



Tamurkhan's Horde



WARSCROLLS
COMPENDIUM

INTRODUCTION

In ancient days, the great horde of Tamurkhan the Maggot Lord swept out of the Northern Wastes despoiling all before it.

Great slaughter it brought to many lands as Tamurkhan sought the Throne of Chaos, but at last was he felled in a cataclysmic battle, betrayed and defeated before the gates of the city of Nuln.

The warscrolls in this compendium allow you to use your Warhammer Forge collection in fantastical battle, whether telling epic stories set during the Age of Sigmar, or recreating the wars of the world-that-was.

WARSCROLL KEY

- 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.
- 6. Damage Table:** Some models have a damage table that is used to determine one or more of the model's characteristics. Look up the number of wounds the model has suffered to find the value of the characteristic in question.

1 KAYZK THE BEFOULED

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MELLEE WEAPONS		Range	Attacks	To Hit	To Wound	Re-roll	Damage
Nuisance Blades	2"	3	3+	3+	-	-	D3
Slaughtering Fangs	1"	D6	4+	4+	-	-	1

DESCRIPTION
Kayzrk the Befouled and his Rot Beasts mount on a single model. Kayzrk wields a variety of nastily concocted weapons and carries a Rottenhead Shield, while the Rot Beasts' shivering fangs drip with all manner of field poisons and infections.

ABILITIES
Corrupted Flesh: Kayzrk's ravaged flesh is a nothing more of life, little more than a roughly human-shaped bag of putrescent filth which feels neither pain nor injury, and he must be severed limb from limb, if he is to be stopped. Roll a die for each wound or mortal wound caused on him by spells or shooting attacks. On a result of 5 or more, the wound is ignored.
Nuisance Blades: The poisonous filth that encrums Kayzrk's blades is so hateful, both stench and deadly as its touch. Wound rolls of a 6 you make with Kayzrk's Nuisance Blade attacks have their Damage characteristic increased to 3.
Rottenhead Shield: Slung on his Rot Beast's saddle is a great round iron shield crafted in the likeness of a cartoon fly with which Kayzrk can break the blades and lances of charging foes. On any turn in which he has been charged, Kayzrk can re-roll saves of a 1.
COMMAND ABILITY
Breath of the Plague Pit: From his filthy carcass, Kayzrk can pour forth a vile miasma which fills the dovecotes of the Plague God with appalling bliss. If Kayzrk uses this ability, select a single TAMURKHAN'S HORDE unit within 14". Until your next hero phase, this unit does not take battleshock tests.

KEYWORDS: CHAOS, MORTAL, NURGLE, TAMURKHAN'S HORDE, HERO, KAYZK THE BEFOULED

6 GIGANTIC CHAOS SPAWN

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MELLEE WEAPONS		Range	Attacks	To Hit	To Wound	Re-roll	Damage
Freakish Statues	2"	2D6	4+	3+	-	-	1
Slaughtering Masses	1"	D6	4+	3+	-	-	D3

DESCRIPTION
The Gigantic Chaos Spawn is a single model. They fight with an innate profusion of vile mutations and hunger, long-gilded manes which erupt from their ever-changing flesh.

ABILITIES
Curse of the Dark Gods: If you wish, when setting up this unit, you can pick one of the following keywords to assign to this unit for the duration of the battle: **KNOWAN**, **TREESTICK**, **NURGLE** or **SLAVEMAN**.
Wounding Tentacles & Snapping Claws: If you roll a double when determining the number of attacks made by a Gigantic Chaos Spawn's Freakish Mutations, resolve those attacks with a To Hit characteristic of 3+ rather than a 4+.

Playing of the Gods: During your hero phase you may roll for fresh mutations to affect your Gigantic Chaos Spawn, although this is not without risk, as the gods of Chaos are fickle.
Roll Effect
1 The Gigantic Chaos Spawn suffers a single mortal wound.
2 Shattered! No effect this turn.
3 The Gigantic Chaos Spawn beats D3 wounds.
4 The Gigantic Chaos Spawn may re-roll hit rolls of 1 this turn.
5 The Gigantic Chaos Spawn may cast a single spell this turn as if it were a WIZARD.
6 The Gigantic Chaos Spawn immediately restores all wounds it has previously lost in the game and may re-roll all wound rolls this turn.

