CODEX

CHAOS - DEATH GUARD

classic2

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FRAKTIONSREGELN

NURGLE'S GIFT (AURA)

If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

FRAKTIONSKRAM

HELBRUTE FIST

MELEE WEAPONS

name: Range

$text: Melee

typeId: 914c-b413-91e3-a132

UEBERSICHT

Champions of Contagion

Final Ingredient, Visions of Virulence, Needle of Nurgle, Cornucophagus

Contagion Engines

Parasitic Woe-Reaper, Lancet of the Worldsore

Death Lord's Chosen

Face of Death, Vile Vigour, Warprot Talisman, Helm of the Fly King

Flyblown Host

Insectile Murmuration, Plagueveil

Mortarion's Hammer

Eye of Affliction, Bilemaw Blight, Shriekworm Familiar, Tendrilous Emissions

Paragons of Putrescence

Host of the Hybridised Pox, Rejuvenating Swarm

Shamblerot Vectorium

Lord of the Walking Pox, Talisman of Burgeoning, Witherbone Pipes, Sorrowsyphon

Tallyband Summoners

Beckoning Blight, Fell Harvester, Entropic Knell, Tome of Bounteous Blessings

Virulent Vectorium

Daemon Weapon of Nurgle, Furnace of Plagues, Revolting Regeneration, Arch Contaminator

CHAOS - DEATH GUARD · DETACHMENT

CHAMPIONS OF CONTAGION

2 DP · TAKE AND HOLD

ENHANCEMENTS

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-REGEL

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

1 CP — CHAMPIONS OF CONTAGION – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — 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 · WAHAPEDIA — 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 · WAHAPEDIA — 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 · WAHAPEDIA

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 · WAHAPEDIA

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 · WAHAPEDIA

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.

CHAOS - DEATH GUARD · DETACHMENT

CONTAGION ENGINES

1 DP · RECONNAISSANCE

ENHANCEMENTS

Parasitic Woe-Reaper — **15 pts**

CONTAGION ENGINE unit only. When this unit has fought, one model in this unit heals D3 wounds.

Lancet of the Worldsore — **15 pts**

Friendly HELBRUTE/MYPHITIC BLIGHT-HAULER unit only. This unit has MOBILE.

DETACHMENT-REGEL

Friendly FOETID BLOAT-DRONE/FOETID BLOAT-DRONE WITH HEAVY BLIGHT LAUNCHER/ HELBRUTE/MYPHITIC BLIGHT-HAULER units have CONTAGION ENGINE.

- Friendly CONTAGION ENGINE units' ranged attacks have [ASSAULT].

STRATAGEMS

1 CP · CONTAGION ENGINES STRATAGEM · WAHAPEDIA · MOVEMENT

SOULROT FLUX

When: Your opponent's Movement phase, when an enemy unit is selected to make a fall-back move, if that enemy unit is engaged with a friendly CONTAGION ENGINE unit.
Target: That CONTAGION ENGINE unit.
Effect: When an enemy unit engaged with your unit is selected to make a fall-back move, roll one D6: On a 1, that enemy unit suffers 1 mortal wound. On a 2-5, that enemy unit suffers D3 mortal wounds. On a 6, that enemy unit suffers 3 mortal wounds.

1 CP · CONTAGION ENGINES STRATAGEM · WAHAPEDIA · SHOOTING

BLOODRUST DELUGE

When: Your Shooting phase, when a friendly CONTAGION ENGINE unit is selected to shoot.
Target: That CONTAGION ENGINE unit.
Effect: Select one visible enemy unit. That enemy unit is Afflicted until your unit has attacked.

1 CP · CONTAGION ENGINES STRATAGEM · WAHAPEDIA · SHOOTING

FRESH VECTORS

When: Your Shooting phase or the Fight phase, when a friendly CONTAGION ENGINE unit is selected to attack.
Target: That CONTAGION ENGINE unit.
Effect: Your unit's attacks can re-roll wound rolls of 1.

CHAOS - DEATH GUARD · DETACHMENT

DEATH LORD'S CHOSEN

2 DP · PRIORITY ASSETS

ENHANCEMENTS

Face of Death — 10 pts

At the start of the Fight phase, each enemy unit within Engagement Range of the bearer's unit must take a Battle-shock test.

Vile Vigour — 15 pts

While the bearer is leading a unit, add 1" to the Movement characteristics of models in that unit and you can re-roll Advance rolls made for that unit.

Warprot Talisman — 30 pts

Once per battle, at the end of your opponent's turn, if the bearer's unit is not within Engagement Range of one or more enemy units, you can remove it from the battle field and place it into Strategic Reserves.

Helm of the Fly King — 20 pts

While the bearer is leading a unit, models in that unit cannot be targeted by ranged attacks unless the attacking model is within 18".

DETACHMENT-REGEL

In your opponent's Command phase, roll 2D6 for each Afflicted enemy unit, subtracting 1 from the result if that unit is Below Half-strength. If the result is 6 or less, that enemy unit suffers D3 mortal wounds.

STRATAGEMS

1 CP — DEATH LORD'S CHOSEN – EPIC DEED STRATAGEM · WAHAPEDIA — COMMAND

SIGNAL POX

When: Your Command phase.
Target: One Lord of Virulence model from your army.
Effect: Select one objective marker within 30" of and visible to your model. Until the start of your next turn, while an enemy unit is within range of that objective marker, that unit is Afflicted.

