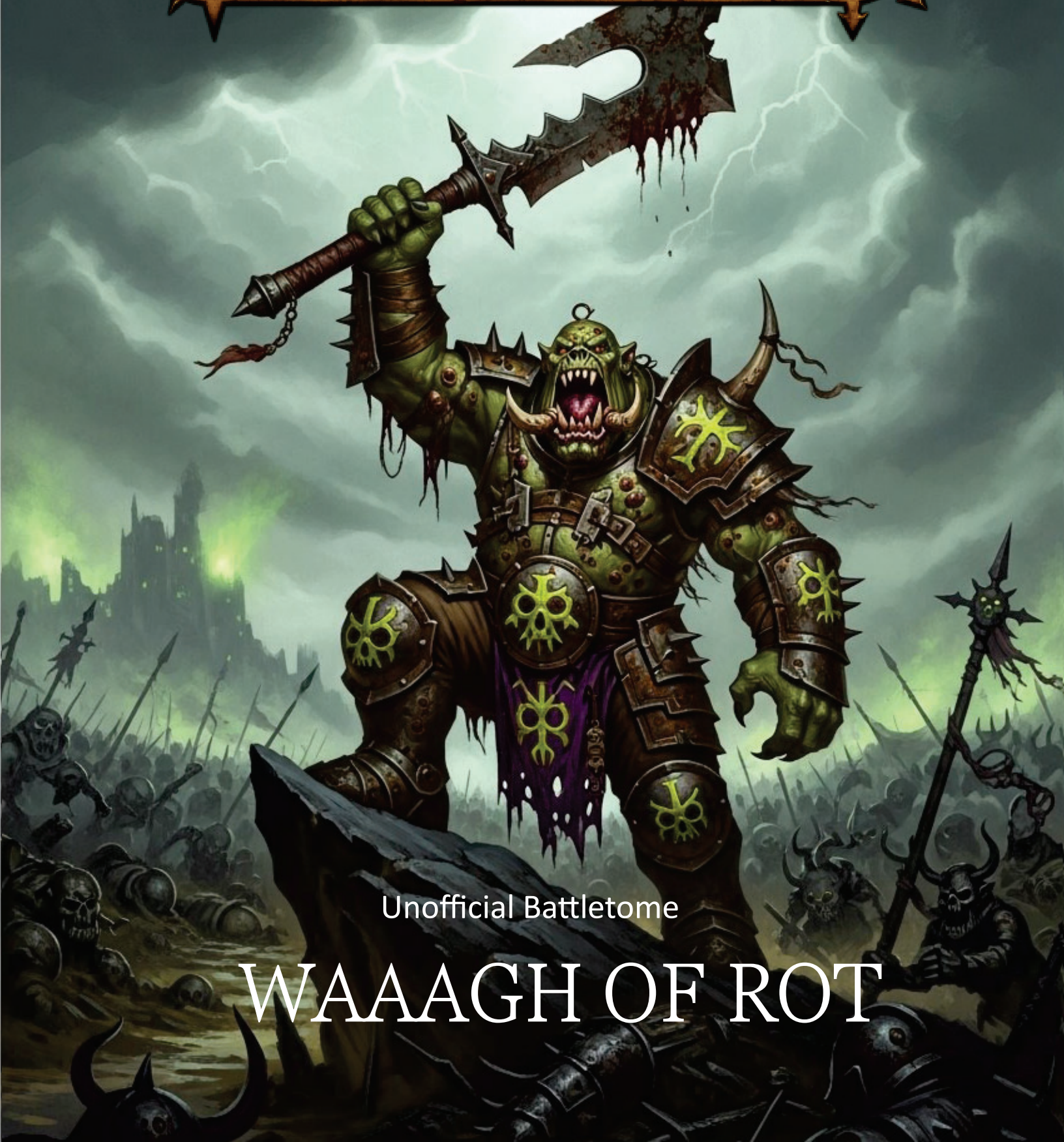


# WARHAMMER

## AGE OF SIGMAR

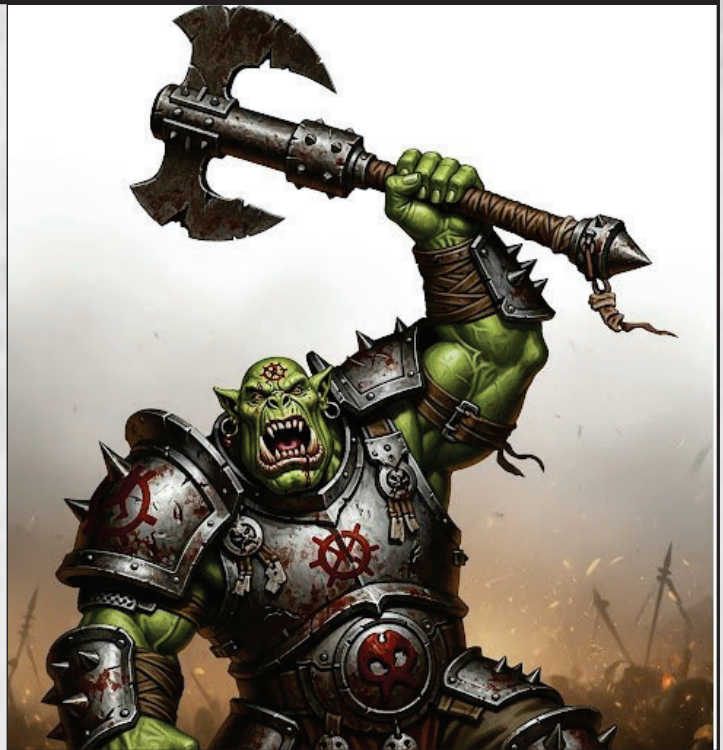


Unofficial Battletome

# WAAAGH OF ROT

# WAAAGH OF ROT

*Born from Orruks who stumbled too deep into Nurgle's Garden in the Realm of Life, the Waaagh of Rot are a festering tide of brawlers infused with virulent plagues. Rather than break them, the Garden's horrors delighted them—endless foes, endless disease, endless fun. Nurgle found their joyous brutality charming and "blessed" them. Now they march out, belching spores and laughter, seeking the ultimate fight.*



## How to use this battletome.

**Option 1:** On the table of contents below, all units are marked as being a replacement for a specific Ironjawz unit. You may use the full set of Ironjawz allegiance abilities and the units below and embody the theme of the Waaagh of Rot.

**Option 2:** Use the custom built allegiance abilities for the Waaagh of Rot including battle traits, command traits, prayer lore, spell lore, and units. This is not a match play legal army.

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| • <b>Krundeg of the Bileroad</b> (replacement for Zog-grok Anvilsmasha) | • <b>Buzz Boyz</b> (replacement for Gore-gruntas)                                    |
| • <b>Mucktounge Shaman</b> (replacement for Wierdnob Shaman)            | • <b>Blighttusk Rampager</b> (replacement for Maw-Grunta gouger)                     |
