



Nurgle Knight House Nahum

an unofficial fan supplement for Titan Legions 2nd Ed.

Revision 1.2

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A Brief History

One of the first planets to rejoin in the Imperium during the great Crusade was Kraham. A predominantly agricultural world, Kraham was ruled over by a strong nobility that had successfully used their Knight super heavy battle suits to protect their world from all invasions. Indeed, when the first drop pods of the Astares streaked through their atmosphere, the Lord of House Nahum gather the other knight houses to crush yet another invasion.

Upon reaching the landing sight, the knights were overwhelmed. Having already scouted the system, the Emperor knew the strength of the knight households upon this world and had hoped to avoid a lengthy war by a massive show of strength. As such he brought the full strength of one of the largest Astares Chapters, the Iron Warriors, reinforced by no less than Legio Mortis itself. The knights looked upon the combined forces and knew fear for the first time, but still formed a battle line and prepared to sell their lives for a high price.

As per protocol, the Iron Warriors gave the knights their one and only chance: surrender to the Emperor of Mankind or be annihilated. Looking across to the great war machines of Legio Mortis, Baron of the great house Nahum felt both awe and kinship to the great warmachines. To the amazement of everyone, The Baron of House Nahum strode forward until beneath the shadow to the great warlord titan Manus Mortis (Hand of Death) and knelt in fealty. As the baron knelt, so did the rest of the knights. The Baron of House Nahum would serve the Grandmaster of Legio Mortis.

For the rest of the Great Crusade, up until the Horus Heresy, House Nahum served with honor and distinction. They were known to have great loyalty to both the Emperor and the Forge World of Mars. This allowed the knights to develop and maintain a sizable armament and even a few unique war machines. House Nahum specialized in close combat and excelled at it. They maintained both the standard lancers and errants, but also had a few unique close combat knights.

Just before the outbreak of hostilities, a large ork invasion took place close to their home world. In a very unusual move, the Warmaster Horus ordered the house to split its forces. Most of the standard Knights were sent to deal with the hostile xenos, while the close combat knights would follow Legio Mortis to Istvan. When word reached Baron Gardener, Lord of House Nahum, of the drop sight massacre and the betrayal of Legio Mortis, the Baron was indecisive at first, then pledged to support the Emperor.

Unfortunately, due to their long association with Legio Mortis and the fact that part of the house accompanying Legio Mortis had joined in with the butchery of the survivors, House Nahum was always under suspicion and never trusted. Although this lack of trust ate away at the knights' pride, being assigned away from the fighting hurt even more. Even when the gates of the Imperial Palace on Terra were breached, the knights were ordered to stay away out of fear of betrayal. Upon the defeat of Horus, the knights were dismissed and sent back to their home world.

It was rumored in the few communications that followed, that Baron Gardener, head of House Nahum at the end of the Horus Heresy, would stand on a castle parapet and stare at the stars of the night sky. Perhaps he remembered striding on alien worlds in his war machine or perhaps he was looking for some sign of redemption. What he eventually saw was neither. The legends of Kraham told of the Night Raven, a comet that had always foretold of calamity and disaster. It had re-entered the system and was headed for Kraham. The local imperial fleet was ordered to blast the comet apart so that it could cause no damage, but the frigate dispatched never returned.

The comet hit the atmosphere and broke apart into a scintillating shower of meteor shards that covered the planet. Although they impacted around the planet, damage was very light and the incident was all but forgotten until the following spring. When spring came, the fields and forests of Kraham grew with wild abandon. The spring harvest brought in four times as many crops as normal, but the food was tasteless and failed to provide nourishment. By summer, the animals, domestic and wild, began to develop mutations and to act strangely. The Lords of Terra dispatched an inquisitor to the planet who declared the planet Exterminatus. The Baron was ordered to relinquish control of the planet and to evacuate. He refused stating that he would live and die upon the planet of his birth.

There are only hints of what happened after the removal of the inquisitor from Kraham. A fleet was dispatched to plasma bomb the surface of the planet to exterminate all life, but due to the ravages of the Horus Heresy, it took a month before the fleet could assemble enough firepower. By then, there were communications from the planet hinting of a "graying" of both the plants and animals first infected by what ever contamination had rained from the sky. By the time the fleet arrived, there was no trace of any living thing on the planet, only fine gray dust. The inquisitor believed there were imprints of large landing craft in the dust, but was unable to prove it due to the swirling winds. Kraham was plasma bombed and removed from imperial records.

