

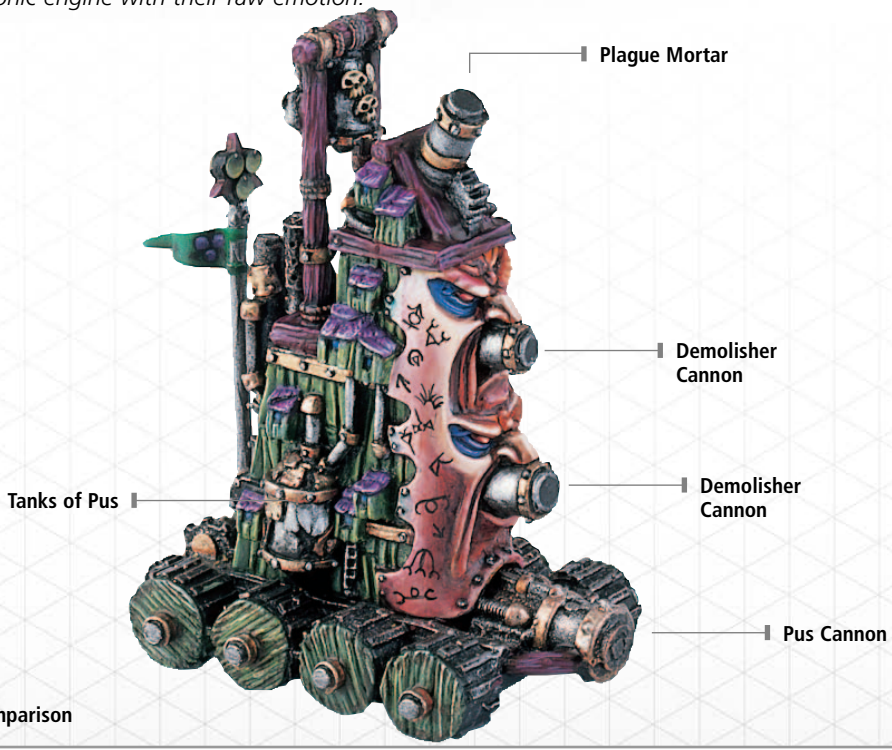
NURGLE PLAGUE TOWER

POINTS: 700

Nurgle is the Chaos God of pestilence and decay. The followers of this foul deity revel in the destruction of the universe and the continual ruination that is part of existence. Nurgle himself plans for the time when the universe dies, and he sends his armies of followers out to hasten his ultimate victory.

Overseen by Nurgle's acolytes, thousands of twisted and corrupted slaves toil to build the awesome machines of destruction that will spread the plague of Nurgle to a hundred worlds. When the grotesque Plague Tower is complete, the Chaos Magi sacrifice the slaves, their bound souls driving the Daemonic engine with their raw emotion.

The Plague Tower is a huge construction of rotting timbers and rusting metal that carves its way across the battlefield leaving a trail of death and contamination in its wake. Enemy fire bounces off its heavy armour, whilst inside the tower diseased followers of Nurgle wait impatiently, ready to spring into frenzied assault once the drawbridges have been dropped. This assault is often led by a Greater Daemon of Nurgle – a Great Unclean One – whose massive, maggot-ridden bulk is barely constrained within this twisted engine of war.



UNIT: 1 Nurgle Plague Tower

TYPE: Super-heavy Vehicle

STRUCTURE POINTS: 6

ACCESS POINTS: The Plague Tower is cunningly designed to allow troops to disembark quickly and easily. Any number of units can embark or disembark to the front, side or rear. Units that disembark may assault.

FIRE POINTS: The Plague Tower has ten fire points in its hull.

WEAPONS AND EQUIPMENT:

- Plague Mortar
- Two Demolisher Cannons
- Pus Cannon

TRANSPORT: The Plague Tower has a transport capacity of 30.

WEAPON	RANGE	ST	AP	SPECIAL
Pus Cannon*	30"	7	3	Heavy 1, Primary Weapon
Demolisher Cannon	24"	10	2	Ordnance 1, 5" Blast, Primary Weapon
Plague Mortar**	G 24-72"	7	3	Ordnance 1, 7" Blast, Primary Weapon

* To fire the pus cannon place the Hellstorm template so that the narrow end is within 18" of the weapon and the narrow end is no closer to the weapon than the narrow end. The pus cannon is then treated like any other template weapon.

** No cover saves are allowed against wounds inflicted by the plague mortar.

ARMOUR							
WS	BS	S	FRONT	SIDE	REAR	I	A
3	3	10	12	12	12	1	1

SPECIAL RULES:

Nurgling Infestation: Any unit assaulting the Plague Tower will be attacked by Nurglings. The enemy units suffers 3D6 Strength 3 hits at Initiative 3 (even if the Plague Tower is destroyed in the assault).

Explosion of Filth: When the Plague Tower is destroyed, tanks of pus stored inside will rupture and spray their contents over anyone close by. If the Plague Tower suffers a Wrecked result on the Catastrophic Damage table, then models within 2D6" are hit, in exactly the same way as an Explosion result. All Nurgle-aligned models (those with the Mark of Nurgle, Nurgle Daemons, ect) are immune to the effects of an Explosion of Filth.