



# BATTLETOME: MAGGOTKIN OF NURGLE

## DESIGNERS' COMMENTARY, FEBRUARY 2024

The following commentary is intended to complement *Battletome: Maggotkin of Nurgle*. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team and explain how the rules are intended to be used. The commentaries help provide a default setting for your games, but players should always feel free to discuss the rules before a game, and change things as they see fit if they both want to do so (changes like this are usually referred to as 'house rules').

Our commentaries are updated regularly; when changes are made, any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

*Q: Do the Rotbringer Sorcerers in a Rot Coven count as 1 unit or 3 units when picking units to be included in a core battalion?*

A: 3 units – each Rotbringer Sorcerer is a separate unit.

*Q: Can you clarify the abbreviation of 'CP' in the Corrupted Regrowth and The Burgeoning stages of the Cycle of Corruption – do you receive command points or contagion points?*

A: You receive contagion points.

*Q: Can I set up a Feculent Gnarlmau that I have summoned using contagion points partially or wholly outside of my territory?*

A: Yes.

*Q: Can I use the Hosts of Chaos allegiance abilities in Wrath of the Everchosen to pick a subfaction for my Maggotkin of Nurgle army?*

A: No. The allegiance abilities found in the most recent publication of *Battletome: Maggotkin of Nurgle* replace the Hosts of Chaos allegiance abilities in *Wrath of the Everchosen*.

*Q: If I have 3 Feculent Gnarlmaus on the battlefield, do I receive 3 contagion points for each Feculent Gnarlmau (for a total of 9 points)?*

A: No, you receive 1 contagion point for each Feculent Gnarlmau on the battlefield, for a total of 3 points.

*Q: When using Epidemius' Tallyman of Nurgle ability, can you record a maximum of 7 diseases over the course of the entire battle, or can you record additional new diseases after reaching the maximum number and subsequently using some re-rolls?*

A: Epidemius can record a maximum of 7 diseases over the course of the entire battle.

*Q: When making disease rolls at the start of the battleshock phase, if Gotrek Gurnisson would suffer more than 1 mortal wound as a result of those rolls, would the number of wounds allocated to him be reduced to 1 by his Avatar of Grimnir ability?*

A: Yes, it would.

*Q: Can a unit still remove disease points instead of healing if it is at full health?*

A: Yes.

*Q: If an ability allows a unit to heal all wounds allocated to it (such as Bastian Carthalos' Mantle of the First Storm), can it be used to remove disease points instead of healing wounds?*

A: Yes. In this case, the commanding player could choose to heal all wounds allocated to the unit or remove all disease points allocated to the unit.

*Q: Can the Glotkin's Blightkrieg command ability be used to allow a unit that is within 3" of an enemy unit to attempt a charge?*

A: No.

*Q: If there are no enemy units on the battlefield, can I complete the 'Spread Rampant Disease' grand strategy?*

A: No.

## ERRATA, FEBRUARY 2024

The following errata correct errors in *Battletome: Maggotkin of Nurgle*. The errata are updated regularly; when changes are made, any changes from the previous version will be highlighted in magenta. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

### Page 60 – Legions of Chaos

Change the first bullet point to:

' 2 in every 4 units in the army can be a coalition unit from the Slaves to Darkness faction that has the **MARK OF CHAOS** keyword. Those units gain the **NURGLE** keyword.'

### Page 64 – Artefacts of Contagion, The Fecund Flask

Change to:

'Once per battle, at the start of your hero phase, you can say the bearer will drink from the Fecund Flask. If you do so, roll a dice. On a 2+, heal all wounds allocated to the bearer. On a 1, the bearer is slain. If the bearer is slain by this artefact, before they are removed from play, you can add 1 **BEASTS OF NURGLE** unit that has 1 model to your army and set it up within 1" of the bearer. The **BEASTS OF NURGLE** unit can only be set up within 3" of an enemy unit if the bearer was within 3" of that enemy unit when they were slain.'

### Page 65 – Daemonic Boons of Nurgle, Noxious Nexus

Change to:

'If an enemy unit is within 3" of the bearer at the end of the movement phase or combat phase, give 2 disease points to that unit instead of 1 for being within 3" of any friendly **MAGGOTKIN OF NURGLE** units.'

### Page 82 – Battle Tactics, Gifts of Nurgle

Change to:

'You complete this tactic if 3 or more friendly **MAGGOTKIN OF NURGLE** units are within 3" of the same enemy unit at the end of this turn.'

**Page 82** –Battle Tactics

Add the following battle tactic:

**‘Don’t Squabble, Children:** Pick an objective wholly outside your territory. You complete this battle tactic at the end of the turn if you control that objective and any friendly **MAGGOTKIN OF NURGLE MORTAL** units and any friendly **NURGLE DAEMON** units contest that objective.’

**Page 89** – Sloppity Bilepiper, Jolly Gutpipes, ‘My Love Is Like a Ripe, Ripe Fart’

Change to:

**‘Subtract 1 from hit rolls for attacks that target friendly **NURGLE DAEMON** units wholly within 14" of any friendly Sloppity Bilepipers playing this tune.’**

**Page 90** – Horticultural Slimux, Cultivating the Garden of Nurgle

Change to:

**‘Once per battle, at the start of your hero phase, you can set up 1 Feculent Gnarlmax within 7" of this unit, more than 7" from all other Feculent Gnarlmaxes and more than 3" from all other models, objectives, other terrain features, endless spells and invocations and add it to your army.’**

**Page 93** – The Glottkin, Horrific Opponent

Change the rule to:

**‘At the start of the enemy movement phase, you must roll 2D6 for each enemy unit that is within 3" of this unit. If the roll is equal to or greater than that unit’s Bravery characteristic, that unit must retreat in that phase or it suffers D6 mortal wounds at the end of the phase.’**