



BATTLETOME: MAGGOTKIN OF NURGLE

DESIGNERS' COMMENTARY, AUGUST 2021

The following commentary is intended to complement *Battletome: Maggotkin of Nurgle*. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team and explain how the rules are intended to be used. The commentaries help provide a default setting for your games, but players should always feel free to discuss the rules before a game, and change things as they see fit if they both want to do so (changes like this are usually referred to as ‘house rules’).

Our commentaries are updated regularly; when changes are made, any changes from the previous version will be highlighted in magenta. Where the date has a note, e.g. ‘Revision 2’, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Q: Can a Lord of Blights shoot with the Munificent Bounty Death’s Head?
A: No.

Q: When I use Gutrot Spume’s Master of the Slime Fleet ability and include a unit of Putrid Blightkings with him, does this count as setting up one unit or two units?

A: It counts as a single set-up.

Q: The Legions of Chaos rule states ‘2 in every 4 units in the army can be a coalition unit from the Slaves to Darkness faction that has the MARK OF CHAOS keyword’. Can I include units from the Slaves to Darkness faction that already have the relevant Chaos God keyword (KHORNE, NURGLE, SLAANESH or TZEENTCH) for my army but do not have the MARK OF CHAOS keyword as coalition units?
A: No.

ERRATA, AUGUST 2021

The following errata correct errors in *Battletome: Maggotkin of Nurgle*. The errata are updated regularly; when changes are made, any changes from the previous version will be highlighted in magenta. Where the date has a note, e.g. ‘Revision 2’, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

General Errata

Replace all instances of ‘NURGLE army’ with ‘Maggotkin of Nurgle army’. In addition, ‘army with the NURGLE allegiance’ should be read as ‘Maggotkin of Nurgle army’.

Page 58 – Allegiance

Add the following battle trait:

LEGIONS OF CHAOS

When an army dedicated to one of the Chaos Gods marches to war, it is often accompanied by hordes of Slaves to Darkness, snarling herds of beast-kin and other corrupted beings with similar goals.

A Maggotkin of Nurgle army can include coalition units (see below) as follows:

- 2 in every 4 units in the army can be a coalition unit from the Slaves to Darkness faction that has the **MARK OF CHAOS** keyword. Those units must be given the **NURGLE** Mark of Chaos keyword.

- 1 in every 4 units in the army can be a coalition unit from the Skaven faction that has the **CLANS PESTILENS** keyword.

- 1 in every 4 units in the army can be a coalition unit from the Beasts of Chaos faction that does not have the **TZEENTCH** keyword. Those units gain the **NURGLE** keyword.

COALITION UNITS

Coalition units do not count towards the number of Battleline units in your army. However, they do count towards the maximum number of Leader, Behemoth and Artillery units in your army. Coalition units cannot be generals. In addition, Coalition units are ignored when determining if the units in your army are from a single faction.

Designer’s Note: Coalition units are not allied units, so the limitations that apply to allied units do not apply to them. This means that coalition units can be given one of your army’s enhancements, as long as they have the correct keywords or are of the correct unit type needed to receive it.’

Page 60 – The Garden of Nurgle

Delete this rule (it is replaced with the rule on the Feculent Gnarlmaw warscroll in this document).

Page 62 – Command Traits

Change the paragraph under the header to:
‘If you pick a command trait for your general from the following tables, depending on whether your general is a **ROTBINGER**, **DAEMON** or **MORTAL**, you must select the trait from the Rotbringer, Nurgle Daemon or Nurgle Mortal table respectively (if they qualify for more than one table, pick which one to use).’

Page 63 – Artefacts of Power

Delete the text under the header.

Page 64 – Daemonic Boons, The Endless Gift

Change the first sentence of rule to:
‘At the start of the battleshock phase, roll a dice for each wound that was allocated to this model that turn and not negated.’

Page 66 – The Lores of Nurgle

Change the header to ‘Spell Lores’ and delete the second paragraph of body text (the one that starts ‘Each **WIZARD** in a…’).

Page 66 – Lore of Malignance

Change the caveat under the header to:
‘**ROTBINGER WIZARD** (including Unique units) only’

Page 67 – Lore of Virulence

Change the caveat under the header to:
‘**NURGLE DAEMON WIZARD** (including Unique units) only’

Page 67 – Lore of Foulness

Change the caveat under the header to:

'NURGLE MORTAL WIZARD (including Unique units) only.'

