

WARHAMMER AGE OF SIGMAR



COMPENDIUM TAMURKHAN'S HORDE

TAMURKHAN'S HORDE

Lead by the grotesque warlord Tamurkhan, the mortal and daemonic servants of Nurgle sweep across the Mortal Realms, sowing the seeds of plague and corruption in the name of their patron.

Tamurkhan's Horde is a vast conglomeration of mortal and daemonic warriors, servants all to the Plague Father, 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.

TAMURKHAN'S HORDE ARMY
After you have chosen the Maggotkin of Nurgle allegiance for your army, you can give it the **TAMURKHAN'S HORDE** keyword. All **MAGGOTKIN OF NURGLE** units in your army gain that keyword (with the exception of named characters that do not already have the **TAMURKHAN'S HORDE** keyword on their warscroll). All units with that keyword benefit from the allegiance abilities listed below, in addition to the allegiance abilities in *Battletome: Maggotkin of Nurgle*.

Designer's Note: A *Tamurkhan's Horde* army can include any of the units from *Battletome: Maggotkin of Nurgle*, as well as any of the units in this *Compendium*. By the same token, a *Maggotkin of Nurgle* army can include any of the units from this *Compendium* even if it is not a *Tamurkhan's Horde* army.

ABILITIES

Winds of Corruption: *Nurgle sends foul winds to accompany Tamurkhan and his chosen sons to battle, darkening the air with foul vapours that bedevil those standing in the horde's path.*

Subtract 1 from run and charge rolls for enemy units.

COMMAND ABILITY

Shout of Command: *The commander loudly calls upon the warriors of Tamurkhan's Horde to charge into the enemy lines.*

You can use this command ability at the start of your charge phase. If you do so, pick 1 friendly **TAMURKHAN'S HORDE HERO**. You can re-roll charge rolls for friendly **TAMURKHAN'S HORDE** units while they are wholly within 14" of that **HERO** in that phase.

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, the bearer can use this artefact. If they do so, roll a dice for each enemy unit within 12" of the bearer. You can re-roll the dice for a unit that is a **WAR MACHINE** or is within 3" of a terrain feature. On a 4+ that unit suffers 1 mortal wound. On a 6, that unit suffers D3 mortal wounds instead of 1.



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"	1	4+	4+	-	D3
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
0-3	10"	3+	12
4-7	9"	4+	10
8-10	8"	4+	8
11-14	7"	5+	6
15+	6"	6+	4

DESCRIPTION

Tamurkhan the Maggot Lord is a named character that is a single model. He is armed with the Black Cleaver.

MOUNT: This model's toad dragon, Bubebolos, attacks with its Lashing Tongue, Crushing Jaws and Befouled Bulk.

ABILITIES

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 this model is slain, before this model is removed from play, you can pick 1 enemy **HERO** within 3" of this model. That **HERO** suffers D3 mortal wounds. If that **HERO** is slain by these mortal wounds, this model is not slain, D6 wounds allocated to this model are healed, and any that remain to be allocated to it are negated. If that **HERO** is not slain by these mortal wounds, this model is removed from play.

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

You can re-roll hit rolls for attacks made with this model's Black Cleaver that target a **HERO**.

Nurgle'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.

COMMAND ABILITY

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

You can use this command ability at the start of your charge phase if this model is your general and is on the battlefield. If you do so, you can re-roll charge rolls for friendly **TAMURKHAN'S HORDE** units while they are wholly within 28" of this model in that charge phase.

KEYWORDS

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



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

DESCRIPTION

Kazyk the Befouled is a named character that is a single model. He is armed with Noxious Blades.

MOUNT: This model's Rot Beast attacks with its Slavering Fangs.

ABILITIES

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.*

Roll a dice each time you allocate a mortal wound to this model. On a 4+, that mortal wound is negated.

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 with this model's Noxious Blades is 6, that attack has a Damage characteristic of 3 instead of D3.

COMMAND ABILITY

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.*

You can use this command ability at the start of the battleshock phase if this model is on the battlefield. If you do so, do not take battleshock tests for friendly **NURGLE** units while they are wholly within 14" of this model in that battleshock phase.

KEYWORDS

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



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

DESCRIPTION

A unit of Daemon Plague Toads of Nurgle has any number of models, each armed with a Grasping Tongue and Yawning Maw.

