

The Infected Followers of the Great Nurgle

A Mordheim Warband by Stephen & Peter Houston

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The Infected skill table

	Combat	Shooting	Academic	Strength	Speed
Plague Priest	✓	✓	✓		✓
Plague Missionary	✓	✓	✓		✓
Human Chosen One	✓			✓	✓
Dwarf Chosen One	✓	✓		✓	
Elf Chosen One	✓	✓			✓

Choice of warriors

An Infected warband must include a minimum of three models. You have 500 gold crowns you can use to recruit and equip your warband. The maximum number of warriors in the warband is 18.

Plague Priest of Nurgle: Each Infected warband must have one Plague Priest: no more, no less!

Nurgles Chosen Ones: Your warband may include up to two Chosen Ones.

Plague Missionary of Nurgle: Your warband may include up to two Plague Missionaries.

Elf Followers of Nurgle: Your warband may include up to five Elf Followers.

Dwarf Followers of Nurgle: Your warband may include up to five Dwarf Followers.

Human Followers of Nurgle: Your warband may include any number of Human Followers.

Vial Beserkers of Nurgle: Your warband may include up to two Vial Beserkers.

Plague Bearers of Nurgle: Your warband may include up to one Plague Bearer

Nurglings: Your warband may include any number of Nurglings.

Starting experience

A **Plague Priest** starts with 20 experience.

A **Chosen One** starts with 14 experience.

A **Plague Missionary** starts with 0 experience.

All **Henchmen** start with 0 experience.

A **Plague Bearer** is worth 25 experience.

Special rules

Promotion: If the Plague Priest dies, then a Plague Missionary with the highest experience (random if both equal) takes the position, he gains the **Charismatic Leader**, **Miracle Cure** and the **Wizard** skills (see *Plague Priest* entry for details), however he does not inherit any spells. This now frees the warband to hire another Plague Missionary.

The following special rule does not apply to the members of this warband directly, but does effect other warriors when a Carrier infects them (see *Plague Priest* entry for rules)

Plague Zombie: The warrior becomes a Plagued (see *Elf Followers* entry for rules) Henchman of the Infected warband, he gains no further experience, but keeps his weapons and spells (**not** prayers), and buys equipment from his normal equipment lists.

The Infected Followers of Nurgle equipment lists

The following lists are used by the Infected warbands to pick their equipment.

Priest Equipment List

Hand-to-Hand

Dagger	1 st free/2 gc
Mace/Hammer	3 gc
Flail	15 gc
Morning Star	15 gc
Spear	10 gc
Steel Whip *	10 gc
Two-Handed Weapon	15 gc

Missile Weapons

Sling	2 gc
Bow	10 gc
Crossbow	25 gc

Armour

Light Armour	20 gc
Shield	5 gc
Buckler	5 gc
Helmet	10 gc

- * Common to Buy
- ** Chosen Ones Only

Followers Equipment List

Hand-to-Hand

Dagger (± € §)	1 st free/2 gc
Club (± € §)	3 gc
Axe (± € §)	5 gc
Sword (± € §)	10 gc
Flail (± §)	15 gc
Spear (± € §)	10 gc
Halberd (± §)	10 gc
Morning Star (± € §)	15 gc
Two-Handed Weapon (± §)	15 gc

Missile Weapons

Sling (± € §)	2 gc
Short Bow (± §)	5 gc
Bow (± €)	10 gc
Longbow (± €)	15 gc
Crossbow (± §)	25 gc
Elf Bow (€) **	35 gc

Armour

Light Armour (± € §)	20 gc
Heavy Armour (± §)	50 gc
Gromril Armour (§) **	150 gc
Shield (± € §)	5 gc
Buckler (± € §)	5 gc
Helmet (± §)	10 gc

- ± Usable by Humans
- € Usable by Elves
- § Usable by Dwarves

Heroes

1 Plague Priest of Nurgle

80 gold crowns to hire

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	4	3	3	1	4	1	9

Weapons/Armour: A Plague Priest may be equipped with weapons and armour chosen from the Priest equipment list.

SPECIAL RULES

Charismatic Leader: Any warrior within 6" of the Plague Priest may use his Leadership characteristic when taking Leadership tests. Also if the Plague Priest is taken *out of action* then all rout tests have a +2 until the end of the game.

Immunity: No effect from poisons or other diseases.

Miracle Cure: At the end of a battle, if the Plague Priest is not *out of action*, he may sacrifice 1 Wyrdstone to save up to 2 henchmen who die as a result of Plague rolls, **NOT** combat injuries.

