BUBOES

The Sorcerer bestows the gift of pus-filled buboes upon one of his enemies. Pick a single enemy model within line of sight and 18". This may be a character in a unit, a war engine crew member, a character's monstrous mount, etc. The model must pass a Toughness test or suffer one wound, with no armour saves allowed.

Cast on 6+

LORE OF NURGLE

POXES

Calling upon Nurgle to bless his enemies, the Sorcerer inflicts wave after wave of debilitating illnesses. Pick an enemy unit anywhere within 18", even one in close combat. The unit reduces its WS, BS, S and Ld by -1 (to a minimum of 1) whilst the spell lasts. Once it is cast, Poxes remains in play until the Sorcerer chooses to end it (which he can do at any time), it is dispelled, he attempts to cast another spell, or is slain.

Cast on 7+
Remains in play

LORE OF NURGLE

BOILS

The foes of Nurgle erupt with glistening boils, which split the skin and cause immense discomfort. Target one enemy unit within line of sight and 24" of the Sorcerer. The target suffers D6 Strength 4 hits, with no armour saves allowed.

Cast on 8+

LORE OF NURGLE

SCABS

The target's skin erupts with painful lesions and weeping sores. Pick a single character within line of sight and 18" (even if within a unit). The model reduces its Toughness by -1 for the remainder of the game (to a minimum of 1).

Cast on 9+

LORE OF NURGLE

AFFLICTIONS

The enemy is infected with an atrophying canker that twists their limbs and withers their muscles. Pick one enemy unit on the battlefield that is not in close combat. Whilst the spell remains, the unit halves its Movement value (rounding up). If the unit is mounted, then the Movement value of the mount is halved. Flying creatures affected by this spell may only use ground movement but do not halve their Movement. Afflictions remains in play until the Sorcerer chooses to end it (which he can do at any time), it is dispelled, he attempts to cast another spell, or he is slain.

Cast on 10+
Remains in play

LORE OF NURGLE

PESTILENCE

The enemy are gripped by a horrific disease that causes their eyes to bleed, their tongues to swell and their internal organs to bloat. Cast this spell on a single enemy unit within 24" and in line of sight. Although Pestilence is not a Remains in Play spell as such, the target unit is affected for the rest of the battle unless Pestilence is dispelled. At the start of each Magic phase (both the Chaos player's and his opponent's), the affected unit suffers D6 Strength 3 hits, with no armour saves allowed, distributed as shooting hits.

Cast on 11+

LORE OF NURGLE