1 CP — DEATH LORD'S CHOSEN – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — SHOOTING

MORTARION'S TEACHINGS

When: Your Shooting phase.
Target: One Terminator unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [ASSAULT] and [HEAVY] abilities.

1 CP — DEATH LORD'S CHOSEN – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — CHARGE

SICKENING IMPACT

When: Your Charge phase, just after a Terminator unit from your army ends a Charge move.
Target: That TERMINATOR unit.
Effect: Select one enemy unit within Engagement Range of your unit, then roll one D6 for each model in your unit that is within Engagement Range of that enemy unit: for each 2+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

1 CP — DEATH LORD'S CHOSEN – BATTLE TACTIC STRATAGEM · WAHAPEDIA — FIGHT

GRIM REAPERS

When: Fight phase.
Target: One Terminator unit from your army that has not been selected to fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack that targets an enemy unit (excluding MONSTERS and VEHICLES) you can re-roll the Hit roll.

1 CP

DEATH LORD'S CHOSEN – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

FIGHT

UNDYING SPITE

When: Fight phase, just after an enemy unit has selected its targets.

Target: One Terminator 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, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6. On a 4+, do not remove the destroyed model from play; it can fight after the attacking unit has finished making its attacks, and is then removed from play.

1 CP

DEATH LORD'S CHOSEN – EPIC DEED STRATAGEM · WAHAPEDIA

ANY

BLOOMING PESTILENCE

When: Start of any phase.

Target: One Terminator unit from your army.

Effect: Until the end of the phase, add 3" to the Contagion Range of models in your unit.

CHAOS - DEATH GUARD · DETACHMENT

FLYBLOWN HOST

1 DP · RECONNAISSANCE

ENHANCEMENTS

Insectile Murmuration — **15 pts**

When this unit's attacks target a unit within Contagion Range of a friendly unit, those attacks can re-roll wound rolls of 1.

Plagueveil — **15 pts**

This unit has -3" detection range.

DETACHMENT-REGEL

In the Declare Battle Formations step, you can select up to two friendly PLAGUE MARINES units. Those units have Infiltrators.

STRATAGEMS

1 CP — FLYBLOWN HOST STRATAGEM · WAHAPEDIA — SHOOTING

DRONING HORROR

When: Your Shooting phase, when a friendly PLAGUE MARINES unit is selected to shoot.
Target: That PLAGUE MARINES unit.
Effect: Your unit's ranged attacks: Can re-roll hit rolls of 1. That target a unit within half range, can re-roll wound rolls of 1.

1 CP — FLYBLOWN HOST STRATAGEM · WAHAPEDIA — SHOOTING

EYE OF THE SWARM

When: Your Shooting phase, when a friendly PLAGUE MARINES unit is selected to shoot.
Target: That PLAGUE MARINES unit.
Effect: Your unit's ranged attacks have [CLOSE-QUARTERS].

1 CP — FLYBLOWN HOST STRATAGEM · WAHAPEDIA — FIGHT

NAUSEATING PAROXYSMS

When: Start of the Fight phase
Target: One friendly engaged PLAGUE MARINES unit.
Effect: Select one enemy unit engaged with your unit. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll.

CHAOS - DEATH GUARD · DETACHMENT

MORTARION'S HAMMER

2 DP · PURGE THE FOE

ENHANCEMENTS

Eye of Affliction — **20 pts**

Ranged weapons equipped by model's in the bearer's unit have the [Ignores Cover] ability while targeting an Afflicted enemy unit.

Bilemaw Blight — **10 pts**

At the start of your Shooting phase, until the end of the phase, add 12" to the Range characteristics of the bearer's Plague Wind weapon.

Shriekworm Familiar — **15 pts**

Once per battle round, you can target the bearer's unit with the Fire Overwatch Stratagem for 0CP.

Tendrilous Emissions — **30 pts**

While the bearer is within 3" of one or more friendly Death Guard Vehicle units, the bearer has the Lone Operative ability, and each time one of those Vehicle units makes a ranged attack that targets an enemy unit visible to the bearer, re-roll a Wound roll of 1.

DETACHMENT-REGEL

At the start of the battle round, select a number of enemy units more than 12" away from every model in your army that is on the battle field. Until the end of the battle round, those enemy units are Afflicted. The maximum number of units you can select in this way depends on the battle size, as shown below.

Incursion - 1 Unit

Strike Force - 2 Units

Onslaught - 3 Units

STRATAGEMS

1 CP — MORTARION'S HAMMER – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — COMMAND

EYESTINGER STORM

When: Your opponent's Command phase.
Target: One Death Guard Vehicle unit from your army.
Effect: Select one objective marker visible to one or more models in your unit. Each Afflicted enemy unit within range of that objective marker must take a Battle-shock test. Enemy units affected by this Stratagem do not need to take any other Battle-shock tests in the same phase.

2 CP — MORTARION'S HAMMER – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

BLIGHTED LAND

When: End of your Movement phase.
Target: One Death Guard Vehicle unit from your army.
Effect: Select one terrain feature within 24" of and visible to your unit. Until the start of your next turn, enemy units are Afflicted while they are within 3" of that terrain feature.