KEYWORDS: CHAOS, MONSTER, TAMURKHAN'S HORDE, GIGANTIC CHAOS SPAWN

TAMURKHAN THE MAGGOT LORD



MISSILE WEAPONS

Lashing Tongue

Range Attacks To Hit To Wound Rend Damage

14" 1 4+ 4+ - D3

MELEE WEAPONS

The Black Cleaver

Range Attacks To Hit To Wound Rend Damage

2" 4 3+ 3+ -2 2

Crushing Jaws

3" 2 * See below

Befouled Bulk

2" * 4+ 3+ -1 1

DAMAGE TABLE

Wounds Suffered	Move	Crushing Jaws	Befouled Bulk
0-3	10"	3+	3D6
4-7	8"	4+	2D6
8-10	6"	4+	2D6
11-14	6"	5+	D6
15+	4"	6+	D6

DESCRIPTION

Tamurkhan the Maggot Lord and his mount, Bubebolos the Toad Dragon, are a single model. Tamurkhan is armed with the Black Cleaver, a deadly magical axe. Bubebolos can pluck up foes from a distance with his prehensile tongue to swallow, or crush more serious opposition with his mighty jaws. Just as dangerous to any mere mortals who stray close is the colossal beast's befouled bulk which constantly leaks poisonous filth from its many open wounds and sores. The beast can smother anything caught in its path in the most gruesome way imaginable, as Bubebolos drags himself near-mindlessly over the ranks of Tamurkhan's enemies.

ABILITIES

Nurgle's Favoured Son: Papa Nurgle can be a fickle god, but once was Tamurkhan his most favoured son. In each of your hero phases, Tamurkhan heals D3 wounds.

Crushing Jaws: For every hit caused by Bubebolos' Crushing Jaws attack, D3 mortal wounds are inflicted.

King Killer: Tamurkhan loves nothing better than the challenge of hacking apart an enemy champion! When Tamurkhan attacks a **HERO** model, you may re-roll all failed hit rolls with his Black Cleaver.

Feast of the Maggot Lord: Tamurkhan's secret was that he was in truth no more than a hideous maggot-like parasite that possessed the bodies of those who formerly slew his previous hosts, making him all but unstoppable. If Tamurkhan is slain in the combat phase by a **HERO** model, that model immediately suffers D3 mortal wounds. If this kills the model, rather than being removed from the game it is temporarily given over to Tamurkhan's player to use for the rest of the game as part of their army with D3 wounds remaining. If it was a **WIZARD**, it can no longer cast or unbind spells however. Note that none of Tamurkhan's own abilities apply to this new host except his own command ability, which is used rather than any the possessed model had – he hasn't settled in yet!

COMMAND ABILITY

Monstrous Charge: Tamurkhan can unleash a great bellowing roar, calling on the horde of monstrous things at his command to crash down relentlessly on his enemies. When this ability is used, you can re-roll charge rolls in the subsequent charge phase for Tamurkhan and any **MONSTER** model in your army within 14" of him.

KEYWORDS

CHAOS, MORTAL, DRAGON, NURGLE, TAMURKHAN'S HORDE, HERO, MONSTER, TAMURKHAN THE MAGGOT LORD

KAYZK THE BEFOULED



MELEE WEAPONS

Noxious Blades

Slavering Fangs

Range

Attacks

To Hit

To Wound

Rend

Damage

2"

3

3+

3+

-

D3

1"

D6

4+

4+

-1

1

DESCRIPTION

Kayzk the Befouled and his Rot Beast mount are a single model. Kayzk wields a variety of noxiously encrusted weapons and carries a Rustbound Shield, while the Rot Beast's slavering fangs drip with all manner of fetid poisons and infections.

ABILITIES

Corrupted Flesh: Kayzk's ravaged flesh is a rotting mockery of life, little more than a roughly human-shaped bag of putrescent filth which feels neither pain nor injury, and he must be severed limb from limb if he is to be stopped. Roll a dice for each wound or mortal wound caused on him by spells or shooting attacks. On a result of 5 or more, the wound is ignored.

Noxious Blades: The poisonous filth that encrusts Kayzk's blades is so baleful, flesh sloughs and decays at its touch. Wound rolls of a 6 you make with Kayzk's Noxious Blades attacks have their Damage characteristic increased to 3.

Rustbound Shield: Slung on his Rot Beast's saddle is a great rusted iron shield crafted in the likeness of a carrion fly with which Kayzk can baulk the blades and lances of charging foes. On any turn in which he has been charged, you can re-roll saves of a 1 for Kayzk.

