

NURGLING SWARM

M	T	Sv	W	LD	OC	INVULNERABLE SAVE	
5"	3	7+	4	8+	0	5+	

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Diseased claws and teeth LETHAL HITS	Melee	4	5+	2	0	1

ABILITIES

- Gloom Rot**
Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic, subtract 1 from the Wound roll.
- Mischief Makers (Aura)**
Each time an enemy unit (excluding Titanic units) within Engagement Range of one or more units with this ability is selected to fight, until the end of the phase, each time a model in that enemy unit makes a melee attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

- Lethal Hits**
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.
- Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].*

FACTION RULES

- The Shadow of Chaos**
If your Army Faction is LEGIONES DAEMONICA, certain areas of the battlefield are considered to be within your army's Shadow of Chaos, as follows:
- Your deployment zone is always within your army's Shadow of Chaos.
 - At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
 - At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.
- DAEMONIC MANIFESTATION**
While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).
- DAEMONIC TERROR**
While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.
- Warp Rifts**
Each time a LEGIONES DAEMONICA unit from your army is set up on the battlefield using the Deep Strike ability, if it is set up wholly within your army's Shadow of Chaos, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

AUFSTELLUNG

3-6x Nurgling Swarm - Equipped with: Diseased claws and teeth (40mm)

KEYWORDS: Swarm, Battleline, Chaos, Daemon, Nurgle, Nurglings, Nurgle Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

NURGLINGS

45–90 PTS

NURGLING SWARM

M	T	Sv	W	LD	OC
5"	3	7+	4	8+	0

INVULNERABLE
SAVE



CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

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