

Legio Cariosus v1.0.3

The “Festering Death” and other Titan Legions of Nurgle Army List

Traitor Titans and Support Formations have an Initiative of 2+
Traitor Titan Legion Armies have a Strategy Rating of 2

Titan Formations		
Formation	Unit	Cost
0-1 Traitor Emperor Battle Titan	One Traitor Emperor Titan ‘Plague Father’	1250 points
Traitor Warlord Battle Titan	One Traitor Warlord	700 points
Traitor Reaver Battle Titan	One Traitor Reaver	550 points

Support Formations		
Two support formations may selected for each Titan Formation in the army		
Formation	Unit	Cost
Traitor Warhound Scout Titan	One Traitor Warhound	250 points
Traitor Warhound Pack	Two Traitor Warhounds	450 points
Blight Drone Swarm	Four Blight Drones	200 points
0-1 Traitor Orbital Support	Slaughter-class Cruiser <i>or</i>	175 points
	Desolator-class Battleship	275 points
Hell Blade Squadron	Three Hell Blade Interceptors	200 points
Hell Talon Squadron	Two Hell Talon Fighter-Bombers	200 points
Morbus Skitarii Demi-Legion	Nine Skitarii Units plus One Heretek Unit (0-1 Per Corvus Pod)	300 points

Daemon Summoning Pool	Unit	Cost
Plaguebearers	One Plaguebearer Unit	+ 20pts

Scout or Battle Titan Weapons	Cost
Inferno Gun, Plasma Blastgun, Bident (Scout Titans Only), Putrifier Cannon	Free
Plaguemaw	+15 points

Battle Titan Weapons	Cost
Titan Close Combat Weapon, Corvus Assault Pod	Free
Plasma Cannon, Apocalypse Rocket Launcher, Stream of Filth, Scourge Drone Hive, Battle Tail	+25 points
Plague Flail	+50 points
Plasma Destructor, Quake Cannon, Blight Missile, Terminus Howitzer, Morbus Cannon	+75 points

Titan Upgrades	Effect	Cost
Favoured of Nurgle (0-1 per +3 Titan Formations, Battle Titans Only)	Inspiring, Daemontitan, Corpulent Bulk	+100 points
Dominant Princesps	Commander, Leader	+25 points
Rotting Icon	Inspiring	+50 points

List Construction Note: Traitor Warhound Weapons Systems
When selecting Warhound weapon systems, if two of the same type of weapon are selected for a Traitor Warhound Titan, it must pay an additional 25 point fee.

List Construction Note: Titan Weapon Slots
Warhound, Reaver and Warlord Titans must each be upgraded with 2, 3, and 4 weapons respectively. A Titan may not be upgraded with more or fewer weapons than its class dictates, with the exception of additional weapons that specify that they do not use a weapon slot.

Upgrade: Favoured of Nurgle (new effect rules)	
Corpulent Bulk	As a Titan turns towards Nurgle, its form starts to swell, as if the metal itself has become infected with plague. As a result, the hulls of Nurgle Titans tend to be thicker than those of their loyalist cousins, but their filth-caked joints render them much slower. Titans with the Favoured of Nurgle upgrade gain an extra point of Damage Capacity at the cost of losing 5cm of Movement.
Daemontitan	Favoured Titans are beacons in the warp for the minions of their foul masters. Where they go, lesser daemons will often follow. D6 Plaguebearers from the summoning pool can teleport within 15cm of the Favoured Titan once per battle - these form a single formation. +D6 Plaguebearers can be added to this formation when it is summoned for every Favoured Titan within 15cm of the summoning Titan. The Plaguebearers last for two turns before dissipating into the Warp as per Black Legion rules.