COMMAND ABILITY

Breath of the Plague Pit: From his filthy carcass, Kayzk can pour forth a vile miasma which fills the devotees of the Plague God with appalling bliss. If Kayzk uses this ability, select a single **TAMURKHAN'S HORDE** unit within 14". Until your next hero phase, this unit does not take battleshock tests.

KEYWORDS

CHAOS, MORTAL, NURGLE, TAMURKHAN'S HORDE, HERO, KAYZK THE BEFOULED

PLAGUE OGRES



MELEE WEAPONS

Corroded Weapons

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

3

4+

3+

-

2

DESCRIPTION

A unit of Plague Ogres has 3 or more models. They bear a variety of corroded blades, brutal clubs and rusted ironfists with which they bludgeon and hack at their enemies.

ABILITIES

Damned Flesh: Plague Ogres are cursed creatures, rather than willing followers of their decaying lord, and often not even death will free them readily from Nurgle's grasp. Whenever a Plague Ogre is slain roll a dice. On a roll of a 6+, the tortured corpse twitches back to life with a single wound remaining.

Insatiably Famished: The lure of fresh victims drives Plague Ogres into a desperate and sorrowful feast of carnage that they know can never satisfy them, for the diseases that gnaw at their ruined flesh mean they can find no end to their hunger. When the unit successfully charges, you may re-roll failed hit rolls for their Corroded Weapon attacks in the subsequent close combat phase.

Plague Contagion: In your hero phase, roll a dice for each unit within 3" of any Plague Ogre. On the roll of a 6, that unit suffers a single mortal wound. **NURGLE** units do not suffer wounds from the contagion, but instead revel in the bite of a fresh gift of their fecund god.

KEYWORDS

CHAOS, OGOR, NURGLE, TAMURKHAN'S HORDE, PLAGUE OGRES

BILE TROLLS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Infected Vomit	7"	1	3+	3+	-2	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Rusted Axes and Cleavers	1"	3	4+	3+	-1	2

DESCRIPTION

A unit of Bile Trolls has 3 or more models. They wield a variety of hulking Rusted Axes and Cleavers, and can spray great gouts of horrific, diseased vomit over their enemies.

ABILITIES

Infected Vomit: Even viler than the acidic spoil vomited forth by the rest of troll kind, the stew of plague-filth and meat-maggots held within a Bile Troll's stomach is their deadliest weapon. It can eat through flesh and metal, and dissolve whole battle lines into a screaming mess of melting flesh and agony. If the hit roll for a Bile Troll's shooting attack is a 6 or more, make an additional hit roll with the same weapon against the target unit.

Fecund Regeneration: Like all of their kind, Bile Trolls heal at an astonishing rate, their rotting flesh knitting together and splitting again before the eyes of their horrified prey. In each of your hero phases, roll a dice. If the result is 2 or more, the model heals D3 wounds.

Vile Beyond Belief: Such is the noisome horror and near-fatal stench of a group of Bile Trolls gathered together that all units, other than **NURGLE** units, within 3" suffer a -1 penalty to their Bravery.

Rot Brained: A Bile Troll's rotted brain is even more defective than those of Trolls in general, which means they are apt to wander off without the supervision of something both more clever and more powerful than themselves. Unless a **NURGLE HERO** is present within 14" of any Bile Troll units at the start of your hero phase, roll a D6. On a roll of a 1, you cannot move the unit in the movement phase of this turn.

KEYWORDS

CHAOS, TROGGOTH, NURGLE, TAMURKHAN'S HORDE, BILE TROLLS

GIGANTIC CHAOS SPAWN



MELEE WEAPONS

Freakish Mutations

Slavering Maws

Range

2"

1"

Attacks

2D6

D6

To Hit

4+

4+

To Wound

3+

3+

Rend

-

*

Damage

1

D3

DAMAGE TABLE

Wounds Suffered

Move

Crushing Jaws

0-2

3D6"

-2

3-4

2D6"

-2

5-7

2D6"

-1

8-9

D6"

-1

10+

D6"

-

DESCRIPTION

The Gigantic Chaos Spawn is a single model. They fight with an insane profusion of vile mutations and hungry, fang-filled maws which erupt from their ever-changing flesh.

ABILITIES

Cursed of the Dark Gods: If you wish, when setting up this unit, you can pick one of the following keywords to assign to this unit for the duration of the battle: **KHORNE**, **TZEENTCH**, **NURGLE** or **SLAANESH**.