House Nahum has since been seen supporting Legio Mortis. Their once colorful knight suits now gray and covered with rust, flies, and decay. They no longer resemble the magnificent fighting force they once were except in shape and function. The knights are tombs for the desiccated gray husks that once were proud knights. The support troops can only be called human by reference to what they once were. Long claws tip the ends of exaggeratedly long limbs covered in gray dry flesh, but this is less disturbing than the inhuman look of empty madness and suffering in their indescribable mockery of a

face. These ghouls can take incredible damage without even noticing and emit a moaning wail that causes even the most devout soldier to feel his own doom.

Nurgle Knights of Kraham come in two distinctly Nurgle Flavors. The first, and by far the most numerous, are the standard paladin class knights that made up a bulk of the houses. These were spared the viral effects of the bombing of Istvan, but were affected by the “graying” of Kraham. These knights seem faded, as if they had all of the color sucked from them. They are the gray pallor of death and sickness and reflect the waning of not only life but of their very soul. Although gray and withered, these knights as capable as their loyalist brethren and show no loss of capability.

The second group represents the knights that accompanied Legio Mortis. They have been exposed to the more corrupting embrace of Nurgle's power and reflect the more traditional rotting look. These knights have been horribly twisted by Nurgle's touch. They stride onto the battlefield accompanied by the moans of tortured metal, dripping foul obscenities, nearly obscured by billowing clouds of biting flies that seem to emanate from belching engines of the rusted machines. These war engines enjoy all of the benefits of being Daemon engines of Nurgle.

New Unit Descriptions

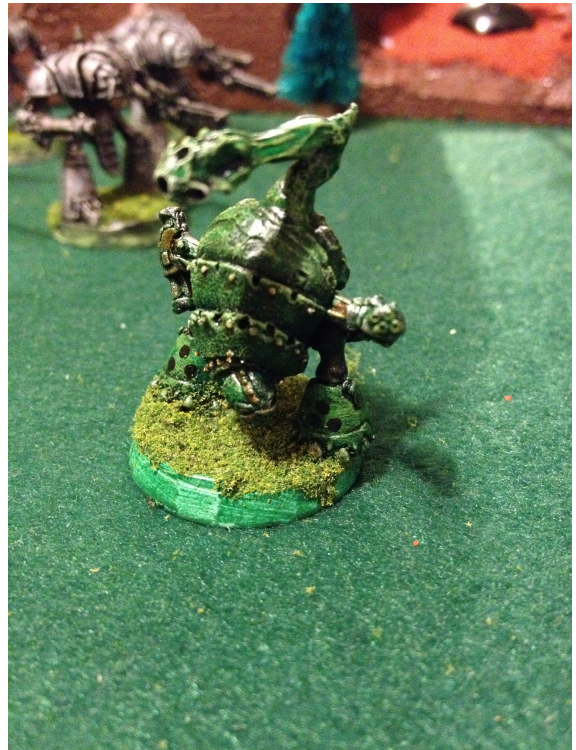
Bloater Knight: The Bloater is a daemon Knight engine of Nurgle used for fire support. It is armed with a plague cannon that fires a barrage of caustic slime, explosive shells, and unimaginable filth at a target. The attack ignores all cover. Any building hit by this attack must save or rot away. For additional firepower, it also carries two archaic Las-cannons to deal with armored targets. The Bloaters are daemon engines of Nurgle.

Ghoul: Ghouls are the physical remains of the common populace of Kraham. They have suffered from the same affliction as the knights and have lost all skin color except for a uniform pale gray. Their eyes are milky white and stare out from a gaunt, skeletal face that leers with long, sharp, teeth. Ghouls have abnormally long arms that end in armor piercing claws. If all of this was not bad enough, they can take lethal damage, and in true Nurgle fashion, just shrug it off and continue to attack (as represented by their fixed save).

Knight (gray): House Nahum knights have been leached of all living color, leaving them a pale gray. As an example of gallows humor, many Imperial Guard refer to them as Gray Knights...but not within earshot of the commissars. The only difference between a gray and a regular Imperial Knight is that the gray is a Nurgle unit.

Ordinatus Minorii: Ordinatus Minorii are minor engines of war created by the Adeptus Mechanicus and Renegade Adeptus Mechanicus. Much like their greater cousins, they were assembled for a specific battle long ago by creating a mobile carrier for a titan sized weapon. They were armed with Lascannons as secondary weapons and a pair of void shields to bolster their defenses. Each Ordinatus carries one, and only one, titan weapon. The weapon has a forward firing arc of only 90 degrees. The cost of the Ordinatus is 200+ (cost of the titan weapon).