1 CP

MORTARION'S HAMMER – BATTLE TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

DRAWN TO DESPAIR

When: Your Shooting phase.
Target: One Death Guard unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack that targets a visible enemy unit (excluding AIRCRAFT) within your opponent's deployment zone, you can re-roll the Hit roll.

1 CP

MORTARION'S HAMMER – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

SHOOTING

FONT OF FILTH

When: Your Shooting phase.
Target: One Death Guard Vehicle unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [ASSAULT] ability.

1 CP

MORTARION'S HAMMER – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

CHARGE

RELENTLESS GRIND

When: Your Movement phase or your Charge phase.
Target: One Death Guard Vehicle unit from your army that has not been selected to move or charge this phase.
Effect: Until the end of the phase, each time your unit makes a Normal, Advance or Charge move, it can move horizontally through terrain features.

1 CP

MORTARION'S HAMMER – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

CHARGE

STINKING MIRE

When: Start of your opponent's Charge phase.
Target: One friendly unengaged DEATH GUARD VEHICLE unit.
Effect: Select one visible enemy unit within 12" of your unit. When that enemy unit declares a charge, that enemy unit has -1 to charge rolls.

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.

CHAOS - DEATH GUARD · DETACHMENT

SHAMBLEROT VECTORIUM

2 DP · DISRUPTION

ENHANCEMENTS

Lord of the Walking Pox — 15 pts

If the bearer is leading a Poxwalkers unit, and is in Strategic Reserves, for the purposes of setting up that unit on the battlefield, treat the current battle round as the third battle round.

Talisman of Burgeoning — 25 pts

While the bearer is leading a Poxwalkers unit, add 1 to the Toughness characteristic of Poxwalkers models in that unit.

Witherbone Pipes — 25 pts

While the bearer is leading a Poxwalkers unit, add 1 to the Objective Control characteristic of models in that unit, and each time that unit takes a Battle-shock or Leadership test, add 1 to that test.

Sorrowsyphon — 10 pts

While the bearer is leading a Poxwalkers unit, add 1 to the Damage characteristic of the bearer's Plague Wind weapon. Each time the bearer makes one or more attacks with a Plague Wind weapon, after the bearer's unit has resolved its attacks, D3 Bodyguard models from the bearer's unit are destroyed.

DETACHMENT-REGEL

In your Command phase in each of the following battle rounds, depending on your chosen battle size, add a new Poxwalkers unit with a Starting Strength of 10 to your army, in Strategic Reserves.

Incursion - Battle Rounds 2,3

Strike Force - Battle Rounds 2,3,4

Onslaught - Battle Round 2,3,4,5

Poxwalkers unit from your army gain the Battleline keyword.

STRATAGEMS

1 CP — SHAMBLEROT VECTORIUM – BATTLE TACTIC STRATAGEM · WAHAPEDIA — COMMAND

GNAWING HUNGER

When: Your Command phase.
Target: One Poxwalkers unit from your army.
Effect: Until the end of the turn, add 1 to the Move characteristic of models in your unit, and add 1 to the Attacks and Strength characteristics of melee weapons equipped by models in your unit.

1 CP — SHAMBLEROT VECTORIUM – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

HIDDEN AMONGST THE DEAD

When: The Reinforcements step of your Movement phase.
Target: One Poxwalkers unit from your army that is in Strategic Reserves and that is not an Attached unit.
Effect: Until the end of the phase, models in that unit have the Deep Strike ability.

1 CP

SHAMBLEROT VECTORIUM – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

SHOOTING

SHAMBLING WALL

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

Target: One Death Guard unit from your army that was selected as the target of one or more of the attacking unit's attacks, and one friendly Poxwalkers unit within 3" of your unit and visible to both your unit and the attacking unit.

Effect: Until the end of the phase, each time you would allocate an attack to a model in your DEATH GUARD unit, if your POXWALKERS unit is visible to the attacking model and is an eligible target for that attack, no saving throw is made for that attack; instead a number of POXWALKERS from your POXWALKERS unit equal to the Damage characteristic of that attack are destroyed.

1 CP

SHAMBLEROT VECTORIUM – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

CHARGE

SHOCK AND HORROR

When: Your Charge phase, just after a Death Guard unit from your army ends a Charge move.

Target: That DEATH GUARD unit.

Effect: Each enemy unit within Engagement Range of your unit must take a Battle-shock test, subtracting 1 from that test.

1 CP

SHAMBLEROT VECTORIUM – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

FIGHT

GRIP OF THE WALKING POX

When: Fight phase, just after an enemy unit has selected its targets.

Target: One Poxwalkers unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: After the attacking unit has fought, roll one D6 for each model from your unit that was destroyed as a result of those attacks: on a 6, the attacking unit suffers 1 mortal wound. If your unit is not destroyed after the attacking unit has fought, enemy models destroyed as a result of this Stratagem count as enemy models destroyed by an attack made by a model in your unit for the purposes of the Curse of the Walking Pox ability.

1 CP

SHAMBLEROT VECTORIUM – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

FIGHT

SMEARED WITH FILTH

When: Fight phase.

Target: One Poxwalkers unit from your army that was just destroyed. You can target that unit with this Stratagem even though it was just destroyed.

Effect: Select one enemy unit that made one or more attacks that targeted your unit this phase. Until the end of the battle, that enemy unit is Afflicted.

