



WARHAMMER LEGENDS  
TAMURKHAN'S HORDE

# TAMURKHAN'S HORDE

On the following pages, you will find all of the rules you need to use a Tamurkhan's Horde army. All of the units from this compendium are from the Tamurkhan's Horde faction.

*Tamurkhan is a vast conglomeration of mortal and daemonic warriors, servants all to Nurgle, and bound to the will of Tamurkhan the Maggot Lord. Such is Tamurkhan's loyalty that the god of disease saw fit to plant a piece of his soul within the Realm of Chaos, allowing him to be regrown and resurrected after the destruction of the World-that-Was. This favoured champion has repaid his patron by rampaging across the Mortal Realms, delivering rot and ruin to the unfaithful.*

In order to use a Tamurkhan's Horde army, you will need a Maggotkin of Nurgle army and one or more **TAMURKHAN'S HORDE** units from this compendium. In addition, you must have your opponent's permission to use a Tamurkhan's Horde army. If they give you permission, all units in your army that do not already have the **TAMURKHAN'S HORDE** keyword gain it, with the exception of Unique units. If you are using a Tamurkhan's Horde army, you must take the enhancements below for your army

and you can use the allegiance abilities in *Battletome: Maggotkin of Nurgle*.

**Designer's Note:** A Maggotkin of Nurgle army cannot include any of the units in this compendium without it becoming a Tamurkhan's Horde army.

## COMMAND TRAIT

A **TAMURKHAN'S HORDE** general must have this command trait instead of one from the Maggotkin of Nurgle allegiance abilities:

**Unrelenting Conqueror:** *This warrior drives his minions ever onward, so determined is he to spread terror across all of the Mortal Realms.*

Add 1 to run rolls for friendly **TAMURKHAN'S HORDE** units while they are wholly within 14" of this general.

## ARTEFACT OF POWER

The first **TAMURKHAN'S HORDE HERO** to receive an artefact of power must be given the Daemon Flask:

**Daemon Flask:** *When the daemonic entity within this flask is unleashed, its screams shatter stone and cause the ground to split asunder.*

Once per battle, at the start of your hero phase, you can say that the bearer will shatter the Daemon Flask. If you do so, roll a dice for each enemy unit within 12" of the bearer. You can re-roll the dice if the enemy unit is a **WAR MACHINE** or is within 3" of a terrain feature. On a 4+, that enemy unit suffers 1 mortal wound. On a 6, that enemy unit suffers D3 mortal wounds instead.



## WARSCROLL

# TAMURKHAN

THE MAGGOT LORD

Arrogant, savage, and a bringer of death and decay, Tamurkhan the Maggot Lord is one of Nurgle's most powerful mortal champions. Riding atop his mighty Toad Dragon, Bubebolos, he enacts the Plague God's will throughout the Mortal Realms.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lashing Tongue	14"	3	3+	3+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Black Cleaver	2"	4	3+	3+	-2	2
Crushing Jaws	3"	2	*	2+	-3	D3
Befouled Bulk	2"	*	4+	3+	-1	1

DAMAGE TABLE						
Wounds Suffered	Move	Crushing Jaws		Befouled Bulk		
0-7	10"		3+			12
8-10	9"		4+			10
11-14	8"		4+			8
15+	7"		5+			6

*Tamurkhan the Maggot Lord is armed with the Black Cleaver.*

**MOUNT:** This unit's toad dragon, Bubebolos, is armed with a Lashing Tongue, Crushing Jaws and its Befouled Bulk.

**Feast of the Maggot Lord:** Tamurkhan's true form is that of a hideous maggot-like parasite capable of burrowing into and possessing the bodies of his enemies in battle.

If the number of wounds allocated to this model equals its wounds characteristic, before it is slain, you can pick 1 enemy **HERO** within 3" of this model. That enemy **HERO** suffers D3 mortal wounds. If that enemy **HERO** is not slain by those mortal wounds, then this model is slain. If that enemy **HERO** is slain by those mortal wounds, this model is not slain, any wounds and mortal wounds that remain to be allocated to this model are negated, and D6 wounds allocated to this model are healed.

**Killer of Kings:** Tamurkhan loves nothing better than the challenge of hacking apart an enemy lord.

Add 1 to hit rolls for attacks made with the Black Cleaver that target a **HERO**.

**Nurgl's Favoured Son:** Papa Nurgle can be a fickle god, but Tamurkhan was once his most favoured son.

In your hero phase, you can heal up to D3 wounds allocated to this model.

**Roar of Command:** Tamurkhan can unleash a great bellowing roar, calling upon the horde at his command to crash down relentlessly upon his enemies.

Once per battle, when this model issues a command, when you can pick up to 3 friendly **TAMURKHAN'S HORDE** units to receive the command instead of only 1 friendly unit.

