

Hugo - Nurgle - Torneio Legionários 40k - 1000 pts (Warhammer 40,000 8th Edition) [67 PL, 1000pts]

Patrol Detachment (Chaos - Death Guard) [16 PL, 317pts]

Rules: *Plague Weapon*

HQ [9 PL, 180pts]

Daemon Prince of Nurgle [9 PL, 180pts]

Selections: Blades of Putrefaction, Malefic talon [10pts], The Suppurating Plate, Wings [1 PL, 24pts]

Categories: HQ, CHARACTER, DAEMON, MONSTER, HERETIC ASTARTES, DEATH GUARD, NURGLE, CHAOS, PSYKER, FLY

Abilities: *Daemonic, Death to the False Emperor, Disgustingly Resilient, Prince of Chaos, The Suppurating Plate*, **Psychic Power:** *Blades of Putrefaction, Smite*, **Psyker:** *Daemon Prince*, **Unit:** *Daemon Prince (Wings)*, **Weapon:** *Malefic talon*

Abilities	Description	Ref
Daemonic	This model has a 5+ invulnerable save.	
Death to the False Emperor	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.	
Disgustingly Resilient	Each time this model loses a wound, roll a D6; on a 5+, the model does not lose that wound.	
Prince of Chaos	You can re-roll hit rolls of 1 made for friendly DEATH GUARD and NURGLE DAEMON units within 6" of this model.	
The Suppurating Plate	The bearer has a Save characteristic of 2+. In addition, roll a dice each time this model passes a saving throw in the Fight phase. On a 4+, the unit that inflicted that wound suffers a mortal wound after all of its own attacks have been resolved.	

Psychic Power	Warp Charge	Range	Details	Ref
Blades of Putrefaction	5	18"	If manifested, select a visible friendly DEATH GUARD unit within 18" of the psyker. Until the start of your next Psychic phase, add 1 to all wound rolls made by that unit. Furthermore, any wound rolls of 7+ made for that unit in the Fight phase with a melee plague weapon (i.e. a plague sword or any weapon with the Plague Weapon ability) inflict a mortal wound on the target in addition to any other damage.	
Smite	5	18"	Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.	

Psyker	Cast	Deny	Powers Known	Other	Ref
Daemon Prince	1	1	Smite and 1 power from the Contagion discipline		

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Daemon Prince (Wings)	12"	2+	2+	7	6	8	4	10	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Malefic talon	Melee	Melee	User	-2	2	Each time this model fights, it can make 1 additional attack with this weapon. A model armed with two sets of malefic talons can make 3 additional attacks with them instead.	

Troops [3 PL, 60pts]

Poxwalkers [3 PL, 60pts]

Selections: 10x Poxwalker [60pts]

Categories: TROOPS, INFANTRY, NURGLE, DEATH GUARD, CHAOS

Abilities: *Curse of the Walking Pox*, *Diseased Horde*, *Disgustingly Resilient*, *Mindless*

Abilities	Description	Ref
Curse of the Walking Pox	Each time an enemy INFANTRY model is slain by a Poxwalker in the Fight phase, add one model to the Poxwalker's unit.	
Diseased Horde	You can add 1 to all hit rolls for this unit in the Fight phase if it contains more than 10 models.	
Disgustingly Resilient	Each time this model loses a wound, roll a D6; on a 5+, the model does not lose that wound.	
Mindless	This unit never has to take Morale tests.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Poxwalker	4"	5+	6+	3	3	1	2	4	7+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Improvised weapon	Melee	Melee	User	0	1	-	

Elites [4 PL, 77pts]

Foul Blightspawn [4 PL, 77pts]

Categories: CHAOS, CHARACTER, DEATH GUARD, ELITES, HERETIC ASTARTES, INFANTRY, NURGLE

Abilities: *Death to the False Emperor, Disgustingly Resilient, Revolting Stench, Unholy Death's Head*, **Unit:** *Foul Blightspawn*, **Weapon:** *Blight Grenades, Krak grenade, Plague sprayer*