CHAOS - DEATH GUARD · DETACHMENT

TALLYBAND SUMMONERS

2 DP · DISRUPTION

ENHANCEMENTS

Beckoning Blight — 20 pts

Each time a Plague Legions unit from your army is set up on the battle field using the Deep Strike ability, if it is set up wholly within 12" of the bearer, it can be set up anywhere that is more than 6" horizontally away from any enemy models, instead of more than 8".

Fell Harvester — 10 pts

Add 2 to the Attacks characteristic of the bearer's melee weapons.

Entropic Knell — 15 pts

In the Battle-shock step of your opponent's Command phase, each enemy unit within 6" of the bearer that is below its Starting Strength must take a Battle-shock test, subtracting 1 from that test.

Tome of Bounteous Blessings — 20 pts

Each time a Plague Legions unit within 12" of the bearer takes a Battle-shock test, add 1 to that test and, if that test is passed, one model in that unit regains up to D3 lost wounds (if that unit is a Battleline unit and that test is passed, up to D3 destroyed models can be returned to that unit instead).

DETACHMENT-REGEL

While a Plague Legions unit from your army is within 7" of one or more Death Guard units from your army, that Plague Legions unit has the Nurgle's Gift ability.

While a Death Guard unit from your army is within 7" of one or more Plague Legions units from your army, add 3" to that Death Guard unit's Contagion Range.

STRATAGEMS

1 CP — TALLYBAND SUMMONERS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

MIRESLICK

When: Your opponent's Movement phase, when an enemy unit (excluding MONSTERS and VEHICLES) is selected to Fall Back.
Target: One Plague Legions unit from your army that is within Engagement Range of that enemy unit.
Effect: Until the end of the phase, while an enemy unit is within Engagement Range of your unit, each time that unit is selected to Fall Back, it must take a Leadership test. If that test is failed, that unit must Remain Stationary this phase instead.

1 CP — TALLYBAND SUMMONERS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — SHOOTING

ALL IS ROT

When: Your Shooting phase.
Target: One Plague Legions unit from your army that is within Engagement Range of one or more enemy units.
Effect: Until the end of the phase, enemy units are not considered to be within Engagement Range of your unit for the purposes of selecting targets of ranged weapons. Until the end of the phase, each time an enemy model loses a wound, while that model's unit is within Engagement Range of your unit, roll one D6: on a 5+, your unit suffers 1 mortal wound after the attacking unit has finished making its attacks.

1 CP

TALLYBAND SUMMONERS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

SHOOTING

AVATARS OF DECAY

When: Your Shooting phase.
Target: One Plague Legions unit from your army.
Effect: Until the end of the phase, while an enemy unit is within 6" of your unit, that enemy unit is Afflicted.

1 CP

TALLYBAND SUMMONERS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

CHARGE

FLESHY AVALANCHE

When: Your Movement phase or your Charge phase.
Target: One Plague Legions Monster unit from your army that has not been selected to move or charge this phase.
Effect: Until the end of the phase, each time your unit makes a Normal, Advance or Charge move, it can move horizontally through terrain features.

1 CP

TALLYBAND SUMMONERS – BATTLE TACTIC STRATAGEM · WAHAPEDIA

FIGHT

CLUTCHING CORRUPTION

When: Fight phase.
Target: One Death Guard unit from your army that has not been selected to fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack that targets an enemy unit that is within Engagement Range of one or more Plague Legions units from your army, you can re-roll the Hit roll.

1 CP

TALLYBAND SUMMONERS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

ANY

PERSISTENT PESTS

When: Any phase.
Target: One Nurglings unit from your army that was just destroyed. You can target that unit with this Stratagem even though it was just destroyed.
Effect: Add a new unit to your army identical to your destroyed unit, in Strategic Reserves, at its Starting Strength and with its full wounds remaining.
Restriction: You can only use this Stratagem once per battle.

CHAOS - DEATH GUARD · DETACHMENT

VIRULENT VECTORIUM

3 DP · TAKE AND HOLD

ENHANCEMENTS

Daemon Weapon of Nurgle — **10 pts**

Each time the bearer makes a melee attack, an unmodified Hit roll of 5+ scores a Critical Hit.

Furnace of Plagues — **25 pts**

Add 1 to the Strength and Attacks characteristics of the bearer's melee weapons, and the bearer's melee weapons have the Devastating Wounds abilty.

Revolting Regeneration — **30 pts**

The bearer has the Feel No Pain 5+ ability.

Arch Contaminator — **25 pts**

While the bearer's unit is within range of an objective marker you control, each time a model in the bearer's unit makes an attack, you can re-roll the Wound roll.

DETACHMENT-REGEL

At the end of your Command phase, if a friendly DEATH GUARD unit is controlling an objective, that objective is secured. Until you lose control of that objective, while an enemy unit is within range of that objective, that enemy unit is Afflicted.

STRATAGEMS

1 CP — VIRULENT VECTORIUM – EPIC DEED STRATAGEM · WAHAPEDIA — COMMAND

LEECHSPORE ERUPTION

When: Your Command phase.
Target: One Death Guard model your army that has lost one or more wounds.
Effect: Select one enemy unit within 3" of your model. Roll a number of D6 equal to the number of wounds your model has lost: for each 5+, that enemy unit suffers one mortal wound (to a maximum of 6 mortal wounds) and your model regains 1 lost wound (to a maximum of 6 lost wounds).

