

Note: Everything here is subject to revision. Especially points costs! Those are the easiest thing to tweak.

Quotakeepers

Move	5"	Looks like Plaguebearers, but a bit bigger and beefier.
Toughness	6	
Save	7+, 5+ Invulnerable	
Wounds	3	
Leadership	7+	
OC	2	

Melee Weapons

Plaguesword [Lethal Hits]		Plague Axe [Lethal Hits]		Dual Plague Blades [Lethal Hits]	
Range	Melee	Range	Melee	Range	Melee
Attacks	2	Attacks	2	Attacks	3
WS	3+	WS	3+	WS	3+
Strength	5	Strength	6	Strength	5
AP	-1	AP	-2	AP	-1
Damage	1	Damage	1	Damage	1

Wargear Options

- One Plaguebearer not equipped with an Instrument of Chaos may take a Daemonic Icon
- One Plaguebearer not equipped with a Daemonic Icon may take an Instrument of Chaos
- Any number of models may replace their Plague Axe with Dual Plague Blades or a Plaguesword and Tainted Shield

Abilities

Core: Deep Strike

Faction: The Shadow Of Chaos

Revolting Regeneration: When a Battleshock test is passed while within your army's Shadow Of Chaos, if there are no wounded models in this unit, you may return one slain model to this unit with d3 wounds remaining.

Wargear Abilities

Daemonic Icon: Models in this unit have a Leadership of 6+.

Instrument Of Chaos: Add 1 to Charge Rolls made for this unit.

Tainted Shield: A model with this has a Wounds Characteristic of 4.

Unit Composition

5-10 Greater Plaguebearers, each equipped with a Plague Axe

5 Models: 100 Points 10 Models: 200 Points

Keywords

Infantry, Chaos, Daemon, Nurgle, Greater Plaguebearer

Faction Keyword

Legiones Daemonica

Plaguefly Tenders

Move	5"
Toughness	5
Save	7+, 5+ Invulnerable
Wounds	2
Leadership	7+
OC	1

Plaguebearers with a neat bug hive!

Ranged Weapon

Plaguefly Hive [Blast, Indirect Fire]	
Range	36"
Attacks	1d3+1
BS	4+
Strength	3
AP	-1
Damage	1

Melee Weapon

Plagueknife [Lethal Hits]	
Range	Melee
Attack	1
WS	3+
Strength	4
AP	-1
Damage	1

Abilities

Core: Deep Strike, Stealth

Faction: The Shadow Of Chaos

They Sting!:After this unit has shot, if at least one hit was scored on an enemy unit, choose one enemy unit hit. That unit must take a Battleshock Test. If the test is passed, they suffer a -1 penalty to ranged hit rolls until the start of the Tenders' player's next Command Phase. If the Battleshock test is failed, then they suffer a -1 penalty to ranged hit rolls and halve the range of all ranged weapons they are equipped with until the start of the Tenders' player's next Command Phase.

Unit Composition

3-9 Plaguefly Tenders, each equipped with a Plaguefly Hive and Plagueknife

3 Models: 60 Points

6 Models: 120 Points

9 Models: 180 Points

Keywords

Infantry, Chaos, Daemon, Nurgle, Plaguefly Tender

Faction Keyword

Legiones Daemonica

Battering Bilebrute

Move	8"	Large, similar in composition to a Beast Of Nurgle. Big gaping maw.
Toughness	10	
Save	7+, 5+ Invulnerable	
Wounds	10	
Leadership	7+	
OC	3	

Ranged Weapon

Bellowing Belch [Torrent]

Range	9"
Attacks	2d3
BS	-
Strength	6
AP	-2
Damage	1

Melee Weapons

Battering Fists [Lethal Hits]

Range	Melee
Attacks	8
WS	3+
Strength	12
AP	-3
Damage	1d3+3

Gaping Maw [Anti-Infantry 3+, Devastating Wounds, Extra Attacks]

Range	Melee
Attacks	2
WS	4+
Strength	10
AP	-1
Damage	6

Abilities

Core: Deadly Demise 1d3, Deep Strike

Faction: The Shadow Of Chaos

Headlong Charge: In any turn where this model successfully makes a charge, its Battering Fists become S14 until the end of the turn.

Regenerating Monster: In each of your Command Phases, this model regains 1d6 wounds.

Unit Composition

1 Siege Beast, equipped with Bellowing Belch, Gaping Maw, and Battering Fists

1 Model: 140 Points

Keywords

Monster, Chaos, Daemon, Nurgle, Siege Beast

Faction Keyword

Legiones Daemonica

Howdah Slug

Move 9"
Toughness 11
Save 7+, 5+ Invulnerable
Wounds 14
Leadership 7+
OC 4

Big ol' slug with a nice howdah atop it.

Melee Weapons

Acidic Maw [Devastating Wounds]

Range Melee

Attacks 4

WS 4+

Strength 8

AP -4

Damage 3

Attendant Nurgligs [Extra Attacks, Lethal Hits]

Range Melee

Attacks 6

WS 5+

Strength 2

AP 0

Damage 1

Abilities

Core: Deadly Demise 1d3, Deep Strike, Firing Deck 12

Faction: The Shadow Of Chaos

Unit Composition

1 Howdah Slug, armed with Acidic Maw and Attendant Nurglings.

1 Model: 120 Points

Damaged [1-5 Wounds Remaining]

When this model has 1-5 wounds remaining, subtract 1 from hit rolls, 3" from Movement, and 2 from OC.