Writhing Tentacles & Snapping Claws:

If you roll a double when determining the number of attacks made by a Gigantic Chaos Spawn's Freakish Mutations, resolve those attacks with a To Hit characteristic of 3+ rather than a 4+.

Plaything of the Gods: During your hero phase you may roll for fresh mutations to afflict your Gigantic Chaos Spawn, although this is not without risk, as the gods of Chaos are fickle!

Roll Effect

- 1 The Gigantic Chaos Spawn suffers a single mortal wound.
- 2 Shunned! No effect this turn.
- 3 The Gigantic Chaos Spawn heals D3 wounds.
- 4 The Gigantic Chaos Spawn may re-roll hit rolls of 1 this turn.
- 5 The Gigantic Chaos Spawn may unbind a single spell this turn as if it were a Wizard.
- 6 The Gigantic Chaos Spawn immediately restores all wounds it has previously lost in the game and may re-roll all wound rolls this turn.

KEYWORDS

CHAOS, MONSTER, TAMURKHAN'S HORDE, GIGANTIC CHAOS SPAWN

DAEMON PLAGUE TOADS OF NURGLE



MISSILE WEAPONS

Grasping Tongue

MELEE WEAPONS

Yawning Maw

Range	Attacks	To Hit	To Wound	Rend	Damage
7"	1	4+	5+	-	1
Range	Attacks	To Hit	To Wound	Rend	Damage
1"	2	4+	4+	-	D3

DESCRIPTION

A unit of Daemon Plague Toads consists of any number of models. They can grasp victims with their muscular pus-sticky tongues, which shoot out a considerable distance from impossibly wide maws studded with rows of leprous teeth.

ABILITIES

Leaps and Bounds: Daemon Plague Toads can move across scenery (but not enemy models) as if they could fly.

Rot-eaters: These terrifying abominations have mouths which slit their entire rancid bodies apart when they yawn open for victims. If the hit roll for the Yawning Maw is 6 or more, that attack scores an immediate additional hit as enemies are swallowed whole by the Plague Toads' impossibly large jaws.

Bloated Flesh: Most weapons simply slide harmlessly through the bloated, abscess-riddled flesh of a Daemon Plague Toad with precious little effect, the foul bulk of the thing swallowing up blades and arrows harmlessly. Whenever a Daemon Plague Toad suffers a wound or a mortal wound, roll a D6. On a roll of a 4 or more that wound is ignored.

MAGIC

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

SUMMON DAEMON PLAGUE TOADS

The Summon Daemon Plague Toads spell has a casting value of 5. If successfully cast, you can set up a single Daemon Plague Toad 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 3 Daemon Plague Toads instead.

KEYWORDS

CHAOS, DAEMON, NURGLE, DAEMON PLAGUE TOADS OF NURGLE

DAEMON POX RIDERS OF NURGLE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Grasping Tongue	7"	1	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Plaguesword	1"	1	4+	3+	-	1
Yawning Maw	1"	2	4+	4+	-	D3

DESCRIPTION

A unit of Daemon Pox Riders consists of any number of models. The Plaguebearers riding these strange mounts are armed with filth-encrusted Plagueswords, while the Plague Toads they ride are just as ravenous and wide-mawed as their unriden counterparts.

ABILITIES

Leaps and Bounds: Daemon Pox Riders can move across scenery (but not enemy models) as if they could fly.

Cloud of Flies: Thanks to their odious nature, Pox Riders 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 Pox Riders.

Rot-eaters: These terrifying abominations have mouths which slit their entire rancid bodies apart when they yawn open for victims. If the hit roll for the Yawning Maw is 6 or more, that attack scores an immediate additional hit as enemies are swallowed whole by the Pox Rider's mount's impossibly large jaws.

Bloated Flesh: Most weapons simply slide harmlessly through the bloated, abscess-riddled flesh of a Daemon Plague Toad with precious little effect, the foul bulk of the thing swallowing up blades and arrows harmlessly. Whenever a Daemon Plague Toad suffers a wound or a mortal wound, roll a D6. On a roll of a 4 or more that wound is ignored.

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

MAGIC

CHAOS WIZARDS know the Summon Daemon Pox Riders spell, in addition to any others they know.

SUMMON DAEMON POX RIDERS

The Summon Daemon Pox Riders spell has a casting value of 6. If successfully cast, you can set up a Daemon Pox Rider 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 3 Daemon Pox Riders instead.

