings and endless counting. These corpse-like daemons tally the diseases unleashed by Nurgle upon the Mortal Realms, and as they do so they stab and hack at their enemies with filth-ridden plagueswords. Relentless and resilient in equal measure, Plaguebearers overwhelm their victims as surely as a terminal sickness.



MELEE WEAPONS

Plaguesword

Range

1"

Attacks

1

To Hit

4+

To Wound

3+

Rend

-

Damage

1

DESCRIPTION

A unit of Plaguebearers of Nurgle has 10 or more models. They are armed with vile Plagueswords.

PLAGUERIDDEN

The leader of this unit is the Plagueridden. A Plagueridden makes 2 attacks rather than 1.

ICON BEARER

Models in this unit may be Icon Bearers. If you roll a 1 when making a battleshock test for a unit that includes any Icon Bearers, reality blinks and the daemonic horde is bolstered. Add D6 Plaguebearers to the unit.

PIPERS

Models in this unit can be Pipers. Your opponent must re-roll battleshock tests of 1 for units that are within 6" of any Pipers.

ABILITIES

Cloud of Flies: Plaguebearers attract great clouds of flies that buzz about them, obscuring them from view. Your opponent must subtract 1 from any hit rolls made in the shooting phase that target a unit of Plaguebearers. If this unit contains 20 or more models, your opponent must instead subtract 2 from these hit rolls, as well as subtracting 1 from any hit rolls that targets it in the combat phase.

Disgustingly Resilient: Roll a dice each time this unit suffers a wound or mortal wound; on a 5 or more, the wound sloughs away rancid flesh but does no real harm and is ignored.

Locus of Fecundity: You can re-roll save rolls of 1 for this unit if it is within 7" of any **DAEMON HEROES** of **NURGLE** from your army.

MAGIC

CHAOS WIZARDS know the Summon Plaguebearers spell, in addition to any others they know.

SUMMON PLAGUEBEARERS

Summon Plaguebearers has a casting value of 6. If successfully cast, you can set up a unit of up to 10 Plaguebearers within 14" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase. If the result of the casting roll was 11 or more, set up a unit of up to 20 Plaguebearers instead.



KEYWORDS

CHAOS, DAEMON, NURGLE, PLAGUEBEARERS

PLAGUE DRONES OF NURGLE

Amongst the swiftest and most dangerous of Nurgle's followers, Plague Drones are high-ranking Plaguebearers who ride to war astride huge and malevolent Rot Flies. These daemoniac airborne mounts attack the foe with stingers, proboscises and chitinous limbs, while their riders hurl slime-filled death's heads into the enemy lines that explode in showers of infectious filth.



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Death's Head	14"	1	4+	3+	-	1
MELEE WEAPONS						
	Range	Attacks	To Hit	To Wound	Rend	Damage
Plaguesword	1"	1	4+	3+	-	1
Prehensile Proboscis	1"	3	3+	4+	-	1
Venomous Sting	1"	1	4+	3+	-1	D3

DESCRIPTION

A unit of Plague Drones of Nurgle has 3 or more models. The Rot Flies attack with their Prehensile Proboscises and Venomous Stings, while their Plaguebearer riders swing Plagueswords and throw virulent Death's Heads.

FLY

Plague Drones can fly.

PLAGUEBRINGER

The leader of this unit is the Plaguebringer. A Plaguebringer makes 2 attacks rather than 1 with its Plaguesword.

ICON BEARER

Models in this unit may be Icon Bearers. If you roll a 1 when taking a battleshock test for a unit that includes any Icon Bearers, reality blinks and the daemoniac horde is bolstered. Add D3 Plague Drones to the unit.

BELL TOLLERS

Models in this unit can be Bell Tollers. Your opponent must re-roll battleshock tests of 1 for units that are within 6" of any Bell Tollers.

ABILITIES

Disgustingly Resilient: Roll a dice each time this unit suffers a wound or mortal wound; on a 5 or more, the wound sloughs away rancid flesh but does no real harm and is ignored.