Scout/Battle Titan Weapon	Range	Firepower
Plasma Blastgun	45cm	2x MW2+, Slow Firing
Inferno Gun	30cm	BP3, Ignores Cover
Bident (Scout Titan Only)	(Base Contact)	Extra Attacks (+3), Titan Killer (1)
Putrifier Cannon (Nurgle)	60cm	2x AP3+/AT6+, Ignore Cover
Plaguemaw (Nurgle)	30cm	2x MW3+

Battle Titan Weapon	Range	Firepower
Corvus Assault Pod (Cannot be taken by Favoured Titans)	—	Transport (10 Infantry). Some units types take up two spaces (see Corvus Assault Pod Entry)
Scourge Drone Hive (Carapace, Favoured Only)	30cm	2xAA5+, Allows BP weapons to use Indirect Fire ability
Close Combat Weapon (Arm Only)	(Base Contact)	Extra Attacks (+3), Titan Killer (D3)
Plague Flail (Arm Only)	(Base Contact)	Extra Attacks (+3) Titan Killer (D3+2)
Battle Tail (Non-Slot)	75cm AND (Base Contact)	AP4+/AT4+ AND Extra Attacks (+1)
Stream of Filth (Head, Non-Slot)	15cm	AP3+/AT5+, Ignore Cover, Disrupt, Fixed Forwards Arc
Apocalypse Missile Launcher	60cm	BP3
Plasma Cannon	60cm	3x MW2+, Slow Firing
Terminus Howitzer (Carapace)	60cm	1+D3BP, Indirect, Disrupt.
Plasma Destructor	75cm	4xMW2+, Slow Firing
Morbus Cannon (Carapace)	90cm	MW2+, Titan Killer (D3), Indirect
Quake Cannon	90cm	BP3, Macro Weapon
Blight Missile (Carapace)	Unlimited	Indirect Fire, One Shot, BP3, Macro Weapon, Nurgle’s Rot (A formation comprised 7 Bases of Plague Zombies is deployed within 5cm of where the missile has struck in the same action, this formation may be activated in the turn it rises in.)

List Construction Note: Non-Slot Weapons Systems
Certain weapons in the Chaos Armoury are designated ‘non-slot’. This means that they do not use one of the Titan’s weapons slots and effectively give it an extra weapon in its arsenal. All of these weapons are 0-1 per Titan. Despite the fact that they could technically be bolted onto every spare inch of the Titan, even the Chaos Gods have a sense of fair play and thusly only see fit to bless these weapons once upon each Titan.

Plague Zombies				
Though the more exotic of support missiles are a lost technology to Chaos Titans, and often disliked due to the independent nature of the Traitor Legios, Titans of Nurgle have found that such weapons are the perfect deployment method for their God’s diseases. The result is the Blight Missile. Units that survive the weapon’s toxic blast are then faced with unspeakable horror as Nurgle’s Rot takes hold in the bodies of their dying comrades, forcing them to rise from the ground as mindless Plague Zombies, puppets of Nurgle.				
Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	5+	6+	None
Weapon	Range	Firepower	Notes	
Hands and Teeth	(Base Contact)	Assault Weapons		
Notes: <i>Fearless</i> , Plague Zombies may contest an objective but they cannot hold one.				

Traitor Emperor Battle Titan
Favoured of Nurgle, ‘Plague Father’ Configuration

While every Titan in the service of Chaos earns itself deep hatred from its former loyalist brethren and the Adeptus Mechanicus, there are few tech heresies more capable of drawing signs of rage from the practically emotionless Tech Priests of Mars than the sight of an Emperor Titan in the service of the Primordial Destructor. In service to Mars and the Imperium, these great machines are holy icons of the Machine God and the Emperor, and the Mechanicus goes to extremes to prevent even the ruined hulks of one of these mighty Engines falling into the hands of the Arch Enemy - in one instance risking rendering an entire Knight World uninhabitable through orbital bombardment when the Emperor Titan ‘*Pinguis Immunda*’ was overrun by a detachment of Traitor Titans. As a result, the majority of Emperor Titans in service alongside Chaos Forces are the ancient betrayers from those Legios who sided with Horus during the Great Heresy. They are mercifully rare sights on the battlefields of the 41st Millennium.

The Silver Scythes lost their Imperators in the Heresy, but in the millennia since becoming the Legio Cariosus, the Titans of the Festering Death have rebuilt their losses, either from the forces of weaker Chaos Legios or from the Imperial Titan Legions that still walk in the name of Mars and the Emperor. The Festering Death may not be the only Legio that walks in the name of Nurgle, but after years of rebuilding, it is by far the largest.