FLY: This unit can fly.

ABILITIES

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.*

Roll a dice each time you allocate a mortal wound to a model in this unit. On a 4+, that mortal wound is negated.

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 Maw is 6, that attack inflicts 2 hits on the target instead of 1. Make a wound 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, DAEMON, NURGLE, DAEMON PLAGUE TOADS OF NURGLE



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

DESCRIPTION

A unit of Daemon Pox Riders of Nurgle has any number of models, each armed with a Plaguesword.

MOUNT: This unit's Plague Toads each attack with their Grasping Tongue and Yawning Maw.

FLY: This unit can fly.

ABILITIES

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.*

Roll a dice each time you allocate a mortal wound to a model in this unit. On a 4+, that mortal wound is negated.

Cloud of Flies: *Thanks to their odious nature, Pox Riders attract great clouds of flies that buzz about them, obscuring them from view.*

Subtract 1 from hit rolls for attacks made with missile weapons that target this unit.

Locus of Fecundity: *Pox Riders are a mainstay of many a legion of Nurgle, their powers amplified by Nurgle's chosen leaders.*

You can re-roll save rolls of 1 for attacks that target this unit while this unit is wholly within 14" of a friendly **NURGLE HERO**.

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 Maw is 6, that attack inflicts 2 hits on the target instead of 1. Make a wound 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, DAEMON, NURGLE, DAEMON POX RIDERS OF NURGLE



PLAGUE OGORS



Plague Ogors are vile and malformed hulks whose natural resilience is augmented by the pox-ridden 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

DESCRIPTION

A unit of Plague Ogors has any number of models, each armed with Corroded Weapons.

ABILITIES

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.*

If a model from this unit is slain after a wound or mortal wound is allocated to it, roll a dice before the slain model is removed from play. On a 5+, that wound or mortal wound is negated and the model is not slain.

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.*

You can re-roll hit rolls of 1 for attacks made by this unit if this unit made a charge move in the same turn.

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, OGOR, NURGLE, PLAGUE OGORS



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

DESCRIPTION

A unit of Bile Troggoths has any number of models, each armed with Infected Vomit and Rusted Axes and Cleavers.

ABILITIES

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 attacks inflicts 1 mortal wound on the target in addition to any normal damage.

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, TROGGOTH, NURGLE, 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 units of Plague Ogors
 - 1 unit of Bile Troggoths
 - 0-1 Gigantic Chaos Spawn with the **NURGLE** keyword (see the *Monstrous Arcanum Compendium*)

ABILITIES

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 from 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 their Father's gifts to other 'fortunate' souls.

ORGANISATION

- A Leaping Pox battalion consists of the following units:
- 3 units of Daemon Pox Riders of Nurgle
 - 2-3 units of Daemon Plague Toads of Nurgle

ABILITIES

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 with this ability. On a 4+, that unit suffers 1 mortal wound. This ability has no effect on **NURGLE** units.

PITCHED BATTLE PROFILES

The table below provides points, minimum and maximum unit sizes, and battlefield roles for the warscrolls and warscroll battalions in this Compendium, for use in Pitched Battles. Spending the points listed on this table allows you to take a minimum-sized unit with any of its upgrades. Understrength units cost the full amount of points. Larger units are taken in multiples of their minimum unit size; multiply their cost by the same amount as you multiplied their size. If a unit has two points values separated by a slash (e.g., '60/200'), the second value is for a maximum sized unit. Units that are listed as 'Unique' are named characters and can only be taken once in an army.

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TAMURKHAN'S HORDE UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Kazyk the Befouled	1	1	120	Leader	Unique
Tamurkhan the Maggot Lord	1	1	420	Leader, Behemoth	Unique
Bile Trogoths	3	12	180		
Daemon Plague Toads of Nurgle	3	12	120/400		Battleline in Tamurkhan's Horde army
Daemon Pox Riders of Nurgle	3	12	160		
Plague Ogors	3	12	160/560		Battleline in Tamurkhan's Horde army
<i>Leaping Pox</i>	-	-	170	<i>Warscroll Battalion</i>	
<i>Sons of the Maggot Lord</i>	-	-	160	<i>Warscroll Battalion</i>	