Pages 68-73 – Path to Glory

These Path to Glory campaign rules are not compatible with the latest version of the Path to Glory rules from the Core Book. You can still use them to run a 'classic' Path to Glory campaign, or you can use the rules from the Core Book to run a 'modern' Path to Glory campaign.

Page 86 – Rotigus, Deluge of Nurgle

Change the last sentence to:

'If more than one roll causes mortal wounds, you must pick a different enemy unit to suffer each set of mortal wounds.'

Pages 86, 87, 94, 95, 96 and 97 – Damage Tables

Change 'Wounds Allocated' to 'Wounds Suffered'.

Page 88 – Poxbringer, Herald of Nurgle

Add **WIZARD** to the Keywords box.

Page 91 – Plaguebearers, Cloud of Flies

Change the rule to:

'Subtract 1 from hit rolls for attacks that target this unit while it has at least 10 models.'

Page 91 – Plaguebearers, Locus of Fecundity

Change the rule to:

'Add 1 to save rolls for attacks that target this unit while it is within 7" of a friendly **NURGLE DAEMON HERO**'

Page 100 – Lords of Blights, Plague of Flies

Delete the final sentence (the one that starts 'If the unit contains 20 or more models...').

Page 100 – Lords of Blights, Vermid Shield

Change the rule to:

'In the combat phase, add 1 to save rolls for attacks that target this unit.'

Page 101 – Lord of Plagues, Plague-ridden Great Weapon

Change the rule to:

'If the unmodified hit roll for an attack made with a melee weapon by this unit is 6, that attack scores D6 hits on the target instead of 1. Make a wound and save roll for each hit.'

Page 102 – Putrid Blightkings, Blighted Weapons

Change the rule to:

'If the unmodified hit roll for an attack made with this unit's Blighted Weapons is 6, that attack scores D6 hits on the target instead of 1. Make a wound and save roll for each hit.'

Page 102 – Pusgoyle Blightlords

Add the following:

'ELITE: Models in this unit can issue commands to their own unit.'

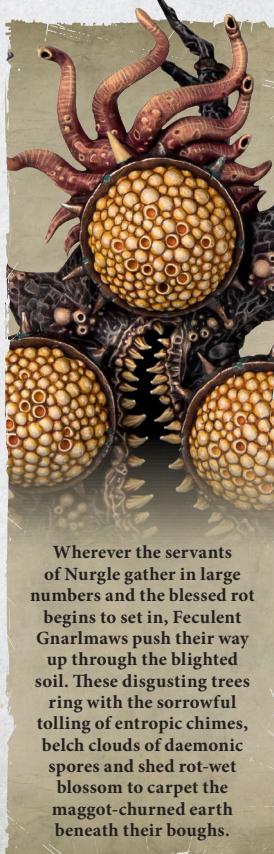
Page 102 – Pusgoyle Blightlords, Blighted Weapons

Change the rule to:

'If the unmodified hit roll for an attack made with this unit's Blighted Weapons is 6, that attack scores D6 hits on the target instead of 1. Make a wound and save roll for each hit.'

Page 103 – Faction terrain warscroll

Replace the warscroll with the one in this document.



FACTION TERRAIN WARSCROLL **FECULENT GNARLMAW**

FACTION TERRAIN: Only Maggotkin of Nurgle armies can include this faction terrain feature.

SET-UP: After territories are determined, you can set up this faction terrain feature wholly within your territory and more than 3" from all objectives and other terrain features. If both players can set up faction terrain features at the same time, they must roll off and the winner chooses who sets up their faction terrain features first.

IMPASSABLE: You cannot move models over this terrain feature unless it can fly, and you cannot move a model onto this terrain feature or set up a model on this terrain feature (even if it can fly).

Entropic Chimes: The small bells and chimes that dangle from every Feculent Gnarlmaw fill Nurgle's followers with an unnatural vitality.

In the charge phase of their commanding player, **NURGLE** units that are within 7" of any Feculent Gnarlmaws can attempt a charge even if they ran in the same turn.

Sickness Blossoms: After a Feculent Gnarlmaw first emerges, its roots start to spread through the ground, until they corrupt the landscape all around them.

At the start of the hero phase, roll a dice for each unit within 3" of any Feculent Gnarlmaws. On a 4+ that unit suffers 1 mortal wound. This scenery rule has no effect on **NURGLE UNITS**.