

I'm not a robot



Maggotkin of nurgle army list 2024

Top Three AoS Lists for Guts & Glory 2024: A Look at Maggotkin Strategy The Guts & Glory 2024 tournament in the US saw 36 teams of three compete in a five-game tournament. For those who missed it, we have the top three lists to share with you. Our Discord server is still open for discussion and article suggestions. If you'd like to support our content, consider joining our Patreon. We're always looking for new tournament coverage, so feel free to suggest one-day or two-day events in the comments. The winning list belonged to Plague Cyst2000 PointsDrops: 2, which included: - General's Regiment - Grandfather's Blessing - The Witherslave - Maggotkin of Nurgle This list showcased the patient play style of Maggotkin armies, wearing down opponents through attrition and spreading diseases. They offered two flavours of toxin to choose from, allowing players to indulge in various strategies. In this list, Plaguebearers, Pusgoyle Blightlords, and Putrid Blightkings provided significant firepower, while Regiment 1's Orghotts Daemonspow dealt massive damage. The Faction Terrain Feculent Gnarlmaw added a unique element to the battlefield. A key aspect of Maggotkin play is the ability to choose between three different options at the end of every turn: infect, spread disease, or mutate. These choices can quickly add up, making the Nurgle version of this list stand out from others. As someone who has played Chaos armies before, I've always been drawn to the Maggotkin as a way to play a more socialist and inclusive god. They offer a unique playstyle that focuses on wearing down opponents through attrition, rather than relying on sudden bursts of damage. With Grandfather Nurgle's blessings, players can spread disease and weaken their enemies further. Overall, the top three AoS lists for Guts & Glory 2024 showcase the versatility and power of Maggotkin armies. Whether you're a seasoned player or just starting out, there's something for everyone in this list. Wyrdfame is a key damage output measure for Tzeentch and Nurgle, with a maximum Wyrdfame of 3 to one unit for Nurgle. This can add up when removing opponent corpses. A passive feature removes diseased healing from Nurgle models before applying healing. Let's start with the Tallyband of Nurgle's Disease and Pestilence Personified. It adds mortal damage to Wracked with Disease, benefiting all Nurgle armies. The battle formation allows two Feculent Gnarlmaws, which can spread disease and block the board. However, it may not be worth the extra movement. Noxious Skies enables Maggotkin of Nurgle units to fly 9" after deployment, providing a strategic advantage for those who go first. Vectors of Contagion causes slain models to roll dice equal to their health characteristic, dealing mortal damage back to the unit that killed them. Gift of Febrile Frenzy adds 1" to movement without flying if within 12". Heal D6 at the end of every turn when within combat range of a Diseased unit is useful for units like the Lord of Afflictions and Great Unclean One. The trait preventing command effects while in close combat with a bearer can be advantageous on certain models. Rustfang reduces enemy hero saves by one for the rest of the battle, but it's selective to use. Nurgle's army allows you to reduce control scores of 3 units within 12" in hero phase This might be difficult for opponent when they declare Attack on Two Fronts tactic. It pairs well with Harbinger of Decay's prayer, to maximise control reduction. Really straightforward strikes last on enemy if charge you. Situational but can make Slay the Entourage more risk and affect plans. Nurgle spell reduces movement by half and causes run and charge moves to be reduced by 1" if they have a 3+ save. Slowing down opponent is almost as good as speeding yourself up. Limited spell heals D3 or makes unit -1 to wound if at full health. Great spell that you will want to cast each turn. Magnificent Bubo makes enemy hero worse in fight, cast, pray while dealing with horrible malady. Kronspine is legitimate option here as there is no manifestation lore for Nurgle. Morbid Conjuraton and Shackles complement Cloying Quagmire well. Locus of Nurgle brings back Daemon unit greater than 3 models within 12" of GUO and 9" from enemy units, if you roll a 4+. Good targets are reinforced Plaguebearer units or Plague Drones units. The Glotkin is the most combat-hardy of the three Maggoth Lords with 24 health and a 4+ save. Its passive Horrific Opponent ability reduces control scores by 3 if it's in combat, making it nearly unbeatable. When charging, The Glotkin can do up to 41 damage per turn, while its Blighted Stampede ability allows two more units to charge as well. If the opponent tries to stop this by charging The Glotkin, it becomes a win for the Nurgle player too. Meanwhile, Rotigus has a horde-clearing rampage called Mountain of Loathsome Flesh, where it rolls dice equal to the number of models in the unit and 5s deal mortal damage. It also comes with its own spell, Deluge of Nurgle, which affects every Diseased unit on the battlefield and all Nurgle units they're in combat with. As for the wizard Bloab, his Miasma of Pestilence spell is a major reason to take him as it deals an extra point of damage each time a friendly ability causes harm. If an enemy unit takes damage in multiple phases, that's potentially 5 extra damage per turn until the next one. Finally, he has a really lore-appropriate rampage where each enemy within 7" take a mortal damage and has -1 to hit on the roll of a 4+. If this unit was successful target of Miasma, that's 2 mortal damage on another 4+. Twiceborn - once as a mortal and once as a weird man-Nurgling - is most survivable of three with Gigantic Nurgling-Kin allowing Morbidex to heal half the damage he has taken each turn. He also buffs nearby Nurglings with Lord of Nurglings adding to control scores of little fellas and helping them ignore first damage point each phase. This amazing model has an okay melee profile, which will pop off for 9 damage every now and then and has a once per game ability called Knell of Decay that reduces movement of up to 3 units within 24" by 1" Nurgle's mortals are quite resilient, with a decent save and warding abilities that make them hard to get rid of. They can heal themselves or even revive wounded units, making it challenging for opponents to remove them from the battlefield. With their Bloating Bulk ability and standard bearer's boost, they can manipulate control scores and potentially swing an objective in their favor. These mortals are also quite effective in combat, with four attacks each dealing one damage. The Lords of Foot variants can further buff them, making them a formidable force on the battlefield. Additionally, Nurgle's warband with blowpipes can spread diseases at range, although this ability might not be used often unless there are no other units to infect. Nurgle's arboreal masterpieces serve as faction terrain and can be added to the battle formation or by Horticultural Slimux. While they have an attack profile in combat, their primary purpose is to allow enemies within 6" of a tree to gain the Diseased keyword, which can lead to further disease spread. In terms of army composition, Nurgle's forces include a Grand Alliance Chaos Maggotkin of Nurgle army with various units such as Pusgoyle Blightlords, Feculent Gnarlmaw, and a Lord of Afflictions. This army can be built using the same box of minis, making it an attractive option for players. The list is still viable in the current meta, especially with 1000 points of Blightlords that can push forward and claim objectives while the other units provide supporting fire on the flanks. Tallyband of Nurgle army composition for 2000 points Grand Alliance Chaos Maggotkin. Limit drops include two spells: Lore of Malignance and Kronspine Incarnate. Core units feature General's Regiment, Great Unclean One, Beasts of Nurgle, Plaguebearers, and Plague Drones. Additional support includes Horticultural Slimux, bringing back Beasts of Nurgle through recursion mechanic. Faction terrain Feculent Gnarlmaw enhances board control. Alternative list for maximising disease spread with two big characters casting spells to initiate disease spread and then amplifying damage caused by it. Supporting units screen off these characters while the plan unfolds.