CHAOS - DEATH GUARD

CHAMPIONS OF CONTAGION

6 Stratagems · 4 Enhancements

2 DP · TAKE AND HOLD

ENHANCEMENTS (4)

Final Ingredient — 20 pts

Once per battle, after the bearer's unit has fought, if one or more Character models were destroyed by those attacks, select one Plague. Until the end of the battle, if an enemy unit is Afflicted, that unit has the effect of the selected Plague in addition to any other.

Visions of Virulence — 15 pts

While an enemy unit is enfeebled by the bearer's Pestilent Fallout ability, that unit is also Afflicted.

Needle of Nurgle — 25 pts

Each time the bearer uses its Tainted Narthecium ability, you can return up to D3 destroyed models to the bearer's unit (instead of 1).

Cornucophagus — 35 pts

In the Declare Battle Formations step, select one Plague. Until the end of the battle, while an enemy is within Contagion Range of the bearer, that enemy unit has the effect of that Plague in addition to any other.

DETACHMENT RULE

At the start of the battle round, you can select one of the Plagues listed in Nurgle's Gift. Until the end of the battle, that is your chosen Plague instead of any previously chosen Plague.

STRATAGEMS (6/6)

1 CP | CHAMPIONS OF CONTAGION – STRATEGIC PLOY STRATAGEM | MOVEMENT

MOBILE VECTOR

When: Your Movement phase, before the Reinforcements step.
Target: One Death Guard Character unit from your army that is not leading a unit.
Effect: Select one other friendly Death Guard unit (excluding Battle-shocked units and Attached units that already have two Leader units or one of your CHARACTER units leading it] within 2" horizontally and 5" vertically of your unit that your unit can lead (as described in the Leader section of its datasheet]. Your unit attaches to that unit as a Leader. Change that unit's Starting Strength accordingly.

1 CP | CHAMPIONS OF CONTAGION – BATTLE TACTIC STRATAGEM | SHOOTING

BLESSINGS OF FILTH

When: Your Shooting phase or the Fight phase.
Target: One Death Guard Attached unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack, an unmodified Hit roll of 5+ scores a Critical Hit.

1 CP | CHAMPIONS OF CONTAGION – WARGEAR STRATAGEM | SHOOTING

DEATH'S HEADS

When: Your Shooting phase.
Target: One Biologus Putrifier unit from your army that is not within Engagement Range of one or more enemy units and has not been selected to shoot this phase.
Effect: Select one enemy unit (excluding VEHICLES) that is within 8" of and visible to your unit. Until the start of your next turn, that unit has the effect of all Plagues (see Nurgle's Gift).

1 CP | CHAMPIONS OF CONTAGION – BATTLE TACTIC STRATAGEM | SHOOTING

GROTESQUE FORTITUDE

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One Death Guard Attached unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, add 2 to the Toughness characteristic of models in your unit.

2 CP | CHAMPIONS OF CONTAGION – BATTLE TACTIC STRATAGEM | SHOOTING

MALIGNANCE MAGNIFIED

When: Your Shooting phase or the Fight phase.
Target: One Death Guard Attached unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack that targets a unit that is below its Starting Strength, you can re-roll the Hit roll and you can re-roll the Wound roll.

1 CP | CHAMPIONS OF CONTAGION – STRATEGIC PLOY STRATAGEM | FIGHT

RABID INFUSION

When: Start of the Fight phase.
Target: One Death Guard unit from your army that includes two Character models.
Effect: Until the end of the phase, your unit has the Fights First ability.