

WARSCROLL  
**ROTMIRE CREED**



The Rotmire Creed are artisans of virology, relentless in their pursuit of the perfect plague. Their blowpipe darts and melee weapons are daubed with their alchemical contagions, which, once unleashed, spread quickly through the ranks of their enemies.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blowpipe	14"	2	4+	3+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bilewood Weapons	1"	2	4+	3+	-	1

Each model in a Rotmire Creed unit is armed with a Blowpipe and Bilewood Weapons.

**WITHERLORD:** 1 in every 10 models in this unit must be a Witherlord. That model has a Wounds characteristic of 2. In addition, Witherlords can issue commands to their own unit.

**Virulent Concoctions:** *The hideous diseases formulated by the Rotmire Creed rapidly transmit from one uninfected body to another.*

If this unit is included in a Maggotkin of Nurgle army, at the end of any phase in which attacks made by this unit inflicted 1 or more disease points on an enemy unit, each other enemy unit within 3" of that enemy unit is also given 1 disease point. The same unit cannot be affected by this ability more than once per phase.

**KEYWORDS** CHAOS, MAGGOTKIN OF NURGLE, MORTAL, NURGLE, CULTISTS, ROTMIRE CREED

MAGGOTKIN OF NURGLE				
WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES
Rotmire Creed	10	130		Battleline in a Blessed Sons army