Locus of Contagion: If the result of a wound roll made for this unit is a 6 or more, and this unit is within 7" of a **DAEMON HERO of NURGLE** from your army, that wound turns septic and flyblown in moments, inflicting a mortal wound on the target unit in addition to any other damage.

MAGIC

CHAOS WIZARDS know the Summon Plague Drones spell, in addition to any others they know.

SUMMON PLAGUE DRONES

Summon Plague Drones has a casting value of 6. If successfully cast, you can set up a unit of up to 3 Plague Drones within 14" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase. If the result of the casting roll was 11 or more, set up a unit of up to 6 Plague Drones instead.

KEYWORDS

CHAOS, DAEMON, PLAGUEBEARER, NURGLE, PLAGUE DRONES

WARSCROLL

NURGLINGS

Nurglings are diseased daemon mites, miniature facsimilies of their noisome god that pour across the battlefield in a stinking tide and bury the foe beneath wave after wave of bloated little bodies. Tumbling from the innards of larger daemons or spilling up from sewers and fissures, the diminutive daemons overcome their victims with sheer weight of numbers and infectious foulness.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tiny, Razor-sharp Teeth	1"	5	5+	5+	-	1

DESCRIPTION

A unit of Nurglings has 3 or more models. Nurglings attack with their Tiny, Razor-sharp Teeth.

ABILITIES

Disease-ridden Demise: At the end of the combat phase, roll a dice for each enemy unit that suffered any wounds inflicted by Nurglings in that phase. On a roll of 5 or more the unit begins to succumb to the virulent maladies carried by the Nurglings and suffers D3 mortal wounds.

Endless Swarm: During each player's battleshock phase, any Nurgling models that have suffered wounds that turn but have not been slain are immediately healed to their starting number of Wounds.

MAGIC

CHAOS WIZARDS know the Summon Nurglings spell, in addition to any other spells they know.

SUMMON NURGLINGS

Summon Nurglings has a casting value of 6. If successfully cast, you can set up a unit of up to 3 models of Nurglings within 14" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase. If the result of the casting roll was 11 or more, set up a unit of up to 6 models of Nurglings instead.

KEYWORDS

CHAOS, DAEMON, NURGLE, NURGLINGS

PITCHED BATTLE PROFILES

UPDATED POINTS VALUES SEPTEMBER 2017

The table below provides points, minimum and maximum unit sizes and battlefield roles for the warscrolls and warscroll battalions in this book, for use in Pitched Battles. Used alongside the rules for Pitched Battles in the *General's Handbook*, this provides you with everything you need to field the Stormcast Eternals or Nurgle forces of *Blightwar* in a Pitched Battle against any opponent.

STORMCAST ETERNALS UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Neave Blacktalon	1	1	120	Leader	Only one of this model can be included in a Pitched Battle army.
Aetherwings	3	12	60		
Vanguard-Hunters	5	15	140		Battleline if army has STORMCAST ETERNALS allegiance and general is a Lord-Aquilor.
Vanguard-Palladors	3	12	220		
Vanguard-Raptors with Hurricane Crossbows	3	12	160		
Vanguard-Raptors with Longstrike Crossbows	3	12	180		
Blacktalon's Shadowhammers	-	-	160	Warscroll Battalion	

NURGLE DAEMONS UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Plaguebearers of Nurgle	10	30	100/270	Battleline	
Horticultural Slimux	1	1	200	Leader	Only one of this model can be included in a Pitched Battle army.
Nurglings	3	12	80		
Plague Drones of Nurgle	3	12	220		
Fecund Rituculturalists	-	-	180	Warscroll Battalion	



From the depths of Nurgle's
festering realm, the
Grand Cultivator comes
to sow his Grandfather's
blighted seeds.

Sent upon aetheric winds,
the Stormcast Rangers give
chase, the Knight-Zephyros
Neave Blacktalon sworn to
slay the daemon.

The hunt has begun. Now
only death can end it...