| • <b>Poxscreama</b> (replacement for Warchanter)                        | • <b>Blighttusk with Wrekkin Crew</b> (replacement for Maw Grunta with Hakkin' Krew) |
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# BATTLE TRAITS



Any Battleround

**JOYOUS MAYHEM:** *The Waaagh of Rot specializes in chaos. They are always seeking the next battle.*

**Declare:** Pick a number of friendly **WAAAGH OF ROT** unit on the battlefield equal to the battleround to be the target units to a maximum of 3.

**Effect:** Each target unit gains **Crit(2 Hits)** to melee weapon profiles and may add 1 to Ward rolls until the end of the battleround.



# DA WAR TROPHIES



Once Per Turn (Army), Any Combat Phase

**RUSTFANG CLUB:** *What better thing to do with the teeth of your defeated foes? Put it on your weapon of course. Makes it bitey.*

**Effect:** Add 1 to the Damage characteristic of melee weapon profiles if this target has taken any damage during the battle.



Passive

**PLAGUECAP HELM:** *A smart helmet that makes Orruks extra tanky.*

**Effect:** Subtract 1 from Wound rolls for melee attacks that target this model.



Once Per Battle (Army), Your Hero Phase

**WAAAGH-SLUG:** *A tiny little slug covered in Nurgle symbols. Odds are that eating it does something cool.*

**Declare:** Select this unit as the target if it is a **WIZARD**.

**Effect:** Do not roll a casting roll for one of this WIZARD's spells. That spell counts as having been casting a roll of 12.