The Legio’s oldest and most corrupted Emperor Titan still in service with its forces is the ‘*Vomica Caries*’. It did not turn in the heresy, and in fact was once the ‘*Imperator Ferrum*’ of the Legio Ignatium (the Fire Wasps), a loyalist legion with a long-standing hatred of the Legio Mortis dating back to the Heresy. It was this grudge that was exploited to allow the Legio Cariosus and Nurgle-aligned elements of Legio Mortis to draw the ‘*Imperator Ferrum*’ into a trap on Castigan IV. By making the presence of Mortis known to the Imperial forces, the Legio drew the Emperor Titan and its battle group into the faltering Imperial attempt to recapture the world from Chaos control. With the full force of its presence on the world, as well as the support of Legio Mortis and Plague Marines from the Death Guard Legion, they crippled and captured the Emperor Titan. When the ‘*Imperator Ferrum*’ was next sighted, all of its Imperial markings had been excised and its body was already starting to show signs of corruption, and it now slurred a new name in scrap-code ‘*Vomica Caries*’.

Emperor Titans of Nurgle are sometimes classified as ‘Plague Fathers’, amongst other, far more crude, names for them, and they fit their titles quite well. They have mostly long since moved away from Mechanicus-approved configurations under the ministrations of their Daemonic Masters and the Dark Mechanicum, becoming biological warfare platforms, leaving only disease and destruction in the wake of their advances. Whole hives have fallen to the bombardments of just one of these machines as the virulent plagues in its weaponry have been unleashed. They have been remade in the image of Nurgle, and his mark is upon them in the pestilence that spreads across their bodies - more so than any other Daemon Engine these are the largest mechanical monuments to the sins of Father Nurgle.

Type	Speed	Armour	Close Combat	Firefight
War Engine	10cm	4+	4+	3+
Weapon	Range	Firepower	Notes	
Plasma Annihilator (Arm)	90cm	4xMW2+	Titan Killer (D3), Slow Firing, Forwards Arc	
4x Blight Missiles (Arm)	Unlimited	BP3	Indirect Fire, One Shot, Macro Weapon, Nurgle’s Rot (A formation comprised 7 Bases of Plague Zombies is deployed within 5cm of where the missile has struck.) Forwards Arc	
Stream of Filth (Head)	15cm	AP3+/AT5+	Ignore Cover, Disrupt, Fixed Forwards Arc	
3 x Terminus Howitzer (Carapace)	60cm	1+D3BP.	Indirect, Disrupt.	
Tertiary Armament	(15cm)	(Small Arms)	Extra Attacks (+2)	
Leg Bastions	—	—	Counts-as x1 Corvus Assault Pod w. Plague Zombie Horde (x10 Bases, see page 2), this unit is a separate formation to the Emperor, but begins in transport.	

Damage Capacity 13. 8 Void Shields.

Critical Hit Effect: The attack penetrates the rotten hull of the Warlord and filth and noxious gasses spew out of the body of the corrupted War Engine, units within 5cm are hit on a D6 roll of 4+ and the Titan takes an additional point of damage.

Notes: *Fearless, Inspiring, Corpulent Bulk (stats already altered), Daemontitan, Reinforced Armour, Walker.* The Emperor Titan may step over objects up to 2cm wide and 3cm tall.

Background Note: Bubonis

While the command structure of the Legio Cariosus has long since been replaced by the rule of Nurgles Favoured, there still remains some element of the old command structure of the Legion in place - when the Silver Sickles turned to Chaos and became the Festering Death their Grand Master (equivalent to the Princeps Maximus and Legate in loyalist Legios) was the Princeps Marnic Bubon was the man who led them into corruption - years of service to Father Nurgle have altered Bubon, merging man with machine and creating the much-feared Daemonic Titan, Bubonis. Long-ascended to Daemonhood Bubonis still leads the Legio Cariosus as Bubon did before Nurgle blessed him with his holy form.

Where-ever the Legio walks in significant force Bubonis will be at the reigns, ensuring that the Festering Death spreads plague and suffering in their wake, and that the Legio’s name is cursed with vigour by legions of Commanders foolish enough to stand in its way.

