

Mortarion

POINTS: 650

During the Horus Heresy the Death Guard Space Marines joined the rebel Warmaster Horus and took part in many battles against forces loyal to the Emperor. Mortarion, Primarch of the Death Guard, turned to the worship of Nurgle, Lord of Decay, after the entire Legion became trapped in the warp and was ravaged by plague. Mortarion's fevered ravings were answered by Nurgle who saved the Death Guard and made Mortarion his Champion. Subsequently Mortarion led his Space Marines on a merry dance of destruction over a score of planets. Following the death of Horus and the effective end of the Heresy, Mortarion fled with the rotting remnants of his Space Marines into the Eye of Terror. There he received Nurgle's ultimate reward and ruled the Plague Planet as the Daemon Prince Mortarion.

Mortarion is a cowed, skeletal figure wrapped in tattered robes which flap in an ethereal, pestilent breeze. He bears a daemon-etched scythe to reap the souls of the living.



The Daemon Primarch of the Death Guard, Mortarion, is a massive figure, fighting on with exposed bone, decaying daemon-tail, large skinless wings, and a ragged, torn cloak pulled low over his empty eye sockets. He continues to wear portions of his once-immaculate artificer armour; the fact that pieces of it have disintegrated or fallen away is either unnoticed or unimportant to the plans of Nurgle's chosen.

MORTARION, DAEMON PRIMARCH OF THE DEATH GUARD										
	Points	WS	BS	S	T	W	I	A	Ld	Save
Mortarion	650	6	6	7	8	6	5	5	10	2+/4+
Nurgling Swarm	12	2	0	3	3	3	2	3	10	-/5+

Unit Type: Mortarion is a Monstrous Creature.

Number/Squad: Unique

Daemonic Gifts: Nurgle favors Mortarion as his champion. He wields the *Death Scythe* and is infested with a *Nurgling Swarm* and the *Plague Rot*. He has *Daemonic Flight*, *Daemonic Armor*, and a gigantic *Skeletal Frame*.

SPECIAL RULES

Daemon

Death Scythe: The gigantic rusted and decaying scythe carried by Mortarion functions as a *Plaguebringer* (see Codex: Chaos Space Marines) although it is more intensely poisoned. It wounds all enemy models on a 3+ at worst. The Death Scythe is a Chaos Icon.

Nurgling Swarm: Mortarion is infested with a veritable horde of Nurglings, with 3 to 10 swarm bases forming a unit with him (at the normal cost). They crawl all over his skeletal body and underneath his cloak. The Nurglings follow along with their master, and may move as he does (*Daemonic Flight* or *Slow and Purposeful*). Although the Nurglings may be targeted as normal, any shot directed at Mortarion is just as likely to hit a tiny daemon. Any successful hit targeted at the Primarch hits one of the Nurgling bases instead on a D6 roll of 4 or more. This rule only applies while there are any Nurgling bases alive and to shooting attacks, as the Nurglings will fight as normal in close combat. Mortarion and his Nurgling Swarm may enter the field using the *Deep Strike* rules if they are in effect. Both Mortarion and his Nurglings may make *Hit and Run* attacks, as a Primarch may pick-and-choose his opponents in close combat.

Plague Rot: The *Aura of Decay* exuded by Mortarion and the clouds of disease that he leaves in his wake has a range of 12", and has a strength of 5.

Plague Wind: This psychic power is used in the shooting phase instead of shooting another weapon. Place one Hellstorm Template so that any part of it is touching Mortarion's base, and then place a second Hellstorm Template such that any part of it is

Sorcerer: Mortarion is an expert of the application of death and decay, and uses sorcery to further that end. He has the psychic powers *Plague Wind* and *The Touch of Death* (see below). He automatically passes all psychic tests.

touching the first template. Any model touched by either template suffers a wound on a 4+ as if affected by *Breath of Chaos*.

The Touch of Death: Instead of making normal close combat attacks, Mortarion may apply The Touch of Death. He slowly reaches out and places his skeletal hand on his victim. Upon contact, the sum total of Papa Nurgle's maladies flow into the victim's body, turning it into a rotted carcass in a matter of seconds. Mortarion may use this psychic power in the assault phase as a single close combat attack at Initiative 1. If the hit is successful, the victim suffers a *Destroyer* hit with no saves allowed (including Invulnerable Saves).

Skeletal Frame: Mortarion is a huge walking skeleton, any flesh long ago having rotted away, and he covers himself with a filthy and diseased hooded cloak. The bones of his skeleton have hardened to a supernatural firmness, however, granting him the *Feel No Pain* special rule. As Mortarion has a special affinity with the diseases and corruptions designed by his patron god, he may not be wounded by any daemon of Nurgle or any model with the Mark of Nurgle. When not moving by his wings (i.e. in the Assault Phase) Mortarion is *Slow and Purposeful*.

Primarch: The presence of a Daemon Primarch on the battlefield is an inspiring sight to all of Nurgle's warriors. He makes all friendly models with the Mark of Nurgle within 24" Fearless. Plague Marines and Plaguebearers within this 24" range have their initiatives increased to 5. When playing any mission with objectives, Mortarion himself counts as an objective for his side while alive and for the enemy's side if he is killed