KEYWORDS

CHAOS, DAEMON, NURGLE, DAEMON POX RIDERS OF NURGLE

CHAOS WAR MAMMOTH



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Marauder Javelins & Axes	10"	2D6	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Goring Tusks	3"	*	4+	See below		
Thunderous Advance	1"	*	4+	3+	-2	D3

DAMAGE TABLE			
Wounds Suffered	Move	Goring Tusks	Thunderous Advance
0-5	12"	4	2D6
6-10	10"	3	2D6
11-15	8"	3	D6
16-20	6"	2	D6
21+	4"	1	D3

DESCRIPTION

The Chaos War Mammoth is a single model. It is a terrible and immense beast capable of crushing scores of lesser creatures to bloody paste beneath its trampling feet, and of goring foes with its huge tusks, each of which carries the force of a battering ram. Some Chaos War Mammoths also carry a Howdah from which Chaos Marauder tribesmen hurl javelins and throwing axes down on the enemy, and some also carry a Chaos Marauder Chieftain on a war throne, who directs their tribesmen in battle.

ABILITIES

Earth-shaking Charge: When the Chaos War Mammoth charges with its bellowing roar, the earth shakes and rolls, and the bravest of hearts tremble. On any turn in which the Chaos War Mammoth charges, the Bravery of the unit it charges is reduced by -2 in its next battleshock phase.

Mountain of Fur & Rage: The creature's thick fur, tough hide and mean disposition render the effects of most weapons against it worthless! Re-roll failed armour saves against any weapon attack with a Rending characteristic of '-'.

Goring Tusks: The enormous tusks of the Chaos War Mammoth can impale even the largest monster like meat on a skewer. For each successful hit of the Goring Tusks attack, D3 mortal wounds are inflicted on the target unit. Re-roll Goring Tusks hit rolls of a 1 if the targeted unit is a **MONSTER**.

Rampage!: If the Chaos War Mammoth becomes injured, it is more than likely to go on a blind rampage, flattening anything nearby, friend or foe, until its handlers can get it under control. When a Chaos War Mammoth suffers wounds in the close combat phase, at the end of the phase roll a D6 for any unit within 6". On a result of a 5+ that unit suffers D6 mortal wounds.

Chaos Marauder Chieftain: Some Chaos War Mammoths serve as mounts for mighty Chaos Marauder chieftains who direct their warrior tribes from armoured howdahs on their backs. If a Chaos War Mammoth model features a Chaos Marauder Chieftain in its Howdah, its Bravery characteristic is increased to 6. In addition, in your hero phase the Chaos Marauder Chieftain can give orders to a **CHAOS MARAUDER** or **CHAOS MARAUDER HORSEMAN** unit within 8". If that unit is not within 3" of an enemy unit, you can immediately roll a dice and move each of its models up to that many inches. In addition, until your next hero phase you can re-roll hit rolls of 1 for that unit.

Crushing Fall: If a Chaos War Mammoth is slain, both players roll a dice and whoever rolls highest decides in which direction the Chaos War Mammoth falls (the player commanding the model wins any ties). Hold the Chaos War Mammoth on its side over the table in the direction in which it falls – any unit or part of a unit (friend or foe) it covers suffers D6 mortal wounds. Remove the Chaos War Mammoth after resolving any damage caused by its falling body.

KEYWORDS CHAOS, MORTAL, SLAVES TO DARKNESS, MONSTER, CHAOS WAR MAMMOTH

SAYL THE FAITHLESS



MELEE WEAPONS

The Viperous Staff

Range

Attacks

To Hit

To Wound

Rend

Damage

2"

2

3+

3+

-1

D3

DESCRIPTION

Sayl the Faithless is a single model. A physically powerful and heavily mutated Chaos sorcerer, Sayl is armed with the sorcerously animate Viperous Staff, whose venom-dripping fanged heads strike like living devil-serpents in combat.

ABILITIES

Mutant Sight: Sayl's single eye stares into the beyond, into the madness of Daemon-realms and the twisted paths of the future alike. Once per battle, you can invoke Sayl's Mutant Sight when either casting or attempting to unbind a spell and declare you are doing so before the dice are rolled. When this is done, use 3D6 rather than 2D6 for this single casting or unbinding roll.

Schalkain's Teeth: These sigil-etched teeth in their corpse-skin bag, torn from the skulls of various slain wizards and shaman, carry powerful dark magic. Once per game in the shooting phase, Sayl can pick a single enemy unit within 8" and inflict D3 mortal wounds on it.