Traitor Warlord Battle Titan				
<p>Most commonly of the Mars Pattern, the Warlord Titans of the Legio Cariosus have been in operation for many millennia longer than the majority of Titans in Imperial possession, with every Titan of the Legio having been in service since long before the Horus Heresy. If the Princes of these Machines still survive, and have not been possessed by a Daemon of their patron Nurgle, they are the men and women who commanded an armoured spearhead of Titans that finally breached the walls of the Emperor’s Palace during the Siege of Terra, and are some of the most hated foes of the Imperium.</p> <p>However recognising these Machines after several millennia under the patronage of Nurgle is a difficult task, even for the most eagle-eyed Mechanicus Magos. The hold of Nurgle has warped their metal hides, covering them in filth and blisters, turning them ever more organic with every passing century, making them monuments to disease and decay. Those Titans more heavily favoured by Nurgle are often far more advanced in their level of mutated decay, as thick layers of living diseased tissue bulk out their armour, their indescribably foul forms giving rise to the common nickname of ‘Plaguelords’.</p>				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm (10cm Favoured)	4+	2+	3+
Damage Capacity 8, 6 Void Shields (Standard)				
Damage Capacity 9, 6 Void Shields (Favoured)				
<p>Critical Hit Effect: The Warlord’s plasma reactor has been damaged. Roll a D6 at the end of every turn: On a role of 1 the reactor explodes destroying the Warlord, On a roll of 2-3 the Warlord suffers one more point of damage, on a roll of 4-6 the damage is repaired and will cause no further trouble. If the reactor explodes any units within 5cm of the Warlord are hit on a D6 roll of 4+. (Standard)</p> <p>Critical Hit Effect: The attack penetrates the rotten hull of the Warlord and filth and noxious gasses spew out of the body of the corrupted War Engine, units within 5cm are hit on a D6 roll of 4+ and the Titan takes an additional point of damage. (Favoured)</p>				
<p>Notes: <i>Fearless, Reinforced Armour, Walker, Thick Rear Armour</i>, the Warlord Titan may step over units, impassable terrain and dangerous terrain that is up to 2cm wide and less than 2.5cm tall. Warlord Titans may select any four weapons (two carapace, two arms) from the Scout Titans and Battle Titans list, but no more and no fewer. When fired carapace mounted weapons have a fixed forward fire arc, whereas arm weapons have a forwards fire arc. Battle Tails are considered arm weapons for the purpose of play.</p>				

Titan Equipment Note: Corvus Assault Pods
<p>Notes: <i>Transport 10 of the following units:</i></p> <ul style="list-style-type: none"> <i>Any ‘regular’ sized infantry, including Dark Mechanicus Skitarii, Traitor Guard, and Chaos Space Marine, Raptor and Havoc units</i> <p><i>Certain units take up two slots, including:</i></p> <ul style="list-style-type: none"> <i>Chaos Terminators, Obliterators, Big Mutants</i>

Traitor Reaver Battle Titan				
<p>Very few Reavers of Legio Cariosus survive to this day, being a rare enough design even during the Heresy. Other Titan Legions devoted to Nurgle posses far more of these Titans, but those Reavers the ‘Festering Death’ do possess are in an advanced state of corruption that have been nicknamed ‘Repugnants’ in Imperial battlefield slang, although whether this is a play on the name, or simply a misinterpretation of an Imperial figure’s assessment of their appearance is another matter entirely.</p> <p>No matter how great a state of disrepair these Titans appear to be in, Imperial Troops and Loyalist Legios are warned not to underestimate them, because, despite the rotting filth that covers them, they are as deadly as they were before they turned to Chaos and Father Nurgle.</p>				
Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm (15cm Favoured)	4+	3+	3+
Damage Capacity 6, 4 Void Shields (Standard)				
Damage Capacity 7, 4 Void Shields (Favoured)				
<p>Critical Hit Effect: The Reaver’s plasma reactor has been damaged. Roll a D6 at the end of every turn: On a role of 1 the reactor explodes destroying the Reaver, On a roll of 2-3 the Reaver suffers one more point of damage, on a roll of 4-6 the damage is repaired and will cause no further trouble. If the reactor explodes any units within 5cm of the Warlord are hit on a D6 roll of 5+. (Standard)</p> <p>Critical Hit Effect: The attack penetrates the rotten hull of the Reaver causing filth and noxious gases to spew out of the body of the corrupted War Engine. Units within 5cm are hit on a D6 roll of 5+ and the Titan takes and additional point of damage. (Favoured)</p>				
<p>Notes: <i>Fearless, Reinforced Armour, Walker</i>, The Reaver Titan may step over units, impassable terrain and dangerous terrain that is up to 2cm wide and less than 2cm tall. Reaver Titans may select any three weapons (one carapace, two arms) from the Scout Titans and Battle Titans list, but no more and no less. When fired carapace mounted weapons have a fixed forward fire arc, whereas arm weapons have a forwards fire arc, Battle Tails are considered arm weapons for the purpose of play.</p>				