# BOSS TRAITS



Once Per Battle (Army), Any Combat Phase

**ROTBOS RAGE:** *Da Boss calls upon the might of Mork, Gork and Nurgle to see who will help him have da best fight.*

**Declare:** Select this unit as the target.

**Effect:** Add 1 to hit rolls and wound rolls for the target unit until the end of the turn.



Passive

**FUNGAL MAW:** *The breath of this boss is where the real garden of Nurgle is.*

**Effect:** This model may **Heal(x)**. X is the number of enemy models slain by this model this turn to a maximum of 6.



Once Per Battle (Army), Any Combat Phase

**SPOREBELCHER:** *A noxious burp from this boss will take out even a strong willed dwarf.*

**Declare:** Select all enemy units in combat range with this model to be a target.

**Effect:** Roll a D3 for each target. On a 2+, it suffers that amount of mortal damage.

# MUCKTONGUE LORE


Your Hero Phase
6

**CURSE OF DA FLIES:** *The shaman calls forth swarms of insects to block the eyes of their enemies.*

**Declare:** Pick a friendly **WAAAGH OF ROT WIZARD** to cast this spell, pick a visible enemy unit within 12", then make a casting roll.

**Effect:** Subtract 1 from hit rolls made by the target unit until the start of your next hero phase.

|          |       |
|----------|-------|
| KEYWORDS | SPELL |
|----------|-------|


Your Hero Phase
5

**BUBBLING WAAAGH ENERGY:** *Harness the Waaagh energy to make things get a little crazy.*

**Declare:** Pick a friendly **WAAAGH OF ROT WIZARD** to cast this spell, pick a visible friendly **WAAAGH OF ROT** unit wholly within 12" of them to be the target, then make a casting roll.

**Effect:** Add 1 to the damage characteristic of melee weapons used by the target unit until the start of your next hero phase. In addition, if this unit does not use a **FIGHT** ability each turn, it suffers D3 mortal damage.

|          |                  |
|----------|------------------|
| KEYWORDS | SPELL, UNLIMITED |
|----------|------------------|


Your Hero Phase
6

**FUNGAL GROWTHS:** *The shaman urges Nurgle to heal their wounds so that the fight can go on.*

**Declare:** Pick a friendly **WAAAGH OF ROT WIZARD** to cast this spell, pick a visible friendly **WAAAGH OF ROT** unit wholly within 12" of them to be the target, then make a casting roll.

**Effect:** The target unit may **HEAL(3)**.

|          |       |
|----------|-------|
| KEYWORDS | SPELL |
|----------|-------|

# CHANTS OF THE FOULED


Your Hero Phase
4

**STINKDRUM OF FURY:** *The WAAAGH energy boils around the chanter causing muscles to bulge.*

**Declare:** Pick a friendly **WAAAGH OF ROT PRIEST** to chant this prayer, pick a visible friendly **WAAAGH OF ROT** unit wholly within 12" of them to be the target, then make a chanting roll of D6.

**Effect:** The target unit may add 1 to Wound rolls in melee until your next hero phase.

|          |                   |
|----------|-------------------|
| KEYWORDS | PRAYER, UNLIMITED |
|----------|-------------------|


Your Hero Phase
6

**RELENTLESS KUNNIN:** *Only way to keep fightin is to make sure Orruk don't fall down.*

**Declare:** Pick a friendly **WAAAGH OF ROT PRIEST** to chant this prayer, pick a visible friendly **WAAAGH OF ROT** unit wholly within 12" of them to be the target, then make a chanting roll of D6.

**Effect:** The target unit may add 1 to Ward rolls to a maximum of 5+ until your next hero phase.

|          |        |
|----------|--------|
| KEYWORDS | PRAYER |
|----------|--------|


Your Hero Phase
4

**DA QUICK BEAT:** *GO GET DEM!*

**Declare:** Pick a friendly **WAAAGH OF ROT PRIEST** to chant this prayer, pick a visible friendly **WAAAGH OF ROT** unit wholly within 12" of them to be the target, then make a chanting roll of D6.

**Effect:** Until your next hero phase, the target unit may make a charge move even if it ran that same turn.

|          |        |
|----------|--------|
| KEYWORDS | PRAYER |
|----------|--------|

# Krundeg of the Bileroad



*The Buzz Boyz have found a unique way of getting around the battlefield. They have captured massive rot flies and bred them, don't ask how, with gore gruntas to make terrible beasts that will take their eager Orruks to the enemy lines.*

| MELEE WEAPONS | Atk | Hit | Wnd | Rnd | Dmg | Ability   |
|---------------|-----|-----|-----|-----|-----|-----------|
| Da big choppa | 6   | 3+  | 3+  | -2  | 2   |           |
| Squig Bite    | 3   | 4+  | 2+  | -1  | D3  | Companion |



Once Per Battle (Army), Any Charge Phase

**WAAAGH LIKE NO OTHER:** *Just as he did before, Krundeg's call to Waaagh is stronger than any other orruk.*

**Declare:** Select all friendly **WAAAGH OF ROT** units wholly within 18" to be the target units. Roll a dice for each target unit.