Rotter Knight: The Rotter is a multi-laser and flamer armed, close combat knight related to the Warden. After they were trapped in the warp with Legio Mortis, they shared a similar fate. The Rotter are daemon engines of Nurgle.



Nurgle Knight Army Cards

Company Card	Content	Break Point	Moral	Victory Points	Cost
Knight Paladin Household (Nahum/Grays)	Command Knight Paladin 2 Paladin Detachments	4	2	6	600
Cultist Company	One Aspiring Chaos Champion 2 Cultist Detachments	11	4	4	400
Ghoul Company	One Aspiring Chaos Champion 3 Ghoul Detachments	16	4	6	600
Plague Battery	One Aspiring Champion One Bombard Detachment two Contagion Detachments	5	2	6	600
Grand Assault Company	Command Rotter Knight 2 Rotten Knight Detachments	4	2	8	600
Support Card	Content	Break Point	Moral	Victory Points	Cost
Bloater Detachment	3 Bloater Knights	2	2	5	500
Breath of Nurgle Detachment	3 Breath of Nurgle Vehicles	2	2	2	200
Bombard Detachment	3 Bombards	2	2	2	200
Contagion Detachment	3 Contagion Engines	2	1	2	200
Cultist Detachment	10 Cultists	5	4	2	200
Decimator	One Decimator Super Heavy	1	2	3	300
Ghoul Pack	10 Ghouls	5	4	2	200
Nurgle Defilers	3 Nurgle Defilers	2	1	2	150
Rotter Detachment	3 Rotter Knights	2	2	4	300
Paladin Detachment	3 Paladins (grays)	2	2	3	300
Shamblers	4 Shamblers	2	1	2	200
Special Cards	Content	Break Point	Moral	Victory Points	Cost
Chaos Champion Stand	One Chaos Champion Stand	1	-	1	100
Knight Baron (gray)	One Knight Baron	1	1	2	200
Ordinatus Minorus	One Ordinatus Minorus	1	2	1/100	200
Renegade Psykers (Nurgle only)	4 Renegade Nurgle Psyker stands	2	4	2	150
Reaver Titan	One Reaver Titan	1	-	Varies	300+
Warlord Titan	One Warlord Titan	1	-	Varies	500+

Summary of Unit Statistics

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To Hit	TSM	Notes
Infantry									
Aspiring Chaos Champion	10cm	5+	+4	Daemon Weapons	25cm	1	5+	0	Nurgle, Command, HQ
Chaos Champion	10cm	5+f	+7	Arms of Chaos	25cm	2	4+	-1	Nurgle, Command, HQ, Elite, Psy save 4+
Cultist	10cm	-	0	Lasguns	50cm	1	5+	0	
Ghoul	10cm	6+f	+3	Claws	-	-	-	-	Nurgle
Renegade Psykers	10cm	-	0	Psy Blast	25cm	1	3+	-2	Nurgle, HQ, Psyker, Psy Save 5+
Walker									
Shambler	10cm	4+	+3	Assault Cannon Toxic Breath	50cm Temp	3 -	5+ 4+	0 0	Regeneration, Nurgle
Vehicles									
Breath of Nurgle	25cm	4+	+2	Breath of Nurgle	Temp	6bp	4+	None	Daemon Engine, ignores cover, special
Artillery									
Bombard	10cm	5+	0	Siege Mortar	50- 150cm	3bp	3bp	-3	Artillery
Contagion	15cm	4+	+3	Plague Catapult Vomit Cannon	75cm 25cm	2bp 1	2bp 4+	0 -1	Daemon Engine, special
Knights									
Baron	25cm	2+	+4	Battle Cannon Power Lance	75cm 15cm	2 1	4+ 3+	-2 -3	Command, HQ, PD(2), Power Lance, Shield, Nurgle
Bloater	15cm	3+	+3	Plague Cannon Las-Cannons	75cm 75cm	6bp 2	6bp 5+	-1 -2	Shield, Daemon Engine, PD(1)
Rotter	20cm	3+	+5	Heavy Flamer Multi-Lasers	Temp 25cm	Temp 6	4+ 5+	0 0	Flamer ignore cover, Shield, Daemon Engine, PD(3)
Paladin	20cm	3+	+4	Battle Cannon Heavy Bolters	75cm 25cm	1 2	4+ 5+	-2 0	Lance, Shield, PD(1), Nurgle
Superheavy									
Decimator	5cm	1+	+6	Defense Laser Heavy Bolters	100cm 15cm	2 4	4+ 5+	-3 0	Penetrating +1, double save front.
Ordinatus Minorus	10cm	3+	+1	Lascannons Titan Weapon	75cm	2	5+	-2	2 void shields Varies