Traitor Warhound Scout Titan

It is debatable how well the Festering Death Warhounds work as ‘Scout’ Titans. More often than not these agile machines have long since lost all their strange bird-like grace, and their movements have become misleadingly rickety, leading to a constant grinding and squeaking as their filth-caked joints propel them across the ground, along with the poisonous smog that many of them seem to belch from the (apparently deliberately added) exhausts across their back. The Warhounds of the Legion are easy to spot a long time before they reach a destination - rather than scouts, they are the harbingers of the Legio Cariosus, spreading plague ahead of the main body of the legion and belting out heretical hymns to Father Nurgle from their vox units.

Unlike the Feral Warhounds of Khorne, the daemonic presences that have long since usurped control of the Titans seem to possess a level of intelligence and a morbid sense of humour. When the Warhound bears witness to sights that particularly amuse the creatures it plays host to, the hymns to Nurgle are often interrupted by bursts of scrap code that sound unnervingly like laughter .

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	5+	4+	4+

Damage Capacity 3, 2 Void Shields

Critical Hit Effect: The blow has caught the Warhound off-balance and it staggers. Move it D6 cm in a random direction. If this move takes the Warhound over impassable terrain, or a unit it cannot move over, then it stops and suffers extra point of damage. Any unit that the Warhound moves into or over suffers a hit on a D6 roll of 6.

Notes: *Fearless, Reinforced Armour, Walker*, the Warhound may step over units, impassable terrain and dangerous terrain that is up to 2cm wide and less than 1.5cm tall. Warhound Titans may select two weapons (arms only) from the Scout Titans list, but no more and no fewer. When fired, arm weapons have a forwards fire arc.

Titan Upgrade Note: Dominant Princes?

Chaos Titans are some of the strongest forms in the physical realm that Chaos Daemons are capable of latching onto and taking control of. More often than not the crew of a corrupted Titan have been at their posts so long that they are little more than mutant husks and the line between man and machine has long since disappeared. Titans in this state, as well as those possessed by Daemons, are not at the height of their intelligence, having been given over to a mixture of corrupted Machine Spirit and Daemonic possession.

As a result Titans with a Dominant Princes are those Titans in which the Princes - despite years, even millennia, of corruption - has resisted succumbing to the draw of the daemon/machine spirit that lurks at the core of his War Engine and retains all the knowledge and experience that is born of millennia of service to Chaos. He or she has long been elevated to Championhood by the Dark Gods - some of these Princes may be full-blown Daemon Princes who have defeated the daemon/machine spirit, and now form the only intelligence within the machine, while others are still, at least partly, human - these are often the leaders of Chaos Legios, and at the very least, are the public face and negotiators when the Legio needs to deal with outsiders who do not speak the scrapcode of the more corrupt Titans.

Blight Drones

The mortal servants of Nurgle are often preceded by clouds of flies, and the Titans of Legio Cariosus and other Traitor Legios devoted to Nurgle are no different. First created by the Nurgle-devoted ‘Magos Morbus’ of the Dark Mechanicum, swarms of these small buzzing daemon-engines have long since accompanied Titans of Nurgle to battle - and some of the more corrupt of Titans have been known to have hives of a sub-type of these part-daemonic insect, part-machine abominations growing on their carapaces. These ‘Scourge Drones’ are lighter units than the Blight Drones, and cling to Titans for mutual protection; hiding safely within the Titan while swarming out like a cloud of angry flies to strike at enemy aircraft, and their symbiosis with the Titans allowing them to feed information from their ‘eyes’, giving better targeting.