Carrier: The warrior can infect other characters in hand-to-hand combat, which they take *out of action*.

Henchmen who roll a 6 on the injury result chart becomes Plagued (see *Elf followers*).

Heroes who roll a 16-21 on the injury chart become Plagued (See *Elf followers*) and the Multiple Injury result is ignored.

If the warrior is kept by the warband then from that point onwards they must roll for injuries as if they were a henchman (1D6: 1-2 Dead) and follow the Plagued rules.

If the warband decides to loose the hero at the end of that game, then he becomes a Plague Zombie (see *Special Rules* above)

Wizard: The Plague Priest even though he sees himself as a Holy Man is actually a wizard and uses the Gifts of the Great Nurgle (See *Gifts of the Great Nurgle*)

0-2 Plague Missionary of Nurgle

30 gold crowns to hire

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	3	1	6

Weapons/Armour: Plague Missionaries may be equipped with weapons and armour chosen from the Priest equipment list.

SPECIAL RULES

Immunity: No effect from poisons or other diseases.

Carrier: See *Plague Priest* entry for rules.

0-2 Nurgles Chosen Ones

65 gold crowns to hire

Profile	M	WS	BS	S	T	W	I	A	Ld
Human	4	4	3	3	3	1	4	1	7
Dwarf	3	4	3	3	4	1	2	1	8
Elf	5	3	4	3	3	1	5	1	7

Weapons/Armour: Chosen Ones may be equipped with weapons and armour chosen from the Followers equipment list.

SPECIAL RULES

Immunity: No effect from poisons or other diseases.

No Pain: Treat *stunned* result as *knocked down*.

Infected: Rolls of 35 or less on the hero injury chart results in a +1 missed game on top of the normal result.

Fear: Chosen Ones cause Fear as they are deformed by the Plague.

Blessings: When rolling for Hero Advancement, a roll of 10-12 means that the Chosen One may elect to have either a skill (as normal) or roll for a Blessing (below), if you roll a duplicate, roll again:

- Bad Blood:** Any edged weapon causing a wound to the Chosen One will be destroyed on a D6 roll of 1-3, after the damage has been inflicted.
- Carrier:** see *Plague Priest* entry for details.
- Cloud of Flies:** A cloud of flies swarms around the Chosen One which gets in the mouth, hair and eyes of attackers, as a consequence anyone attacking suffers a -1 to hit.
- Stream of Corruption:** The Chosen One can vomit on everyone within a 1" wide x 6" long area. Anyone covered suffers an automatic hit at Strength 4, with no armour save. If the Chosen One is also a Carrier (see above) then victims can also become Plagued (see *Carrier Rules* entry for details).
- Scabs:** The Chosen Ones body is covered with large hard crusty scabs, giving them a +1 armour save.
- Nurgling:** The Great Nurgle blesses the Chosen One for the last time turning them into a Nurgling, with the following profile.

The Nurgling becomes a henchman, with the experience of the Chosen One. All special abilities of the Chosen One are lost.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	3	4	3	7

Weapons/Armour: Nurglings do not use weapons or equipment, any that the Chosen One had before he was blessed is lost.

SPECIAL RULES

Nothing to Learn: Nurglings do not gain further experience.

Fear: Nurglings cause fear.

Carriers: see *Plague Priest* entry for details.

Plagued: see *Elf Followers* entry for details.

In addition to the above special rules, depending on the race of the Chosen One they also get the following, which are described under Skills in the Mordheim rules.

Human: **Expert Swordsman**

Dwarf: **Strongman**

Elf: **Trick Shot**

Henchmen (Bought in groups of 1-5)

0-5 Elf Followers of Nurgle

20 gold crowns to hire

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	4	3	3	1	4	1	6

Weapons/Armour: Elf Followers may be equipped with weapons and armour chosen from the Followers equipment list.

SPECIAL RULES

Plagued: If the warrior was **not** taken *out of action* during the battle, roll 1D6 at the end of the game, the warrior dies of the plague on a roll of 1.

0-5 Dwarf Followers of Nurgle

20 gold crowns to hire

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	4	3	3	4	1	2	1	8

Weapons/Armour: Dwarf Followers may be equipped with weapons and armour chosen from the Followers equipment list.

SPECIAL RULES

Plagued: see *Elf Followers* entry for rules.

Human Followers of Nurgle

15 gold crowns to hire

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	6

Weapons/Armour: Human Followers may be equipped with weapons and armour chosen from the Followers equipment list.

SPECIAL RULES

Plagued: see *Elf Followers* entry for rules.