Abilities	Description	Ref
Death to the False Emperor	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.	
Disgustingly Resilient	Each time this model loses a wound, roll a D6; on a 5+, the model does not lose that wound.	
Revolting Stench	Enemy units that charged this turn and are within 7" of this model at the start of the Fight phase are struck by a stench so foul that they falter, losing their impetus. Such a unit does not get to fight first in the Fight phase, but can be chosen to fight like other units that did not charge. This ability also affects units who have abilities that would enable them to fight first as if they had charged.	
Unholy Death's Head	Each Foul Blightspawn carries a single unholy death's head grenade. Once per battle, a Foul Blightspawn, or another friendly DEATH GUARD CHARACTER within 3" of him, can throw an unholy death's head grenade instead of either a blight grenade or a hyper blight grenade. When they do so, change that weapon's type to Grenade 2D6.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Foul Blightspawn	5"	3+	3+	4	5	4	3	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Blight Grenades	6"	Grenade D6	3	0	1	Plague weapon	
Krak grenade	6"	Grenade 1	6	-1	D3	-	
Plague sprayer	9"	Assault D6	2D6	-3	3	Plague weapon. This weapon automatically hits its target. Roll to determine the Strength of this weapon after selecting a target but before determining how many shots are fired.	

Battalion Detachment +3CP (Chaos - Daemons) [51 PL, 683pts]

Fast Attack [7 PL, 102pts]

Plague Drones [7 PL, 102pts]

Selections: 2x Plague Drone [68pts], Plaguebringer [34pts]

Categories: DAEMON, CAVALRY, FAST ATTACK, FLY, NURGLE, CHAOS

Rules: *Daemonic Ritual*

Abilities: *Daemonic, Disgustingly Resilient*

Abilities	Description	Ref
Daemonic	Units with this ability have a 5+ invulnerable save.	
Disgustingly Resilient	Each time this model loses a wound, roll a D6; on a 5-6, it does not lose that wound.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Plague Drone	10"	4+	4+	4	5	3	1	7	6+	
Plaguebringer	10"	4+	4+	4	5	3	2	7	6+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Death's heads	12"	Assault 2	4	0	1	You can re-roll wound rolls of 1 for this weapon.	
Plaguesword	Melee	Melee	User	0	1	You can re-roll failed wound rolls for this weapon.	
Prehensile proboscis	Melee	Melee	4	0	2	After this model makes its close combat attacks you can attack with its mount. Make 4 additional attacks using this weapon profile. You can re-roll failed wound rolls for their attacks.	

HQ [22 PL, 312pts]

Daemon Prince of Chaos [11 PL, 156pts]

Selections: Malefic talon [10pts]

Categories: HQ, CHARACTER, DAEMON, MONSTER, CHAOS

Rules: *Daemonic Ritual*

Abilities: *Daemonic*, **Unit:** *Daemon Prince of Chaos*, **Weapon:** *Malefic talon*

Nurgle

Selections: Fleshy Abundance

Categories: NURGLE, PSYKER

Abilities: *Disgustingly Resilient*, *Prince of Chaos*, **Psychic Power:** *Fleshy Abundance*, *Smite*, **Psyker:** *Psyker*

Abilities	Description	Ref
Daemonic	Units with this ability have a 5+ invulnerable save.	
Disgustingly Resilient	Each time this model loses a wound, roll a D6; on a 5-6, it does not lose that wound.	
Prince of Chaos	You can re-roll hit rolls of 1 made for friendly NURGLE DAEMON units within 6".	

Psychic Power	Warp Charge	Range	Details	Ref
Fleshy Abundance	5	18"	Pick a friendly NURGLE DAEMON unit within 18" of the Psyker. That unit recovers D3 wounds lost earlier in the battle.	
Smite	5	18"	Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.	