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	35cm	4+	4+	6+
Weapon	Range	Firepower	Notes	
Mawcannon	30cm	AP3+/AT5+	Ignore Cover	
Twin Reaper Autocannon	30cm	AP3+/AT5+		

Notes: *Invulnerable Save, Fearless Skimmer,*

Background Note: Magos Morbus?

It is still very much unclear how much like the Adeptus Mechanicus the Dark Mechanicum still is after the several hundred millennia since the two split in the Horus Heresy and the Dark Mechanicus under Fabricator General Kelbor-Hal pledged its allegiance to Horus and Chaos. Since the heresy the Traitor Sect has kept a level of secrecy while still working with the forces of Chaos in a technological capacity.

The Magos Morbus are a group that has apparently devoted itself to Nurgle, their name a corruption of the division-based titling of the Adeptus Mechanicus - these Traitors, or Hereteks as they are sometimes branded, are possibly responsible for many of the Daemon Engines that bare the hallmarks of Father Nurgle and a great majority of the semi-daemonic weapons mounted on Nurgle Titans. Whether this group is the sole creator of Nurgle weapons is doubtful, but from what is known about them, it is the Skitarii loyal to them that walk with the Legio Cariosus.

Morbus Skitarii

Skitarii have walked with the Titan Legions since the ancient inception of the God Machines. There is a bond of comradeship born out of being the prided attack dogs of Mars, that Skitarii and Titan Crews share, and in the great majority of cases the Skitarii that walked with the Legios that turned against the Imperium and loyalist Mars, walked with them into service with the Dark Gods. These genetically engineered brutes are fearsome opponents, weaker than a Space Marine, but better equipped than most Guardsmen, and stronger than a normal man thanks to years of bionic and biological enhancement. These creatures are still valued soldiers of Chaos for their prowess as warriors, and form the core of the forces of the Dark Mechanicum, as their loyalist brethren form the core of the Adeptus Mechanicus’ military.

Corrupted quite visibly by Father Nurgle, the Morbus Skitarii are designated from intercepted and decrypted Legio Cariosus scrapcode, though this could quite easily be a designation for those Skitarii that fight with the “Festering Death”, rather than all Nurgle-mutated Skitarii Legionaries - still, the name has stuck in all common Imperial military databases as the single designator for these plague-ridden monsters.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	5+	5+
Weapon	Range	Firepower	Notes	
Heavy Bolter	30cm	AP 5+		

Heretek

Heretekes can be anything from rogue Techpriests to unsanctioned inventors and machinists. For fear of being reduced to a Servitor by the Mechanicus - should they ever be caught - these men and women often seek shelter with greater powers capable of protecting them. With the Imperium seeming so large to these unfortunate souls, more often than not the only power that seems capable of protecting them is the dark forces of Chaos. Usually, the Dark Mechanicum will seek out the actually skilled amongst these renegades and induct them into their number - though the Dark Magos hardly treat these inductees any better than the Mechanicus, letting them do the footwork at the head of the Dark Mechanicum’s Skitarii units.

Heretekes are often the newest devotees of Chaos that walk with the Legio Cariosus, and are heavily dependent on breathing gear to survive around their noxious companions until Father Nurgle sees fit to grant them his blessings and render them capable of surviving his terrible works without the need for mechanical aid. Heretekes are coincidentally rather short-lived, despite the advantage of their mechanically enhanced forms.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Heavy Bolter	30cm	AP 5+		
Augmentations	(Base Contact)	Assault Weapons	Attacks (+1), Macro Weapon	

Notes: Leader, Commander, Invulnerable Save

Background Note: Daemons and Titans.

Daemons are things of raw emotion, and they are inevitably attracted towards Chaos Titans by the sheer physical presence of the God Machines - but there is something else beneath this all that seems to draw them ever closer, and that is the arcane Machine Spirit residing within the metal-hulled beasts. They are almost-sentient intelligences utterly devoted to their purpose, not unlike - although the Mechanicus would likely execute anyone for saying so - the Daemons of Chaos. Whether there is a level of comradeship felt by Daemons towards Chaos Titans, or whether they are simply attracted towards intelligences that could so easily be manipulated to serve their masters is another matter entirely, but the appearance of Nurglings and other Daemons of Nurgle ‘snuggling’ in the rotten hulls of Father Nurgle’s Favoured Titans is a disturbing sight.