0-2 Vial Beseekers of Nurgle

40 gold crowns to hire.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	0	4	3	1	3	2	4

Weapons/Armour: Vial Beseekers come equipped with long nails or spike gloves, and do not use any other equipment.

SPECIAL RULES

Plagued: see *Elf Followers* entry for rules.

Fear: Vial Beseekers cause Fear.

Frenzied Rage: As frenzy but the effects are **not** lost from *knocked down* or *stunned* results.

Mindless Killers: If there are no Plague Missionaries within 4" of the Beseeker, then they run or charge towards the nearest enemy warrior.

Mindless: Vial Beseekers gain no experience.

0-1 Plague Bearer of Nurgle

120 gold crowns to hire.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	5	0	4	3	2	6	2	9

Weapons/Armour: Plague Bearers come equipped with a two-handed sword, and do not use any other equipment.

SPECIAL RULES

Carrier: see *Plague Priest* entry for rules.

Fear: Plague Bearers cause Fear.

Nothing to Learn: Plague Bearers have nothing to learn from the Mortals, so they do not gain experience.

Cloud of Flies: A cloud of flies swarms around the Plague Bearer which gets in the mouth, hair and eyes of attackers, as a consequence anyone attacking suffers a -1 to hit.

You're Not Worthy: The Infected warband must have at least 9 other warriors when it is Summoned (see below), or else the Plague Bearer does not appear.

Daemon Realm: Plague Bearers, being Daemons, cannot suffer mortal wounds as they are immortal, at the end of a battle or if they are taken *out of action* they return to the Daemon Realm. They do not count against your Warbands total for selling Wydstones.

Summoned: A Plague Priest must summon Plague Bearers by invoking an incantation (during his shooting phase), like a spell with a Difficulty of 7. When Summoned the Plague Bearer must be placed within 6" of the Plague Priest, if it is in base contact with an enemy warrior, it counts as a charge. The Plague Bearer counts as being in play, before it is summoned, for the purposes of rout tests. If the Plague Priest is taken *out of action* **before** he has summoned the Plague Bearer both are counted as *out of action*.

Gifts of the Great Nurgle

The Plague Priest, who believes them to be the true teachings of Nurgle, uses these Gifts to covert the non-believer.

D6 Result

- 1 Laying on of Hands** **Difficulty: 8**
The Plague Priest blesses the non believer with the touch of the Nurgle.
- +1 Attack automatically wounds if hit, -2 save, lasts until your next shooting phase.
- 2 Word of the Nurgle** **Difficulty: 9**
The non-believer shall feel the power of the Nurgles word.
- Chose an enemy warrior within 12", they must roll less or equal to their Toughness on 1D6 or roll for injury with a +1
- 3 Visions of the Nurgle** **Difficulty: 8**
The Plague Priest employs the power of the beggars' insignificance to hide in plane site.
- While spell is active any opponent who wants to attack the caster by any means, must make a Leadership test or they will ignore him. They may use their leaders Leadership if in range. The caster must roll Leadership test in the recovery phase or the spell is broken.
- 4 Fury of the Nurgle** **Difficulty: 6**
The presence of Nurgle is called forward.
- This spell can only be cast successfully once per battle. Cast on any friendly warrior within 4". The warrior gains +1WS +1S +2I and +1A to their base profile until the end of the turn. At that point roll 1D6 if the model is **not out of action**.
- | | |
|-----|----------------|
| 1 | Out of Action |
| 2-5 | Stunned |
| 6 | No ill effects |
- 5 The True Path** **Difficulty: 11**
Evangelical oration converts the non-believer to the True Path
- This spell can only be cast successfully once per battle. Choose an enemy warrior within 8". The target is then under direct control of the priest. He now counts as a member of the Infect warband (can go over 18) as long as the priest is not *stunned* or *out of action* and stays within 8" of the target. If the target is a hero and is still being controlled at the end of the game, you may roll +1 D6 for wyrdstones instead of your opponent. The character will then return to his warband. The model will not gain any experience for killing another warrior (while under control), if it is part of the scenario. Also if the target was the Leader of the opposing warband, and was still being controlled at the end of game, he would not get the experience for being the "Winning Leader" if his warband won the battle.
- 6 Plague of Flies** **Difficulty: 10**
A crippling cloud of flies buzzes and swarms around the Plague Priest, causing confusion to the non-believer.
- When cast, a 4" radius of swarming flies, which get in the hair and mouth of attackers, surrounds the Plague Priest. All enemies must make a Toughness roll (under on 1D6) or they become *stunned*. This spell does not work against undead targets.