

# Maggotkin Battle Tome

## Battle Traits

- Disease can now infect one unit within 7" on a 4+ (or auto in combat still)
- Disease is now d3 damage, not d3 on 2+

## Battle Formations

1. Give a unit incurable disease for a battle round if you roll 2d3 equal or over its health characteristic, if it spreads deals an additional d3.
2. Rotbringers +5 Control if ww12 of daemons
3. Companion attacks Crit 2 Hits
4. Daemons can choose to roll 4 on run

## Spell Lore

**Fleshy Abundance.** Now a 6+ to cast

2. Disables command abilities for one enemy unit

## Prayer Lore

1. Range 18", 5+ give -2 to charge, 10+ give -1 dice on charge
2. On 4+ Give unit ww12 ignore first damage per phase, on 8+ affect 2 units
3. On 3+ or 4+, chanter gets -1 to be wounded, on a 10+ every unit in combat with is diseased, or -1 to wound, sources vary

## Artefacts

**Rustfang.** Once per turn, pick enemy hero or monster in combat phase, -1 to save for the rest of the turn.

**Witherstave.** Any combat phase, pick an enemy unit that charged, on 3+ give -1 damage.

**Dirge.** Once per game, pick up to 3 enemy units and give -5 Control until your next hero phase.

## Heroic Traits

**Grandfather's Blessing.** Same ability, it just got reduced to D3.

**Overpowering Stench.** Combat phase, pick an enemy unit in combat - Players roll off, you get to add your OC to your roll (not opponent). If the result is higher than the opponents you pick either of 2 effects: Ignore positive modifiers to save rolls for the rest of the turn, or subtract 1 from ward rolls for the rest of the turn.

**Febrile Frenzy.** Once per turn, any combat phase - Pick a visible non-hero wholly within 12". 2+ on a D3 and you add +1 attack for melee weapons.

## **Units**

### **Rotigus**

- 18" range spell, 1 damage to all enemies in range, heal 1 all friendlies in range, prevents units in range from healing or returning models.

### **Festus**

- 14W 4+ save
- Wizard 2
- Rolloff with opponent, deal MW to monsters, kill 1 cav model or d3 infantry models
- Can add to his OC by killing models, adds his OC to the rolloff ability

### **Poxbringer**

- +1 Attack if he activates with Plaguebearers

### **Glottkin**

- Buff to Horrific Opponent
- Spell is the same but now also gives disease
- Rampage: Pick enemy hero or monster, on a 4+ can't move this combat and +1 to hit on attacks against them.

### **Bloab Rotspawned**

- Loses -1 to hit ability

### **Belga**

- 150 ish points
- Unique prayer deals mw and returns PBs per killed model
- Can give +1 to cast or +1 to chant ww12"

### **Harbinger of Decay**

- Loses Knell of Doom
- Gains pick one unit within 18", roll vs Control (+1 if Sloven Knights are nearby), on success give unit -1 to wound until your next hero phase.

### **Lord of Plagues**

- Gives +1 Attack and +1 to wound to Rotswords

### **Lord of Blights**

- Gives Putrid Blightkings ignore rend

### **Foulhoof Shaman**

- Wizard 1
- Unique spell reduce enemy rend by 1 (unsure if targeted on enemy or friendly unit)

### **Putrid Blightkings**

- Some form of spell and prayer negation ability

### **Rotswords**

- Stop commands in combat on a 3+
- 2 attacks 3+/3+/1/1, Crit 2 Hits
- Can be buffed to 2 or 3 rend
- Can be buffed up to 3 attacks

### **,Pestigors**

- Basically faster plaguebearers that can get conditional extra rend
- Foulhoof Shaman can give them +1 attack

### **Sloven Knights**

- 4W, 3+, 7" move
- 3 attacks 3+/3+, rend 2, damage 3 on charge
- Give strike last on a 3+

### **Pusgoyle Blightlords**

- Unchanged

### **Plague Drones**

- Unchanged

### **Pox-Wretches**

- Can give disease in combat, separate from Infect ability

### **Cankerborn**

- Teleport between objectives you control/despoil?

### **Gnarlmaw**

- Gives Rotbringers (who now have 6+ ward) 5+ ward instead
- Gives +4 rally dice to daemons, +1 if hero
- Has a move ability to move 3", can't end move in combat
- Respawn on objectives if you have less than 1