Psyker	Cast	Deny	Powers Known	Other	Ref
Psyker	1	1	Smite and one power from the Nurgle discipline		

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Daemon Prince of Chaos	8"	2+	2+	7	6	8	4	9	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Malefic talon	Melee	Melee	User	-2	2	Each time this model fights, it can make 1 additional attack with this weapon. A model armed with two sets of malefic talons can make 3 additional attacks with them instead.	

Daemon Prince of Chaos [11 PL, 156pts]**Selections:** Malefic talon [10pts]**Categories:** HQ, CHARACTER, DAEMON, MONSTER, CHAOS**Rules:** *Daemonic Ritual***Abilities:** *Daemonic*, **Unit:** *Daemon Prince of Chaos*, **Weapon:** *Malefic talon***Nurgle****Selections:** Virulent Blessing**Categories:** NURGLE, PSYKER**Abilities:** *Disgustingly Resilient*, *Prince of Chaos*, **Psychic Power:** *Smite*, *Virulent Blessing*, **Psyker:** *Psyker*

Abilities	Description	Ref
Daemonic	Units with this ability have a 5+ invulnerable save.	
Disgustingly Resilient	Each time this model loses a wound, roll a D6; on a 5-6, it does not lose that wound.	
Prince of Chaos	You can re-roll hit rolls of 1 made for friendly NURGLE DAEMON units within 6".	

Psychic Power	Warp Charge	Range	Details	Ref
Smite	5	18"	Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.	
Virulent Blessing	6	18"	Pick a NURGLE DAEMON unit within 18" of the Psyker. Until the start of your next Psychic phase, you can add 1 to all wound rolls made by that unit in the Fight phase. Furthermore, until the start of your next Psychic phase, any wound rolls of 7+ made for that unit in the Fight phase inflict double damage.	

Psyker	Cast	Deny	Powers Known	Other	Ref
Psyker	1	1	Smite and one power from the Nurgle discipline		

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Daemon Prince of Chaos	8"	2+	2+	7	6	8	4	9	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Malefic talon	Melee	Melee	User	-2	2	Each time this model fights, it can make 1 additional attack with this weapon. A model armed with two sets of malefic talons can make 3 additional attacks with them instead.	

Troops [22 PL, 269pts]

Nurglings [3 PL, 54pts]

Selections: 3x Nurgling Swarms [54pts]

Categories: TROOPS, DAEMON, NURGLE, NURGLINGS, SWARM, CHAOS

Rules: *Daemonic Ritual*

Abilities: *Daemonic, Disgustingly Resilient, Mischief Makers, Squishable*

Abilities	Description	Ref
Daemonic	Units with this ability have a 5+ invulnerable save.	
Disgustingly Resilient	Each time this model loses a wound, roll a D6; on a 5-6, it does not lose that wound.	
Mischief Makers	When you set up a unit of Nurglings during deployment, they can either be set up in their deployment zone, or anywhere on the battlefield that is more than 9" from the enemy deployment zone.	
Squishable	Because of their diminutive size, Nurglings only receive the benefits of their Disgustingly Resilient ability against attacks with a Damage characteristic of 1.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Nurgling Swarm	5"	3+	4+	2	2	4	4	7	6+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Diseased claws and teeth	Melee	Melee	User	0	1	You can re-roll wound rolls of 1 for this weapon.	

Nurglings [3 PL, 54pts]

Selections: 3x Nurgling Swarms [54pts]

Categories: TROOPS, DAEMON, NURGLE, NURGLINGS, SWARM, CHAOS

Rules: *Daemonic Ritual*

Abilities: *Daemonic, Disgustingly Resilient, Mischief Makers, Squishable*

Abilities	Description	Ref
Daemonic	Units with this ability have a 5+ invulnerable save.	
Disgustingly Resilient	Each time this model loses a wound, roll a D6; on a 5-6, it does not lose that wound.	
Mischief Makers	When you set up a unit of Nurglings during deployment, they can either be set up in their deployment zone, or anywhere on the battlefield that is more than 9" from the enemy deployment zone.	
Squishable	Because of their diminutive size, Nurglings only receive the benefits of their Disgustingly Resilient ability against attacks with a Damage characteristic of 1.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Nurgling Swarm	5"	3+	4+	2	2	4	4	7	6+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Diseased claws and teeth	Melee	Melee	User	0	1	You can re-roll wound rolls of 1 for this weapon.	

