



MAGGOTKIN OF NURGLE: DAEMONS

[Double] Disgustingly Resilient: Roll a number of dice equal to the value of this ability. For each 4+, remove 1 damage point allocated to this fighter.

[Double] Acidic Slime Trail: Pick a visible enemy fighter within 1" of this fighter. This fighter makes a bonus disengage action. Then, allocate a number of damage points to that fighter equal to the value of this ability.

[Double] Venomous Sting: Pick a visible enemy fighter within 1" of this fighter and roll a dice. On a 2+, until the end of this battle round, that fighter cannot make move actions or disengage actions.

[Triple] Cloud of Flies: Until the end of the battle round, subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions that target this fighter.

[Triple] Grandfather's Blessing: Until the end of the battle round, add 1 to the Strength characteristic of attack actions that have a Range characteristic of 3 or less made by friendly fighters while they are within 6" of this fighter.

[Quad] Endless Swarm: Remove a number of damage points allocated to this fighter equal to double the value of this ability.

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Nurglings

Plaguebearers

Plague Drones

Beasts of Nurgle