### KEYWORDS

CHAOS, NURGLE, MAGGOTKIN OF NURGLE, TAMURKHAN'S HORDE, MORTAL, DRAGON, HERO, MONSTER, TAMURKHAN



## WARSCROLL KAZYK THE BEFOULED

The foetid rider known as Kazyk is a foul servant of Nurgle and one of Tamurkhan's most trusted lieutenants. In body, mind and soul he serves as a living testament to the full horrors of Nurgle's blessings.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Noxious Blades	2"	3	3+	3+	-	D3
Slavering Fangs	1"	D6	4+	4+	-1	1

Kazyk the Be fouled is armed with Noxious Blades.

**MOUNT:** This model's Rot Beast is armed with Slavering Fangs.

**Corrupted Flesh:** Kazyk's ravaged body is a rotting mockery of life, little more than a roughly humanoid bag of putrescent filth that feels neither pain nor injury. He must be torn limb from limb if he is to be stopped.

This unit has a ward of 5+.

**Noxious Blades:** The poisonous filth that encrusts Kazyk's blades is so baleful, flesh sloughs and decays at its touch.

If the unmodified hit roll for an attack made with this model's Noxious Blades is 6, the Damage characteristic of that weapon for that attack is 3 instead of D3.

**Breath of the Plague Pit:** From his filthy carcass, Kazyk can pour forth a vile miasma which fills the devotees of the Plague God with appalling vigour.

In the combat phase, after this model has fought in that phase for the first time, you can pick 1 friendly TAMURKHAN'S HORDE unit that has not fought in that combat phase, that is within 3" of an enemy unit and that is wholly within 12" of this unit. That friendly unit fights immediately.

### KEYWORDS

CHAOS, NURGLE, MAGGOTKIN OF NURGLE, TAMURKHAN'S HORDE, MORTAL, HERO, KAZYK THE BEFOULED



## WARSCROLL DAEMON PLAGUE TOADS OF NURGLE

Plague Toads are mutated, pseudo-amphibian sacs of brackish filth and pus, whose wide maws can swallow a man whole. They are drawn to places of disease and decay, and in such places they can be summoned by those loyal to the Plague Father.

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
Yawning Maw	1"	2	4+	4+	-	D3

Each model in a Daemon Plague Toads of Nurgle unit is armed with a Grasping Tongue and Yawning Maw.

**FLY:** This unit can fly.

**Bloated Flesh:** Most weapons simply slide harmlessly through the bloated, abscess-riddled flesh of a Daemon Plague Toad with little effect, the foul bulk of the thing swallowing up blades and arrows harmlessly.

This unit has a ward of 5+.

**Rot-eaters:** A Daemon Plague Toad's jag-toothed maw yawns impossibly wide as the abomination prepares to devour its victim.

If the unmodified hit roll for an attack made with this unit's Yawning Maws is 6, that attack scores 2 hits on the target instead of 1. Make a wound roll and save roll for each hit.

### SUMMON DAEMONS OF NURGLE

1 unit of 3 Daemon Plague Toads of Nurgle can be summoned to the battlefield using the Summon Daemons of Nurgle battle trait for 14 contagion points.

### KEYWORDS

CHAOS, NURGLE, MAGGOTKIN OF NURGLE, TAMURKHAN'S HORDE, DAEMON, PLAGUE TOADS OF NURGLE



## WARSCROLL DAEMON POX RIDERS OF NURGLE

Daemon Pox Riders form the vanguard of the Plague Lord's daemon armies. Consisting of repulsive Plaguebearers mounted on ravenous and wide-mawed Daemon Plague Toads, they crash into the ranks of the foe like bloated cannonballs.

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

*Each model in a Daemon Pox Riders of Nurgle unit is armed with a Plaguesword.*

**MOUNT:** This unit's Plague Toads are each armed with a Grasping Tongue and Yawning Maw.

**FLY:** This unit can fly.

**Bloated Flesh:** Most weapons simply slide harmlessly through the bloated, abscess-riddled flesh of a Daemon Plague Toad with little effect, the foul bulk of the thing swallowing up blades and arrows harmlessly.

This unit has a ward of 5+.

**Rot-eaters:** A Daemon Plague Toad's jag-toothed maw yawns impossibly wide as the abomination prepares to devour its victim.

If the unmodified hit roll for an attack made with this unit's Yawning Maws is 6, that attack inflicts 2 hits on the target instead of 1. Make a wound roll and save roll for each hit.

### SUMMON DAEMONS

#### OF NURGLE

1 unit of 3 Daemon Pox Riders of Nurgle can be summoned to the battlefield using the Summon Daemons of Nurgle battle trait for 21 contagion points.