Plaguebearers [8 PL, 84pts]

Selections: 11x Plaguebearer [77pts], Plageridden [7pts]

Categories: TROOPS, INFANTRY, DAEMON, NURGLE, PLAGUEBEARER, CHAOS

Rules: *Daemonic Ritual*

Abilities: *Cloud of Flies, Daemonic, Disgustingly Resilient*

Abilities	Description	Ref
Cloud of Flies	Large groups of Plaguebearers attract great clouds of flies that buzz about them, obscuring them from view. If this unit contains 20 or more models at the start of a phase, your opponent must subtract 1 from all hit rolls for attacks that target them.	
Daemonic	Units with this ability have a 5+ invulnerable save.	
Disgustingly Resilient	Each time this model loses a wound, roll a D6; on a 5-6, it does not lose that wound.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Plaguebearer	5"	4+	4+	4	4	1	1	7	6+	
Plageridden	5"	4+	4+	4	4	1	2	7	6+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Plaguesword	Melee	Melee	User	0	1	You can re-roll failed wound rolls for this weapon.	

Plaguebearers [8 PL, 77pts]

Selections: 10x Plaguebearer [70pts], Plageridden [7pts]

Categories: TROOPS, INFANTRY, DAEMON, NURGLE, PLAGUEBEARER, CHAOS

Rules: *Daemonic Ritual*

Abilities: *Cloud of Flies, Daemonic, Disgustingly Resilient*

Abilities	Description	Ref
Cloud of Flies	Large groups of Plaguebearers attract great clouds of flies that buzz about them, obscuring them from view. If this unit contains 20 or more models at the start of a phase, your opponent must subtract 1 from all hit rolls for attacks that target them.	
Daemonic	Units with this ability have a 5+ invulnerable save.	
Disgustingly Resilient	Each time this model loses a wound, roll a D6; on a 5-6, it does not lose that wound.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Plaguebearer	5"	4+	4+	4	4	1	1	7	6+	
Plageridden	5"	4+	4+	4	4	1	2	7	6+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Plaguesword	Melee	Melee	User	0	1	You can re-roll failed wound rolls for this weapon.	

Force Rules

Plague Weapon: You can re-roll wound rolls of 1 for a weapon with this ability.

Selection Rules

Daemonic Ritual: Instead of moving in their Movement phase, any Chaos Character can, at the end of their Movement phase, attempt to summon a Daemon unit with this ability by performing a Daemonic Ritual (the character cannot do so if they arrived as reinforcements this turn, or if they themselves have been summoned to the battlefield this turn).

If they do so, first choose one of the four Chaos Gods - Khorne, Tzeentch, Nurgle, or Slaanesh. A Character who owes allegiance to one of the Dark Gods can attempt to summon the units of their patron - for example, a Khorne Character could only attempt to summon Khorne Daemons.

Roll up to 3 dice - this is your summoning roll. You can summon one new unit with the Daemonic Ritual ability to the battlefield that has a Power Rating equal to or less than the total result so long as it has the same Chaos God keyword

you chose at the start (in the case of units that have the choice of allegiance, such as Furies, the unit when summoned will have this keyword.) This unit is treated as reinforcements for your army and can be placed anywhere on the battlefield that is entirely within 12" of the character and is more than 9" from any enemy model. If the total rolled is insufficient to summon any unit, the ritual fails and no new unit is summoned.

If your summoning roll included any doubles, your character then suffers a mortal wound. If it contained any triples, it instead suffers D3 mortal wounds.

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