**Effect:** For each 2+, the target unit gains +1 attack to their melee weapon profiles for the remainder of the turn. If the roll was a 6 the target unit gains +2 attacks instead for the remainder of the turn.



Your Hero Phase

**DA GREEN EYE OF COMMAND:** *Krundeg is a masterful tactician who is clearly in charge.*

**Declare:** Select a friendly **WAAAGH OF ROT** unit wholly within 12" to be the target.

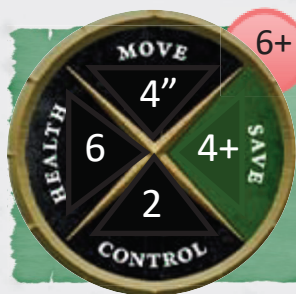
**Effect:** For the remainder of the turn, the first time the target unit uses a command ability it does not cost any command points.

KEYWORDS

INFANTRY, HERO, Ward (6+)

DESTRUCTION, CHAOS, WAAAGH OF ROT

# Poxscreama



*Terrifying in their fury, the poxscreamas power the Waagh energy swirling the orruks as they fight.*

| MELEE WEAPONS | Atk | Hit | Wnd | Rnd | Dmg |
|---------------|-----|-----|-----|-----|-----|
|---------------|-----|-----|-----|-----|-----|

|                               |   |    |    |    |   |
|-------------------------------|---|----|----|----|---|
| <b>Horse Choppa</b>           |   |    |    |    |   |
| <i>Anti-Cavalry (+1 Rend)</i> | 3 | 4+ | 3+ | -1 | 3 |

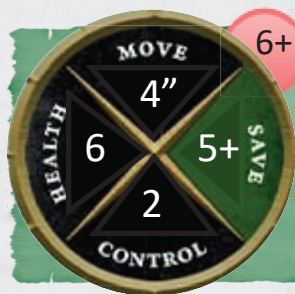
## Passive

**INFECTIOUS WAAAGH ENERGY:** *Chanting, and yelling channel the Waagh energy to seep into the minds of the enemy, slaying them or empowering the orruk ranks.*

**Effect:** Any time an enemy unit within 6" loses a model, roll a dice. For every 5+. That enemy unit suffers a mortal damage and a friendly **Waaagh of Rot** unit wholly within 12" of this unit may **Heal(1)**.

*\*Designer's note: If a model is removed due to this ability, it does not trigger again.*

# Mucktongue Shaman



*Orruks who become Mucktongue shamans are the most gnarled and oddest of the bunch.*

| MELEE WEAPONS | Atk | Hit | Wnd | Rnd | Dmg |
|---------------|-----|-----|-----|-----|-----|
|---------------|-----|-----|-----|-----|-----|

|                      |   |    |    |   |    |
|----------------------|---|----|----|---|----|
| <b>Gnarled Staff</b> | 4 | 4+ | 3+ | - | D3 |
|----------------------|---|----|----|---|----|

## Any Hero Phase

**INSTATIABLE APPETIITE:** *The mucktongue shamans love to get a nice bite of flesh during the battle to help them conjure spells. Sometimes only a friend if close enough to reach.*

**Declare:** Select a unit (friend or foe) in combat range of this unit to be the target.

**Effect:** The target unit suffers a mortal damage. In addition, this model may add 1 to casting rolls.

## Passive

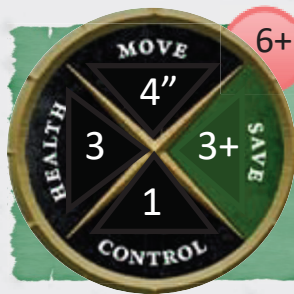
**NOT SO SUBTLE:** *Sometimes doing so good in battle brings too much attention from the gods. Who is to say whether Mork, Gork or even Nurgle will like what you are doing?*

**Effect:** If this model rolls an unmodified 12 to cast a spell, the spell cannot be unbound, you may automatically cast the spell a second time (even if its is not unlimited) and this unit suffers 2D6 mortal damage.

|                 |                                      |
|-----------------|--------------------------------------|
| <b>KEYWORDS</b> | Infantry, Hero, Priest (1) Ward (6+) |
|                 | DESTRUCTION, CHAOS, WAAAGH OF ROT    |

|                 |                                     |
|-----------------|-------------------------------------|
| <b>KEYWORDS</b> | Infantry, Hero, Wizard(1) Ward (6+) |
|                 | DESTRUCTION, CHAOS, WAAAGH OF ROT   |