Plaguebearers

The lesser daemoniac servants of Father Nurgle are drawn to the presence of Titans marked with his favour, and more often than not numbers of these fearsome creatures will be able to emerge from the warp by using the Titans as a guiding beacon into the physical realm - thusly hordes of gibbering nurglings are often found riding on the carapaces of Titans devoted to Nurgle, and small legions of Plaguebearers march around the feet of the War Engines.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	3+	3+	3+
Weapon	Range	Firepower	Notes	
Plagueswords	(Base Contact)	Assault Weapons		
Plaguefly Swarm	15cm	Small Arms		

Notes: Invulnerable Save, Teleport

Desolator-class Battleship				
Type	Speed	Armour	Close Combat	Firefight
Space Ship	N/A	N/A	N/A	None
Weapon	Range	Firepower	Notes	
Orbital Bombardment	N/A	6BP	Macro Weapon	
Pinpoint Attack	N/A	MW2+	Titan Killer (D3)	
Notes: <i>Slow and Steady</i>				

Slaughter-class Cruiser				
Type	Speed	Armour	Close Combat	Firefight
Space Ship	N/A	N/A	N/A	None
Weapon	Range	Firepower	Notes	
2x Pinpoint Attack	N/A	MW2+	Titan Killer (D3)	

Background Note: Traitor Titans and the Traitor Navies.				
<p><i>The oldest Traitor Legios, such as the “Festering Death” come from before a the time where the various Legios possessed their own transport fleets. As a result they were dependent on the Imperial Crusade fleets for transport during the Great Crusade and the Horus Heresy - and so as they have grown as independent forces of Chaos, they have been forced to strike deals with the other forces of Chaos - such as the Dark Mechanicum, Traitor Marines and other Traitor Fleets - in order to secure the heavy transports and naval protection their Titans desperately need when moving across the void. The aircraft provided by allies are also very important to Traitor Legions, who, unlike the loyalist Legios, lack the full support of ground troops.</i></p> <p><i>The “Festering Death” are largely dependent on fellow mortal followers of Nurgle for their transport and certainly benefit greatly from the cooperation of Nurgle-aligned Fleets of Traitor Ships in the goal of spreading Father Nurgle’s plague. It is most disturbing for Imperial Forces that the Titans have been sighted on numerous occasions walking with Typhus of the Death Guard for any sort of cooperation between two such virulent and powerful followers of Nurgle cannot spell much good for the Imperium or any other living organism.</i></p>				

Hell Blade Interceptor				
Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter	6+	N/A	N/A
Weapon	Range	Firepower	Notes	
2x Reaper autocannons	15cm	AP4+/AT6+/AA5+	Forward arc	

Hell Talon Fighter-Bomber				
Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter-Bomber	5+	N/A	N/A
Weapon	Range	Firepower	Notes	
Twin Lascannons	30cm	AT4+/AA4+	Fixed forward	
Havoc launcher	45cm	AP4+	Fixed forward	
Bombs	15cm	1BP	Ignore Cover, Fixed Forward	

Changelog.

V1.0.1

Hell Talons, Hell Blades and Blight Drones updated to match those from current playlists.

Blight Drone Swarm corrected to 400 points.

Morbus Cannon given points cost at 75 points, and 3BP for its damage.

Clarified the rules for Daemon-titan summoned Daemons in the actual rule rather than separately, added rules regarding instability, upped Daemon-titan summoned daemons to D6.

Desolator-class cost increased by 25 points.

Blight Missile Nurgle's Rot rule written to be less complex, made a (Carapace) weapon.

Blight Drone Hives have become Scourge Drone Hives to cause less confusion.

V1.0.2

Grammar cleaned up

Morbus Cannon down powered

Typos corrected.

Emperor Titan 'Plague Father' implemented

V1.0.3

More clarifying

Grammar cleaned up

Background implimented to make Festering Death core Legio