CHAOS - DEATH GUARD · DETACHMENT

PARAGONS OF PUTRESCENCE

1 DP · PRIORITY ASSETS

ENHANCEMENTS

Host of the Hybridised Pox — 40 pts

(Once per battle, per army) In your Command phase, you can use this ability. If you do, select one of the Plagues listed in Nurgle's Gift (see Codex: Death Guard). Enemy units within Contagion Range of this unit also have the effect of that Plague in addition to your army's chosen Plague until the end of the battle.

Rejuvenating Swarm — 20 pts

Attacks that target this unit with a S greater than this unit's T have -1 to wound rolls.

DETACHMENT-REGEL

Friendly DEATH GUARD CHARACTER units have +3" to their Contagion Range (to a maximum of 12").

STRATAGEMS

1 CP — PARAGONS OF PUTRESCENCE STRATAGEM · WAHAPEDIA — COMMAND

TERRITORIAL INFECTION

When: Start of the Command phase.
Target: One friendly DEATH GUARD CHARACTER unit.
Effect: Your unit has +1 OC until the end of the turn.

1 CP — PARAGONS OF PUTRESCENCE STRATAGEM · WAHAPEDIA — SHOOTING

AGGRAVUS SPASMS

When: Start of your Shooting Phase.
Target: One friendly DEATH GUARD CHARACTER unit.
Effect: Select one visible enemy unit within Contagion Range of your unit. That enemy unit has +6" detection range.

1 CP — PARAGONS OF PUTRESCENCE STRATAGEM · WAHAPEDIA — SHOOTING

SIMULTANEOUS CONTAMINATION

When: Your Shooting phase, when a friendly DEATH GUARD CHARACTER unit starts an action.
Target: That DEATH GUARD CHARACTER unit.
Effect: That action does not prevent your unit from being eligible to shoot.