2 CP — VIRULENT VECTORIUM – EPIC DEED STRATAGEM · WAHAPEDIA — COMMAND

PLAGUESURGE

When: Your Command phase.
Target: Your Death Guard WARLORD that is on the battlefield.
Effect: Until the start of your next Command phase, add 3" to the Contagion Range of models from your army.

1 CP — VIRULENT VECTORIUM – WARGEAR STRATAGEM · WAHAPEDIA — SHOOTING

CREEPING BLIGHT

When: Your Shooting phase.
Target: One Death Guard Infantry unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, each time a model in your unit makes a ranged attack that targets an Afflicted unit, you can re-roll the Hit roll and you can re-roll the Wound roll.

2 CP — VIRULENT VECTORIUM – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

DISGUSTINGLY RESILIENT

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One Death Guard 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, each time an attack is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack.

1 CP

VIRULENT VECTORIUM – WARGEAR STRATAGEM · WAHAPEDIA

SHOOTING

OVERWHELMING GENEROSITY

When: Start of your Shooting phase.

Target: One Death Guard Character unit from your army.

Effect: Select one enemy unit visible to your unit. Until the end of the phase, each time a DEATH GUARD unit from your army selects that enemy unit as the target of any ranged attacks, you can re-roll the dice to determine how many attacks a weapon equipped by a model in that unit makes.

1 CP

VIRULENT VECTORIUM – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

ANY

PUTRID DETONATION

When: Any phase.

Target: One Death Guard Vehicle or Death Guard Monster model from your army with the Deadly Demise ability that was just destroyed. You can use this Stratagem on that model even though it was just destroyed.

Effect: Do not roll one D6 to determine whether mortal wounds are inflicted by your model's Deadly Demise ability. Instead, mortal wounds are automatically inflicted. In addition, any enemy units that suffer mortal wounds as a result of this Stratagem are Afflicted until the start of your next turn.

BEASTS OF NURGLE

0 PTS

BEAST OF NURGLE

M	T	Sv	W	LD	OC
6"	9	6+	7	7+	3

INVULNERABLE SAVE 5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Putrid appendages DEVASTATING WOUNDS	Melee	6	4+	6	-1	2

ABILITIES

Grotesque Regeneration
At the end of each phase, if a Beasts of Nurgle model in this unit has lost any wounds but is not destroyed, that model regains all of its lost wounds.

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Scouts 6"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

AUFSTELLUNG

1-2x Beast of Nurgle - Equipped with: Putrid appendages (60mm)

KEYWORDS: Beast, Chaos, Daemon, Nurgle, Summoned, Beasts of Nurgle
FACTION KEYWORDS: Plague Legions

BIOLOGUS PUTRIFIER

60 PTS

M	T	Sv	W	LD	OC
5"	6	3+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hyper blight grenades **ASSAULT** **BLAST** **LETHAL HITS**	12"	D6	3+	7	-1	2
Injector pistol **ANTI-INFANTRY 2+** **PISTOL** **PRECISION**	3"	1	3+	4	-1	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Plague knives **LETHAL HITS**	Melee	4	3+	5	-1	1

ABILITIES

CORE - Leader

Extraction of Fresh Disease

The first time this model's unit destroys an enemy unit as a result of a melee attack, until the end of the battle, add 6 to the Objective Control characteristic of this model.

Foul Infusion

While this model is leading a unit, weapons equipped by models in that unit have the [**Lethal Hits**] ability. In addition, each time a model in that unit makes an attack, a Critical Hit is scored on an unmodified Hit roll of 5+, instead of only on a 6.

Leader

This model can be attached to the following unit: PLAGUE MARINES†

†*Can join even if the unit is already led by another Leader.*

WEAPON ABILITIES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Assault

Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Blast

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Lethal Hits

Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Pistol

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

AUFSTELLUNG

1x Biologus Putrifier (40mm)

Equipped with: Hyper blight grenades, Injector pistol, Plague knives

KEYWORDS: Infantry, Character, Chaos, Nurgle, Grenades, Biologus Putrifier, Leader
FACTION KEYWORDS: Death Guard

BIOLOGUS PUTRIFIER

60 PTS

M	T	Sv	W	LD	OC
5"	6	3+	4	6+	1

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

FACTION RULES

Nurgle's Gift (Aura)
If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Chaos, Nurgle, Grenades, Biologus Putrifier, Leader
FACTION KEYWORDS: Death Guard

BLIGHTLORD TERMINATORS

115–370 PTS

BLIGHTLORD CHAMPION

M	T	Sv	W	LD	OC
5"	7	2+	3	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blight launcher BLAST LETHAL HITS	24"	D3	3+	6	-1	2
Combi-bolter LETHAL HITS RAPID FIRE 2	24"	2	3+	5	-1	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	5	-1	1
Plague spewer ANTI-INFANTRY 2+ IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Reaper autocannon DEVASTATING WOUNDS SUSTAINED HITS 1	36"	4	3+	7	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bubotic blade LETHAL HITS	Melee	3	3+	5	-2	2
Close combat weapon	Melee	3	3+	5	0	1
Flail of corruption LETHAL HITS	Melee	6	3+	5	-1	2

ABILITIES

Blistering Fusillade
If this unit has a Starting Strength of 5 or more, or if a Character is leading this unit, then each time a model in this unit makes a ranged attack that targets an Afflicted unit, improve the Strength and Armour Penetration characteristics of that attack by 1.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

AUFSTELLUNG

1x Blightlord Champion - Equipped with: Bubotic blade, Combi-weapon, Combi-bolter (40mm)

2-9x Blightlord Terminator w/ combi-bolter oder Blightlord Terminator w/ combi-weapon oder Blightlord Terminator w/ plague spewer and CCW oder Blightlord Terminator w/ flail oder Blightlord Terminator w/ blight launcher oder Blightlord Terminator w/ reaper autocannon oder Blightlord Terminator w/ plague spewer and bubotic blade (40mm)

Wargear Options:
- Each Blightlord Champion can [illegible]place its Combi-bolter with [illegible]weapon.