### KEYWORDS

CHAOS, NURGLE, MAGGOTKIN OF NURGLE, TAMURKHAN'S HORDE, DAEMON, POX RIDERS OF NURGLE



## WARSCROLL PLAQUE OGORS

Plague Ogors are vile and malformed hulks whose natural resilience is augmented by the pox-riden mutations and favours of their foul patron. They shamble into battle, battering their way through the enemy's ranks whilst spreading Nurgle's filthsome gifts.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Corroded Weapons	1"	3	4+	3+	-1	2

Each model in a Plague Ogors unit is armed with Corroded Weapons.

**Damned Flesh:** Plague Ogors are cursed creatures, rather than willing followers of their decaying lord. Often, not even death will free them readily from Nurgle's grasp.

This unit has a ward of 5+.

**Insatiably Famished:** With all manner of daemonic parasites crawling through their guts, Plague Ogors are utterly incapable of satisfying their ravenous hunger, no matter how quickly they wolf down the meat of their prey; as a result, their charges into battle often culminate in acts of extreme gluttony.

Add 1 to hit rolls for attacks made by this unit the first time this unit fights in the battle.

**Plague Contagion:** Its flesh covered in sores that seep a poisonous ooze, even a touch from a Plague Ogor can riddle an enemy's body with deadly diseases that can kill in minutes.

At the end of the combat phase, you can roll 1 dice for each enemy unit within 3" of this unit. On a 5+, that enemy unit suffers D3 mortal wounds.

### KEYWORDS

CHAOS, NURGLE, MAGGOTKIN OF NURGLE, TAMURKHAN'S HORDE, OGOR, PLAGUE OGORS



## WARSCROLL BILE TROGGOTHS

Corrupt of flesh and cursed to a life of agony, Bile Troggoths are the vilest and most deformed creatures of all their kind. Their touch is lethal poison and their corrosive bile rots away living flesh in seconds.

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	2"	3	4+	3+	-1	2

Each model in a Bile Troggoths unit is armed with Infected Vomit and Rusted Axes and Cleavers.

**Infected Vomit:** Even more vile than the acidic vomit produced by their fellows, the gastric stew of plague-filth and meat-maggots festering within a Bile Troggoth's stomach is their deadliest weapon. It can eat through metal and flesh, and dissolve disciplined shield walls into a mess of fused armour and flesh.

If the unmodified hit roll for an attack made with this unit's Infected Vomit is 6, that attack causes 1 mortal wound to the target in addition to any damage it inflicts.

**Fecund Regeneration:** Like all of their kind, Bile Troggoths heal at an astonishing rate, their rotting flesh knitting together before the eyes of their horrified prey.

In your hero phase, you can heal up to D3 wounds allocated to this unit.

### KEYWORDS

CHAOS, NURGLE, MAGGOTKIN OF NURGLE, TAMURKHAN'S HORDE, TROGGOTH, BILE TROGGOTHS

## WARSCROLL BATTALION SONS OF THE MAGGOT LORD

Great are the armies assembled by Tamurkhan the Maggot Lord, chosen champion of Nurgle. In his quest for ascension, a trail of foul creatures follow in his wake, each a match for dozens of lesser warriors.

### ORGANISATION

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

- Tamurkhan the Maggot Lord
- Kazyk the Befouled
- 3 Plague Ogors units

- 1 Bile Troggoths unit

- 0-1 **Gigantic Chaos Spawn with the NURGLE keyword** (see Warhammer Legends: Monstrous Arcanum)

**The Tide of Conquest:** *The earth itself blisters and trembles with the thunderous footfalls of Tamurkhan's monstrous horde, which crashes down upon its enemies in a deadly tide, pounding them into oblivion.*

Add 1 to the charge roll for units in this battalion.

## WARSCROLL BATTALION LEAPING POX

From the Garden of Nurgle spring countless horrors, yet few are as strangely macabre as the phenomena known as the Leaping Pox. Each a band of roving Plague Toads, some ridden by Nurgle's favoured Pox Riders, they caper onto battlefields to bring disease and death before heading off to spread the Grandfather's gifts to other 'fortunate' souls.

### ORGANISATION

A Leaping Pox battalion consists of the following units:

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

**Infectious!**: *Where the leaping pox goes, so plagues and contagions follow.*

In your hero phase, roll a dice for each enemy unit within 1" of any units in this battalion. On a 4+, that enemy unit suffers 1 mortal wound. This ability has no effect on NURGLE units.

# PITCHED BATTLE PROFILES

Updated July 2021. The profiles printed here take precedence over any profiles with an earlier publication date or no publication date.

WARHAMMER LEGENDS: TAMURKHAN'S HORDE				
WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES
Daemon Plague Toads of Nurgle	3	130	Battleline	
Plague Ogors	3	175	Battleline	
Kazyk the Befouled	1	130	Leader	Single, Unique
Tamurkhhan the Maggot Lord	1	450	Leader, Behemoth	Single, Unique
Bile Troggoths	3	195		
Daemon Pox Riders of Nurgle	3	175		