"Nightmaw, my slave, protect me!": Each time Sayl the Faithless suffers a wound or mortal wound and **NIGHTMAW** is within 3", you can roll a dice. On a 4 or more, Sayl the Faithless ignores that wound but **NIGHTMAW** suffers a mortal wound in his stead.

MAGIC

Sayl the Faithless is a wizard. He can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Traitor's Mist spells.

TRAITOR'S MIST

Sayl can use his dark arts to enshroud himself or his allies in a dark vortex of magical power and transport them across the battlefield like a shadow across the sun. Traitor's Mist has a casting value of 6. If successfully cast, pick the caster or a friendly unit within 10". Until your next hero phase, that unit's Move becomes 18" and it gains the ability to fly. For the purposes of this spell, Sayl the Faithless and **NIGHTMAW** count as a single model and are both affected so long as they remain within 3" of each other when it is cast and for their subsequent movement.

KEYWORDS

CHAOS, MORTAL, SLAVES TO DARKNESS, HERO, WIZARD, SAYL THE FAITHLESS

NIGHTMAW



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Writhing Tentacles & Mouths	1"	2D6	4+	4+	-	1

DESCRIPTION

Nightmaw is a single model. This flesh-shifting, darkness-bleeding hellspawn fights with dagger-like tentacles and the hungry mouths of its three ghastly faces.

ABILITIES

Shadow-kin: Nightmaw is surrounded by a swirling vortex of dark and shadowed forms, making its shape difficult to see and distorting its true place in reality so that blows simply slide through it harmlessly. Nightmaw's save is increased to 3+ against spells and shooting attacks. In addition, every time Nightmaw suffers a mortal wound, roll a D6. On a roll of 5 or more, the mortal wound is ignored.

Restless Flesh: In the hero phase of each turn, Nightmaw heals 1 wound.

Writhing Tentacles: If you roll a double when determining the number of attacks made by Nightmaw's Writhing Tentacles & Mouths, resolve those attacks with a To Hit and To Wound of 3+ rather than a 4+.

KEYWORDS CHAOS, MORTAL, SLAVES TO DARKNESS, NIGHTMAW

TAMURKHAN'S HORDE

SONS OF THE MAGGOT LORD

ORGANISATION

A Sons of the Maggot Lord battalion consists of the following units:

- Tamurkhan
- Kayzk the Befouled
- 2 units of Plague Ogres
- 1 unit of Bile Trolls
- 1 Gigantic Chaos Spawn (this gains the **TAMURKHAN'S HORDE** keyword)

ABILITIES

Winds of Corruption: The favour of Nurgle brought foul winds to drive alongside Tamurkhan and his chosen sons, darkening the air with foul vapours and the wails of the dying to dispirit and bedevil those who stood in the horde's path. All enemy models within 16" of **TAMURKHAN'S HORDE** units that are part of the Sons of the Maggot Lord suffer a -1 penalty to their hit rolls when making shooting attacks.

The Tide of Conquest: The earth itself blistered and trembled at the thunderous footfalls of Tamurkhan's monstrous horde, which crashed down upon its enemies like a destroying tide, pounding them into oblivion. **TAMURKHAN'S HORDE** units that are part of the Sons of the Maggot Lord can add 1 to their charge rolls.

TAMURKHAN'S HORDE

THE LEAPING POX

ORGANISATION

A Leaping Pox battalion consists of the following units:

- 3 units of Daemon Pox Riders
- 2 units of Daemon Plague Toads

ABILITIES

Bounding Horrors: Spawned from the corruption of the dead and the dying, the Daemons of the Leaping Pox seemingly appeared from nowhere, bounding from rank swamps and the charnel pits of the battlefield to reap their own tally for Nurgle. Instead of setting up a unit from this battalion at the start of the game, you can set it to one side to appear without warning from some of the dank places of the battlefield. In the movement phase of your second turn, pick an edge of the battlefield and roll a dice for each unit you set aside. If the result is 3 or more, set up the unit so that all its models are within 5" of that edge. This counts as their move for that movement phase. If the result is 1 or 2, the unit does not arrive – roll again in the movement phase of your next turn.

Infectious!: Where the Leaping Pox goes, so do plagues and contagions follow. In each hero phase, roll a dice for every unit that is within 1" of any units from this battalion. On a 6, that unit suffers a mortal wound as it is taken with some hideous illness. Do not roll for **NURGLE** units, as they enjoy this sort of thing!