KEYWORDS: Infantry, Chaos, Nurgle, Blightlord Terminators, Terminator
FACTION KEYWORDS: Death Guard

BLIGHTLORD TERMINATORS

115–370 PTS

BLIGHTLORD CHAMPION

M	T	Sv	W	LD	OC
5"	7	2+	3	6+	1

INVULNERABLE SAVE 4+

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

FACTION RULES

Nurgle's Gift (Aura)

If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

KEYWORDS: Infantry, Chaos, Nurgle, Blightlord Terminators, Terminator
FACTION KEYWORDS: Death Guard

BLIGHTLORD TERMINATORS

115–370 PTS

BLIGHTLORD CHAMPION

M	T	Sv	W	LD	OC
5"	7	2+	3	6+	1

INVULNERABLE SAVE 4+

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Infantry, Chaos, Nurgle, Blightlord Terminators, Terminator
FACTION KEYWORDS: Death Guard

CHAOS LAND RAIDER

220 PTS

M	T	Sv	W	LD	OC
10"	12	2+	16	6+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter LETHAL HITS RAPID FIRE 2	24"	2	3+	5	-1	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	5	-1	1
Havoc launcher BLAST	48"	D6	3+	5	0	1
2x Soulshatter lascannon	48"	2	3+	12	-3	D6+1
Twin heavy bolter LETHAL HITS SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

Assault Ramp
Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

Damaged: 1-5 wounds remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

TRANSPORT

Chaos Land Raider
This model has a transport capacity of 14 Death Guard Infantry models. Each Terminator model takes up the space of 2 models.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

AUFSTELLUNG

1x Chaos Land Raider (Hull)

Equipped with: Combi-bolter, Combi-weapon, Havoc launcher, 2x Soulshatter lascannon, Twin heavy bolter, Armoured tracks

Wargear Options:
- This model can be equipped with one of: Combi-bolter, Combi-weapon.

KEYWORDS: Vehicle, Chaos, Nurgle, Transport, Smoke, Land Raider, Frame
FACTION KEYWORDS: Death Guard

CHAOS LAND RAIDER

220 PTS

M	T	Sv	W	LD	OC
10"	12	2+	16	6+	5

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Nurgle's Gift (Aura)

If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

KEYWORDS: Vehicle, Chaos, Nurgle, Transport, Smoke, Land Raider, Frame
FACTION KEYWORDS: Death Guard

CHAOS LAND RAIDER

220 PTS

M	T	Sv	W	LD	OC
10"	12	2+	16	6+	5

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Chaos, Nurgle, Transport, Smoke, Land Raider, Frame
FACTION KEYWORDS: Death Guard

CHAOS LORD ON PALANQUIN OF NURGLE [LEGENDS]

90 PTS

M	T	Sv	W	LD	OC
5"	5	3+	8	6+	2

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	4	0	1
Combi-bolter RAPID FIRE 2	24"	2	2+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainsword	Melee	7	2+	4	-1	1
Close combat weapon	Melee	6	2+	4	0	1
Nurgling's claws and teeth EXTRA ATTACKS	Melee	4	5+	2	0	1
Paired accursed weapons TWIN-LINKED	Melee	7	2+	4	-1	1
Power fist	Melee	5	2+	8	-2	2

ABILITIES

CORE - Leader

Lord of Chaos
Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Revolting Regeneration
At the start of your Command phase, this model regains up to D3 lost wounds.

Leader
This model can be attached to the following unit:

- CHOSEN
- LEGIONARIES
- PLAGUE MARINES

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

AUFSTELLUNG

1x Chaos Lord on Palanquin of Nurgle [Legends]

Equipped with: Bolt pistol, Combi-bolter, Combi-weapon, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Accursed weapon, Astartes chainsword, Close combat weapon, Nurgling's claws and teeth, Paired accursed weapons, Power fist

Wargear Options:

- This model can replace its Astartes chainsword with Accursed weapon, Power fist, Paired accursed weapons, Bolt pistol or Plasma pistol.
- This model can replace its Bolt pistol with Plasma pistol, [illegible]rsed weapon, Power fi[illegible]lter or Combi[illegible]

KEYWORDS: Infantry, Character, Grenades, Chaos, Nurgle, Chaos Lord, Palanquin of Nurgle, Leader
FACTION KEYWORDS: Death Guard

CHAOS LORD ON PALANQUIN OF NURGLE [LEGENDS]

90 PTS

M	T	Sv	W	LD	OC
5"	5	3+	8	6+	2

INVULNERABLE SAVE 4+

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Extra Attacks
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