# Rotmaw Kangz



The Rotmaw Kangz are the elite troops of the Waaagh of Rot. Only a boss have a bigger craving for battle.

| MELEE WEAPONS | Atk | Hit | Wnd | Rnd | Dmg |
|---------------|-----|-----|-----|-----|-----|
|---------------|-----|-----|-----|-----|-----|

|                        |   |    |    |    |   |
|------------------------|---|----|----|----|---|
| <b>Crude Choppaz</b>   |   |    |    |    |   |
| Anti-Monster (+1 Rend) | 3 | 4+ | 3+ | -1 | 2 |

**Once Per Battle, Any Combat Phase**

**CRAVIN A FIGHT:** The Rotmaw Kangz are always seeking someone new to give a beating.

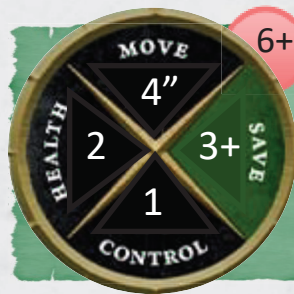
**Effect:** This unit can use 2 **FIGHT** abilities this phase. After the first is used, however, this unit has **STRIKE-LAST** for the rest of the turn.

**Passive**

**WE DA BEST!:** As much as Kangz love to fight they love boasting about it even more.

**Effect:** If this unit slays a **MONSTER** or enemy General, you may add 1 to hit and wound rolls for this unit for the rest of the battle.

# Fleshhackaz



Orruks who become Muck-tongue shamans are the most gnarled and oddest of the bunch.

| MELEE WEAPONS | Atk | Hit | Wnd | Rnd | Dmg |
|---------------|-----|-----|-----|-----|-----|
|---------------|-----|-----|-----|-----|-----|

|                       |   |    |    |   |   |
|-----------------------|---|----|----|---|---|
| <b>Hackaz</b>         |   |    |    |   |   |
| Anti-Charge (+1 Rend) | 2 | 4+ | 3+ | - | 1 |

**Any Combat Phase**

**DA WALL OF IRON:** The Fleshhackaz line their shields to make an impenetrable wall of iron and rotten flesh.

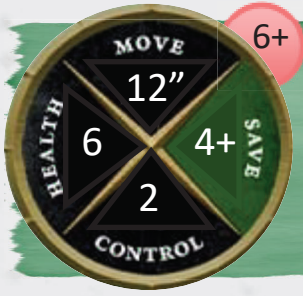
**Declare:** Select an enemy unit within combat range that made a charge move this turn.

**Effect:** Add 1 to the save rolls for this unit for the rest of the turn. In addition, if the target unit has fewer models than this unit then you must subtract 1 from hit rolls for this unit.

|                 |                                    |
|-----------------|------------------------------------|
| <b>KEYWORDS</b> | Infantry, Ward (6+), ROTMAW KANGZ  |
|                 | DESTRUCTION, CHAOS, WAAAGH OF ROT, |

|                 |                                   |
|-----------------|-----------------------------------|
| <b>KEYWORDS</b> | Infantry, Ward (6+), FLESHHACKAZ  |
|                 | DESTRUCTION, CHAOS, WAAAGH OF ROT |

# Buzz Boyz



*The Buzz Boyz have found a unique way of getting around the battlefield. They have captured massive rot flies and bred them, don't ask how, with gore gruntas to make terrible beasts that will take their eager Orruks to the enemy lines.*

| MELEE WEAPONS | Atk | Hit | Wnd | Rnd | Dmg | Ability       |
|---------------|-----|-----|-----|-----|-----|---------------|
| Scythe Choppa | 3   | 4+  | 3+  | -1  | 2   | Crit (Mortal) |
| Teeth & claws | 5   | 5+  | 2+  | -   | 1   | Companion     |



Once Per Turn (Army), Any Charge Phase

**SWINGING STRIKES:** *The flailing scythes, wings and mandibles cause great havoc.*

**Declare:** If this unit made a charge move, you may select an enemy unit in combat range to be the target.

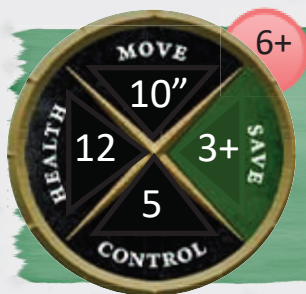
**Effect:** Roll a D3 for each model in this unit in combat range with the target unit. For each 2+, the target unit suffers that amount of mortal damage.

