

# THE BUBONIC COURT OF NURGLITCH

The Skaven of Clan Pestilens bear corruption and disease as a sign of their dedication to all that is foul. They have risen from the nameless band that penetrated the jungles of Lustria, the majority of its members succumbing to the tropical diseases running rampant through the Lizardmens' realm, until the last remaining Skaven sealed their pact with a new god. They embraced their own new plagues and maladies as gifts, sicknesses so vile that they were able to shrug off the jungle-born plagues with ease.

A Skaven army may be taken as the Bubonic Court using the following units:

<b>LORDS</b>	Nurglitch (compulsory) Plague Lord Plague Pontifex
<b>HEROES</b>	Plague Priest Festering Chantor Stinking Thing
<b>CORE</b>	1+ Plague Monks 0-1 Plague Rat Swarm Rotten Rodents Pusbags
<b>SPECIAL</b>	Plague Censer Bearers (not subject to the Disciples special rule) Frothing Giant Rats
<b>RARE</b>	Mad Rat Ogres Rat Spawn

The Skaven special rules on page 10 of the Skaven army book apply to all models in this list

## THE CAULDRON OF A THOUSAND POXES

This works exactly like a Screaming Bell, with the exceptions noted below:

- The Cauldron can be fielded only with a unit of Plague Monks. The unit never loses its **Frenzy**, even if defeated in combat, so long as it is with the Cauldron.
- The Cauldron is not used in the Shooting phase (ignore the Ringing the Bell chart), but instead allows the Pontifex to cast the **Plague** spell once in each Skaven Magic phase exactly like a Bound Spell item. If it is hit by a Strength 7 weapon and passes its Ward Save, the Cauldron suffers no further effect.
- To determine the Power level of the Plague, the Pontifex can decide how many dice he is going to roll: one, two or three. The total of the dice rolled is the Power level of the spell for that phase. If a 13 is rolled, the **Plague** is Irresistible! If the dice rolled include a double or a treble result, the Pontifex and the unit pushing the Cauldron will suffer exactly the same effects as those caused by a double/treble result when ringing the Screaming Bell (representing the Pontifex losing control over the virulent poxes of the Cauldron).

## LORDS

**PLAGUE LORD** . . . . .130 points/model

	M	WS	BS	S	T	W	I	A	Ld
Plague Lord	5	6	3	4	5	3	6	4	7

**Weapons:** Hand weapon.

### Options:

- May choose magic items from the Common and Skaven magic items list with a maximum total value of 100 pts.
- May choose either a plague censer (+24 pts), a flail (+6 pts), or an additional hand weapon (+6 pts).

**Special Rule: Frenzy.**

**PLAGUE PONTIFEX** . . . . .145 points/model

	M	WS	BS	S	T	W	I	A	Ld
Plague Pontifex	5	4	3	4	5	3	4	2	6

**Weapons:** Hand weapon.

**Magic:** A Plague Pontifex is a Level 2 Wizard. He always knows the *Pestilent Breath* and *Plague* spells. He starts the game with two Warpstone tokens.

### Options:

- May be upgraded to a Level 3 Wizard for +60 points. In this case he will gain the *Death Frenzy* spell and start the game with three Warpstone tokens.
- One Plague Pontifex in the army may ride a Cauldron of Thousand Poxes (+200 pts, see rules opposite).
- May choose magic items from the Common and Skaven magic items list with a maximum total value of 100 pts.
- May choose either a plague censer (+24 pts), a flail (+6 pts), or an additional hand weapon (+6 pts).

**Special Rule: Frenzy.**

## HEROES

**Army Battle Standard Bearer:** One Plague Priest in the army may carry the Battle Standard for +25 pts.

The Plague Priest carrying the Battle Standard cannot choose any extra weapons.

If a Plague Priest is carrying the Battle Standard, he can have any magic banner (no points limit), but if he carries a magic banner he cannot carry any other magic item.

**FESTERING CHANTOR** . . . . .65 points/model

	M	WS	BS	S	T	W	I	A	Ld
Festering Chantor	5	3	3	3	4	2	3	1	5

**Weapons:** Hand weapon.

**Magic:** A Festering Chantor is a Level 1 Wizard. He always knows the *Pestilent Breath* spell. He starts the game with one Warpstone token.

### Options:

- May be upgraded to a Level 2 Wizard for +45 points. In this case he will learn the *Plague* spell and start the game with two Warpstone tokens.

- May choose magic items from the Common and Skaven magic items list with a maximum total value of 50 pts.
- May choose either a plague censer (+16 pts), or an additional hand weapon (+4 pts).

**Special Rule: Frenzy.**

**STINKING THING . . . . .65 points/model**  
*A Stinking Thing is a Skaven leader of the nascent Clan Pestilens who has yet to attain the status of Plague Priest.*

	M	WS	BS	S	T	W	I	A	Ld
Chieftain	5	5	4	4	5	2	6	3	6

**Weapons:** Hand weapon.

**Options:**

- May choose a mix of magic items from the Common or Skaven magic items list (except the Clan Pestilens only items) with a maximum total value of 50 pts.
- May choose either a great weapon (+4 pts), a flail (+4 pts), an additional hand weapon (+4 pts), or a halberd (+4 pts).
- May wear either light armour (+2 pts), or heavy armour (+4 pts).