KEYWORDS: Infantry, Character, Grenades, Chaos, Nurgle, Chaos Lord, Palanquin of Nurgle, Leader
FACTION KEYWORDS: Death Guard

CHAOS LORD ON PALANQUIN OF NURGLE [LEGENDS]

90 PTS

M	T	Sv	W	LD	OC
5"	5	3+	8	6+	2

INVULNERABLE SAVE 4+

FACTION RULES

Nurgle's Gift (Aura)

If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Grenades, Chaos, Nurgle, Chaos Lord, Palanquin of Nurgle, Leader
FACTION KEYWORDS: Death Guard

CHAOS PREDATOR ANNIHILATOR

130 PTS

M	T	Sv	W	LD	OC
10"	10	3+	11	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter LETHAL HITS RAPID FIRE 2	24"	2	3+	5	-1	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	5	-1	1
Havoc launcher BLAST	48"	D6	3+	5	0	1
Heavy bolter LETHAL HITS SUSTAINED HITS 1	36"	3	3+	5	-1	2
Lascannon	48"	1	3+	12	-3	D6+1
Predator twin lascannon TWIN-LINKED	48"	1	3+	14	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

Damaged: 1-4 wounds remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Metalophagic Infection
In your Shooting phase, after this model has shot, select one enemy Monster or Vehicle unit hit by one or more of those attacks. Roll one D6, adding 1 to the result if that unit is Afflicted; on a 5+, that unit suffers D3 mortal wounds.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

AUFSTELLUNG

1x Chaos Predator Annihilator (Hull)

Equipped with: Combi-bolter, Combi-weapon, Havoc launcher, Heavy bolter, Lascannon, Predator twin lascannon, Armoured tracks

Wargear Options:
- This model can be equipped with one of: Combi-bolter, Combi-weapon.
- This model can be equipped with one of: 2 heavy bolters, 2 lascannons.

KEYWORDS: Vehicle, Smoke, Chaos, Nurgle, Predator Annihilator, Frame
FACTION KEYWORDS: Death Guard

CHAOS PREDATOR ANNIHILATOR

130 PTS

M	T	Sv	W	LD	OC
10"	10	3+	11	6+	3

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Nurgle's Gift (Aura)

If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

KEYWORDS: Vehicle, Smoke, Chaos, Nurgle, Predator Annihilator, Frame
FACTION KEYWORDS: Death Guard

CHAOS PREDATOR ANNIHILATOR

130 PTS

M	T	Sv	W	LD	OC
10"	10	3+	11	6+	3

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Smoke, Chaos, Nurgle, Predator Annihilator, Frame
FACTION KEYWORDS: Death Guard

CHAOS PREDATOR DESTRUCTOR

140 PTS

M	T	Sv	W	LD	OC
10"	10	3+	11	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter LETHAL HITS RAPID FIRE 2	24"	2	3+	5	-1	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	5	-1	1
Havoc launcher BLAST	48"	D6	3+	5	0	1
Heavy bolter LETHAL HITS SUSTAINED HITS 1	36"	3	3+	5	-1	2
Lascannon	48"	1	3+	12	-3	D6+1
Predator autocannon LETHAL HITS RAPID FIRE 2	48"	4	3+	9	-1	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

Damaged: 1-4 wounds remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Hail of Corrosive Disease
In your Shooting phase, after this model has shot, select one enemy unit (excluding Monsters and Vehicles) hit by one or more of those attacks. Until the end of the phase, each time a friending Death Guard unit makes a ranged attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1. The same enemy unit can only be affected by this ability once per phase.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

AUFSTELLUNG

1x Chaos Predator Destructor (Hull)

Equipped with: Combi-bolter, Combi-weapon, Havoc launcher, Heavy bolter, Lascannon, Predator autocannon, Armoured tracks

Wargear Options:
- This model can be equipped with one of: Combi-bolter, Combi-weapon.
- This model can be equipped with one of: 2 plague heavy bolters, 2 lascannons.

KEYWORDS: Vehicle, Chaos, Nurgle, Smoke, Predator Destructor, Frame
FACTION KEYWORDS: Death Guard

CHAOS PREDATOR DESTRUCTOR

140 PTS

M	T	Sv	W	LD	OC
10"	10	3+	11	6+	3

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

FACTION RULES

Nurgle's Gift (Aura)

If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

KEYWORDS: Vehicle, Chaos, Nurgle, Smoke, Predator Destructor, Frame
FACTION KEYWORDS: Death Guard

CHAOS PREDATOR DESTRUCTOR

140 PTS

M	T	Sv	W	LD	OC
10"	10	3+	11	6+	3

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Chaos, Nurgle, Smoke, Predator Destructor, Frame
FACTION KEYWORDS: Death Guard

CHAOS RHINO

75 PTS

M	T	Sv	W	LD	OC
12"	9	3+	10	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter **LETHAL HITS** **RAPID FIRE 2**	24"	2	3+	5	-1	1
Combi-weapon **ANTI-INFANTRY 4+** **DEVASTATING WOUNDS** **RAPID FIRE 1**	24"	1	4+	5	-1	1
Havoc launcher **BLAST**	48"	D6	3+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

Fire Support

In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a friendly model that disembarked from this Transport this turn makes an attack that targets that unit, you can re-roll the Wound roll.