KEYWORDS

CAVALRY, FLY, Ward (6+)

DESTRUCTION, CHAOS, WAAAGH OF ROT

# Blighttusk Rampager



*The Blighttusks are the key piece to the destruction that the Waaagh of Rot wreaks upon the realms. Their hooves tramples, their horns pierce, and their teeth crush. The Orruks that ride these beats are nothing but the greatest seekers of crumpin..*

| MISSILE WEAPONS       | Range | Atk | Hit | Wnd | Rnd | Dmg                           | Ability                        |
|-----------------------|-------|-----|-----|-----|-----|-------------------------------|--------------------------------|
| Gruesome Bile         | 12"   | 4   | 5+  | 2+  | 2   | 1                             | Crit (Mortal), Shoot in Combat |
| MELEE WEAPONS         | Atk   | Hit | Wnd | Rnd | Dmg | Ability                       |                                |
| Rot Choppa            | 4     | 4+  | 3+  | -1  | 2   | Crit (2 Hits)                 |                                |
| Hooves, Horns & Tusks | 8     | 4+  | 2+  | 2   | 2   | Companion, Charge (+1 Damage) |                                |



Once Per Turn (Army), Any Combat Phase

**SPEW FILTH:** *The Blighttusk throws vomit, mucous, and pus all over their foes.*

**Declare:** Select an enemy unit within combat range to be the target.

**Effect:** Roll a dice. On a 3+, that unit may not benefit from positive armor modifiers for the remainder of the turn. Add one to the roll for each friendly **WAAAGH OF ROT** unit in combat range of this unit.

KEYWORDS

RAMPAGE



Passive

**AURA OF DECAY:** *The Blighttusks have such obnoxious smells and gasses spewing forth that some weapons are impossible to use.*

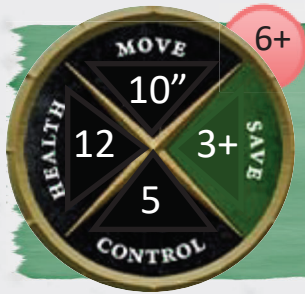
**Effect:** Reduce the rend of melee attacks used against this unit by 1.

KEYWORDS

MONSTER, Ward (6+)

DESTRUCTION, CHAOS, WAAAGH OF ROT

# Blightusk with Wrekkin Crew



*The Blighttusks are the key piece to the destruction that the Waaagh of Rot wreaks upon the realms. Their hooves tramples, their horns pierce, and their teeth crush. The Orruks that ride these beats are nothing but the greatest seekers of crumpin..*

| MISSILE WEAPONS       | Range | Atk | Hit | Wnd | Rnd | Dmg                           | Ability                        |
|-----------------------|-------|-----|-----|-----|-----|-------------------------------|--------------------------------|
| Gruesome Bile         | 12"   | 4   | 5+  | 2+  | 2   | 1                             | Crit (Mortal), Shoot in Combat |
| MELEE WEAPONS         | Atk   | Hit | Wnd | Rnd | Dmg | Ability                       |                                |
| Rot Choppa            | 4     | 4+  | 3+  | -1  | 2   | Crit (2 Hits)                 |                                |
| Wrekkin Crew          | 6     | 4+  | 3+  | -1  | 1   | -                             |                                |
| Hooves, Horns & Tusks | 8     | 4+  | 2+  | 2   | 2   | Companion, Charge (+1 Damage) |                                |

## Once Per Turnn (Army), Any Charge Phase

**KEEP GOING BOYZ!:** *As anyone could imagine, the momentum gained by a Wrekkin Crew is unfathomable.*

**Declare:** Select this unit as the target of this ability if it made a charge move this phase.

**Effect:** Roll 2D6. This model may move a distance in inches equal to the value of the roll. During the move, it may pass through enemy models, but must end the move in combat. Then roll a D6 for each unit it passed over, on a 2+ it suffers an amount of mortal damage equal to the roll.

**KEYWORDS** Rampage

## Passive

**AURA OF DECAY:** *The Blighttusks have such obnoxious smells and gasses spewing forth that some weapons are impossible to use.*

**Effect:** Reduce the rend of melee attacks used against this unit by 1.

**KEYWORDS**

MONSTER, Ward (6+)

DESTRUCTION, CHAOS, WAAAGH OF ROT