### CORE UNITS

**ROTTEN RODENTS . . . . .6 points/model**  
*Rotten Rodents are Plague Monks in waiting, but only the strongest will survive to attain their new rank.*

	M	WS	BS	S	T	W	I	A	Ld
Clanrat	5	3	3	3	4	1	4	1	5
Clawleader	5	3	3	3	4	1	4	2	5

**Unit Size:** 20+

**Weapons and Armour:** Hand weapon & light armour.

**Options:**

- Any unit may be equipped with additional hand weapons (+2 pt/model).
- Upgrade one Clanrat to a Musician for +5 pts.
- Upgrade one Clanrat to a Standard Bearer for +10 pts.
- Promote one Clanrat to a Clawleader for +10 pts.

**PUSBAGS . . . . .3 points/model**  
*The life of a Pusbag is short and unpleasant (much like the Pusbags themselves) but the Plague Monks have to test their maladies on someone!*

Pusbags are Clanrat Slaves, except they may not take shields or spears, but may take flails at +2 pts per model.

**Special Rules: Expendable, Cloud of Flies** (enemies suffer -1 to hit the Pusbags in close combat), **Dying** (lose D6 models at the end of each Skaven Movement phase).

### SPECIAL UNITS

**FROTHING GIANT RATS . . . . .5 points/model**  
*Upon its arrival in Lustria, the clan that became Pestilens was accompanied by a small contingent from Clan Moulder. The Packmasters have since died of jungle fever, but their charges have become something altogether more unpleasant.*

	M	WS	BS	S	T	W	I	A	Ld
Giant Rat	6	3	0	3	3	1	4	1	3

**Unit Size:** 10+

**Weapons and Armour:** None.

**Special Rule: Frenzy.**

### RARE UNITS

**MAD RAT OGRES . . . . .50 points/model**  
*Their Packmaster long gone, these beasts have reverted to their most basic instincts.*

**Special Rules: Fear, Frenzy.**

These are effectively Rat Ogres without Packmasters. Note that the absence of the Mixed Units rule means that these beasts can rank up as normal and follow all Skaven special Rules.

**RAT SPAWN . . . . .75 points/model**  
*The path to glory is perilous indeed, and one fate awaiting those who falter upon it is transformation into something too terrible to contemplate...*

	M	WS	BS	S	T	W	I	A	Ld
Rat Spawn	6	3	0	4	5	3	2	D6	10

**Unit Size:** 1

**Unit Strength:** 3

**Base size:** 40mm

**Special Rules: Stubborn, Fear, Poisoned Attacks.** Roll a D6 for the number of Attacks the Rat Spawn have at the beginning of each Close Combat phase.



## NURGLITCH, ARCH PLAGUE LORD OF CLAN PESTILENS

*Nurglitch was the first of the Plague Lords of Clan Pestilens, and was responsible not only for their ascension as a clan and their seat on the Council of Thirteen, but also for the corruption that gnarls their bodies and marks their souls.*

**Cost:** 575

**Weapons:** Nurglitch wields the Blade of Nurglitch (see page 37 of the Skaven Army book). Bilios and Nurglitch both carry censers that leak unholy gas with the same effect as the warpstone vapours of a plague censer.

**Armour:** None

Nurglitch is accompanied by his attendant, Bilios, and rides atop the gigantic mutant rat Nurglitch simply calls Pox. Nurglitch and his peculiar retinue have a combined profile and take up a Lord and a Hero choice. They must be fielded exactly as presented here and no extra equipment or magic items can be bought for them. Nurglitch may only ever be used in the Bubonic Court.

	M	WS	BS	S	T	W	I	A	Ld
Nurglitch and retinue	5	6	3	4	5	5	4	6	7

Nurglitch and retinue

Nurglitch is a Level 3 Wizard and always knows the spells: *Pestilent Breath*, *Death Frenzy* and *Plague*. He has three Warpstone tokens.

### SPECIAL RULES

#### Terror

So great is the aura of vileness around Nurglitch that he causes *terror*.

#### Unit Strength

Nurglitch and his retinue have a Unit Strength of 3.

#### The Passion of the Putrid

Nurglitch is always affected by *Frenzy* and *Hatred*. Such is the inspirational effect Nurglitch has on his army that they will never lose their *Frenzy* whilst Nurglitch is still alive.

#### Scion of Corruption

The Plague Lord is so favoured by his vile god that he has a 5+ Ward Save. In addition, neither Nurglitch nor any unit he joins will ever suffer wounds from spells cast from the Skaven Spell List (except *Warp Lightning*) or Lore of Nurgle. Furthermore, they automatically pass the test for the effects of plague censers.

#### The Grim Ague

Nurglitch carries the Grim Ague, a horrible disease that permeates even the air that he breathes. Any non-Clan Pestilens or non-Bubonic Court unit with a model within 6" of Nurglitch is at -1 WS. Furthermore, any such model in base contact with Nurglitch at the end of any turn automatically takes a Strength 4 hit with no Armour Saves allowed. The Grim Ague does not affect Red Crested Skinks.

### MAGIC ITEMS

#### Bubonic Sceptre

Bound Spell Level 5

This unremarkable-looking sceptre throbs with the essence of every disease indigenous to Lustria.

The Bubonic Sceptre can be used to inflict vile contagions on Nurglitch's enemies. Choose an enemy unit within 18" and within Nurglitch's line of sight. Roll a D6 for every model in the unit. For every roll of a 6, that unit suffers a wound with no Armour Saves allowed.

