

Tamurkhan the Maggot Lord

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In Sargath body 645 points*
In Tyrant body 835 points*

	M	WS	BS	S	T	W	I	A	LD
Sargath	3	7	3	5	5	3	5	4	9
Tyrant	5	7	3	5	6	6	3	5	9
Possessor	*-1	7	3	*	*+1	*+1	*-1	*	9

* Same as the possessed model's stats.

Troop Type:

Sargath's Body (Infantry, Special Character)

Tyrant's Body (Monstrous Infantry, Special Character)

Mount:

In either form Tamurkhan rides the Toad Dragon Bubebolos into battle.

* Both points costs above include Bubebolos the Toad Dragon.

SPECIAL RULES

Feast of the Maggot Lord

If Tamurkhan's current body is slain, the true beast inside – a rotting maggot-like parasite will immediately attempt to attack and possess a new host, gnawing its way beneath their flesh and consuming their brain and organs from within.

The Possession Attack: If Tamurkhan is slain in close combat, a special possession attack is made against the model that delivered the final wound to Tamurkhan. If Tamurkhan's death occurs as a result of shooting or other means, the attack will be made against the nearest eligible model (friend or enemy) within 6". If multiple models fall into this category, Tamurkhan's player chooses which to attack.

Both players roll a D6 and add the Weapon Skill value of their respective models. If the result is a draw, roll again until one side wins. If Tamurkhan's player wins, the victim is killed outright and their body is possessed. From then onwards, Tamurkhan takes over the victim model, which is detached from its unit and placed 1" away from it. The model is now controlled by Tamurkhan's player for the rest of the game exactly as if it were their own character model.

Only infantry and monstrous infantry models are eligible to be possessed.

The Possessed: The Possessor profile modifiers as shown previously are applied to the victim model's profile, but any wounds they previously suffered are still in effect. So, for example, if a model has only one wound remaining when it is possessed, it now has two wounds including the +1 for the Possession modifier.

Tamurkhan now uses any weapons or armour the victim had (including magical types), discarding both his own and any other equipment the victim has. Likewise, any enemy mounts are not used (monstrous mounts now count as having their rider slain) and any ability the victim had as a Wizard is lost. This includes any special rules the victim formerly used other than their unit type.

If no eligible model is available or the possession attack fails, Tamurkhan is killed outright. Also, Tamurkhan's power cannot save him if he is destroyed by an attack which causes a model to be slain outright rather than causing wounds (the Lore of Death spell *Purple Sun of Xereus*, for example).

Nurgle's Favoured Son

If Tamurkhan is taken as part of an army, he must always be its general. Such is his pride he will kneel before none but his rotting Father in Plague.

Will of the Gods, Eye of the Gods and Mark of Nurgle (see Warhammer Armies *Warriors of Chaos*), **Unbreakable** and **Fear** (see the *Warhammer* rulebook)

MAGIC ITEMS

Tamurkhan's Rune Blade (Magic Weapon - Sargath only)

While Tamurkhan was in possession of the rotting remains of the Slaaneshi Champion Sargath the Vain, he also wielded that fallen warrior's murderous Chaos Rune Blade – an ancient weapon finally shattered in combat with the Ogre Tyrant Karaka Breakmountain.

Attacks with the Rune Blade are Armour Piercing and inflict Multiple Wounds (2).

The Black Cleaver (Magic Weapon - Tyrant only)

As part of his pact with the Chaos Dwarfs of the Black Mountains, Tamurkhan was gifted by them with a great double-handed axe, fitted with a smouldering, cleaver-like pitted blade, borne up from deep within their vaults. The strange greyish fumes the massive weapon exudes when swung are foully poisonous, which pleases the Maggot-Lord greatly.

The Black Cleaver is a Great Weapon and follows all the usual rules for this. In addition, any model that suffers a wound from the weapon and survives must take a Toughness test or suffer a permanent reduction of -1 to their Toughness score.

There can be only one!

Only one Tamurkhan model can ever be chosen as part of your army, and may be either in his Sargath body or that of the Ogre Tyrant. In either case Tamurkhan is a Lord Choice for a Warriors of Chaos army.

Bubebolos the Toad Dragon

	M	WS	BS	S	T	W	I	A	LD
Bubebolos	8	5	0	8	7	10	2	4	7

Troop Type:

Monster

SPECIAL RULES

Colossal Beast

Such is the vast size of the beast, it is uncommonly hard to kill by 'normal' means. Its bulk and resilience is such that arrows and blades are of little more account than pinpricks and even cannon fire, and powerful magics must strike at the vitals of such a creature in order to slay it.

The creature may only be wounded by attacks of Strength 4 or higher, and regardless of an attack's strength, the great beast may never be wounded on better than a 4+.

If the great beast is subject to a magic spell or special attack that would cause it to be slain outright, it suffers D6 wounds instead.

This creature is so massive it can crush dozens beneath its bulk and annihilate great swathes of men with a lash of its tail. The monster's Thunderstomp inflicts 2D6 hits.

Large Target, Scaly Skin (3+), Immune to Psychology, Mark of Nurgle and Terror (see the *Warhammer* rulebook)

Unspeakable Foulness

Bubebolos may exhale a blast of flesh-rotting foulness from his gaping jaws. Any unfortunates caught in the path of this tide of horror suffer the most appalling fate imaginable as their flesh sloughs from their bones and their lungs fill with blood and pus. This is a breath weapon attack and any model caught within its template is automatically hit and must take a Toughness test at -1 or suffer D3 wounds. No armour saves may be taken against this attack.

Tongue Lash

In addition to the Toad Dragon's normal attacks, it may also make a single special lash attack with its befouled and venomous slurping tongue. This single attack may be inflicted against any enemy model in base contact with the Toad Dragon; it is a Strength 4, Poisoned attack with the Always Strikes First rule. Should the victim survive, they suffer -1 to hit that combat turn.