Transport

This model has a Transport Capacity of 12 Nurgle Legiones Daemonica Infantry Models.

Keywords

Monster, Chaos, Daemon, Nurgle, Howdah Slug

Faction Keyword

Legiones Daemonica

Garden Tower

Move	4"
Toughness	12
Save	7+, 5+ Invulnerable
Wounds	14
Leadership	7+
OC	4

A giant tree- and flower-like structure, with a gaping maw in the middle that leads to the Garden Of Nurgle and fires lurid green blasts of filth and disease.

Ranged Weapons

Vitriolic Blast [Blast, Heavy, Lethal Hits]

Range	48"
Attacks	2d3
BS	3+
Strength	11
AP	-2
Damage	1d3+3

Spores [Lethal Hits, Pistol]

Range	12"
Attacks	8
BS	4+
Strength	3
AP	-1
Damage	1

Melee Weapon

Lashing Roots

Range	Melee
Attacks	5
WS	3+
Strength	8
AP	-1
Damage	2

Abilities

Core: Deadly Demise 1d6

Faction: The Shadow Of Chaos

Unit Composition

1 Garden Tower, armed with Vitriolic Blast, Spores, and Lashing Roots..

1 Model: 180 Points

Damaged [1-6 Wounds Remaining]

When this model has 1-5 wounds remaining, subtract 1 from hit rolls and 2 from OC.

Keywords

Monster, Chaos, Daemon, Nurgle, Garden Tower

Faction Keyword

Legiones Daemonica

Garden Spitflies

Move	8"	Moderate-sized flies with big sacs of pus and fluids.
Toughness	4	Long proboscises.
Save	7+, 5+ Invulnerable	
Wounds	1 (Great Spitflies have 3 Wounds)	
Leadership	7+	
OC	1	

Ranged Weapons

Rotten Spit [Lethal Hits]		Viscous Bile [Heavy, Lethal Hits]	
Range	18"	Range	36"
Attacks	2	Attacks	1
BS	4+	BS	4+
Strength	4	Strength	6
AP	-1	AP	-2
Damage	1	Damage	2

Melee Weapons

Proboscis [Lethal Hits]		Great Proboscis [Lethal Hits]	
Range	Melee	Range	Melee
Attacks	1	Attacks	1
WS	4+	WS	4+
Strength	4	Strength	5
AP	0	AP	-1
Damage	1	Damage	1

Abilities

Core: Deep Strike

Faction: The Shadow Of Chaos

Flybombing: One unit from your army with this rule can be targeted by the Grenades Stratagem for 0 CP. When this unit is targeted by the Grenades Stratagem, you may choose to remove a single model from this unit. If a Spitfly is removed, roll one additional d6 for Grenades. If a Great Spitfly is removed, roll an extra 3d6 instead.

Unit Composition

5-15 Garden Spitflies, and 0-3 Great Spitflies. You can only include one Great Spitfly for every five Garden Spitflies in this unit. Each Garden Spitfly has a Proboscis and Rotten Spit. Each Great Spitfly has a Viscous Bile and Great Proboscis.

5 Models: 70 Points 10 Models: 140 Points 15 Models: 210 Points

1 Greatfly: +25 Points 2 Greatflies: +50 Points 3 Greatflies: +75 Points

Keywords

Grenades, Fly, Infantry, Chaos, Daemon, Nurgle, Garden Spitflies

Faction Keyword

Legiones Daemonica

Great Spitflies

Move	8"	Bigger flies with big sacs of pus and fluids.
Toughness	4	Long gaping proboscises.
Save	7+, 5+ Invulnerable	
Wounds	3	
Leadership	7+	
OC	1	

Ranged Weapon

Viscous Bile [Heavy, Lethal Hits]

Range 36"

Attacks 1

BS 4+

Strength 6

AP -2

Damage 2

Melee Weapon

Great Proboscis [Lethal Hits]

Range Melee

Attacks 1

WS 4+

Strength 5

AP -1

Damage 1

Abilities

Core: Deep Strike

Faction: The Shadow Of Chaos

Wretched Bile: After this unit has shot, if at least one hit was scored on an enemy unit, choose one enemy unit hit. That unit must take a Battleshock Test. If the test is passed, that unit reduces their Movement Characteristic by 2" until the start of your next Command Phase. If the test is failed, reduce their Movement Characteristic by 2" and that unit must roll one additional d6 when Advancing or Charging, and discard the highest roll until the start of your next Command Phase.

Unit Composition

3-9 Great Spitflies. Each Great Spitfly has a Viscous Bile and Great Proboscis.

3 Models: 75 Points 6 Models: 150 Points 9 Models: 225 Points

Keywords

Grenades, Fly, Infantry, Chaos, Daemon, Nurgle, Great Spitflies

Faction Keyword

Legiones Daemonica