TRANSPORT

Chaos Rhino

This model has a transport capacity of 12 Death Guard Infantry models. It cannot transport Terminator models.

WEAPON ABILITIES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Blast

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

AUFSTELLUNG

1x Chaos Rhino (Hull)

Equipped with: Combi-bolter, Combi-weapon, Havoc launcher, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Combi-bolter.
- This model can be equipped with one of: Combi-bolter, Combi-weapon.

KEYWORDS: Vehicle, Transport, Dedicated Transport, Smoke, Chaos, Nurgle, Rhino, Frame
FACTION KEYWORDS: Death Guard

CHAOS RHINO

75 PTS

M	T	Sv	W	LD	OC
12"	9	3+	10	6+	2

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

Nurgle's Gift (Aura)
If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Firing Deck 2
This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).

2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).

3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.

4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

KEYWORDS: Vehicle, Transport, Dedicated Transport, Smoke, Chaos, Nurgle, Rhino, Frame
FACTION KEYWORDS: Death Guard

CHAOS SPAWN

80 PTS

CHAOS SPAWN

M	T	Sv	W	LD	OC
8"	7	4+	4	7+	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hideous Mutations	Melee	D6+2	4+	5	-1	2

ABILITIES

Lethal Ichor
Each time a melee attack is allocated to a model in this unit, after the attacking unit has finished making its attacks, roll one D6 (to a maximum of six D6 per attacking unit): for each 4+, the attacking unit suffers 1 mortal wound.

FACTION RULES

Nurgle's Gift (Aura)
If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

AUFSTELLUNG

2x Chaos Spawn - Equipped with: Hideous Mutations (50mm)

KEYWORDS: Beast, Chaos, Nurgle, Spawn
FACTION KEYWORDS: Death Guard

CHAOS SPAWN

80 PTS

CHAOS SPAWN

M	T	Sv	W	LD	OC
8"	7	4+	4	7+	1

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Feel No Pain 5+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Beast, Chaos, Nurgle, Spawn
FACTION KEYWORDS: Death Guard

DAEMON PRINCE OF NURGLE

185 PTS

M	T	Sv	W	LD	OC
8"	12	2+	10	6+	3

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Infernal cannon LETHAL HITS	24"	3	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Hellforged weapons - strike LETHAL HITS	Melee	7	2+	8	-2	3
➤ Hellforged weapons - sweep LETHAL HITS	Melee	14	2+	6	-1	1

ABILITIES

Death Guard Defenders
While this model is within 3" of one or more friendly Death Guard Infantry units, this model has the Lone Operative ability.

Fevered Strategist
Once per Battle Round, one model from your army with this ability can use it when a friendly Death Guard unit within 12" of that model is targeted with a Stratagem. If it does, reduce the CP cost of that Stratagem by 1CP.

Miasma of Pestilence (Aura)
While a friendly Death Guard unit is within 6" of this model, each time a ranged attack targets that unit, models in that unit have the Benefit of Cover against that attack.

WEAPON ABILITIES

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

AUFSTELLUNG

1x Daemon Prince of Nurgle (60mm)

Equipped with: Infernal cannon, ➤ Hellforged weapons - strike, ➤ Hellforged weapons - sweep

KEYWORDS: Monster, Character, Chaos, Nurgle, Daemon, Daemon Prince
FACTION KEYWORDS: Death Guard

DAEMON PRINCE OF NURGLE

185 PTS

M	T	Sv	W	LD	OC
8"	12	2+	10	6+	3

INVULNERABLE SAVE 4+

FACTION RULES

Nurgle's Gift (Aura)

If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Monster, Character, Chaos, Nurgle, Daemon, Daemon Prince
FACTION KEYWORDS: Death Guard

DAEMON PRINCE OF NURGLE WITH WINGS

160 PTS

M	T	Sv	W	LD	OC
12"	11	2+	10	6+	3

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Infernal cannon LETHAL HITS	24"	3	2+	7	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Hellforged weapons - strike LETHAL HITS	Melee	7	2+	8	-2	3
➤ Hellforged weapons - sweep LETHAL HITS	Melee	14	2+	6	-1	1

ABILITIES

Enfeebling Miasma (Aura)
While an enemy unit (excluding *Monsters and Vehicles) is within 6" of this model, each time that unit is selected to Fall Back, models in that enemy unit must take Desperate Escape tests. When doing so, if that enemy unit is Battle-shocked, subtract 1 from each of those Desperate Escape tests.

Horrifying Visage
Each time this model ends a Charge move, select one enemy unit within Engagement Range of it. That unit must take a Battle-shock test, subtracting 1 from that test.

WEAPON ABILITIES

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

AUFSTELLUNG

1x Daemon Prince of Nurgle with wings (60mm)

Equipped with: Infernal cannon, ➤ Hellforged weapons - strike, ➤ Hellforged weapons - sweep

KEYWORDS: Monster, Character, Chaos, Nurgle, Daemon, Fly, Daemon Prince with Wings
FACTION KEYWORDS: Death Guard

DAEMON PRINCE OF NURGLE WITH WINGS

160 PTS

M	T	Sv	W	LD	OC
12"	11	2+	10	6+	3

INVULNERABLE SAVE 4+

FACTION RULES

Nurgle's Gift (Aura)

If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Monster, Character, Chaos, Nurgle, Daemon, Fly, Daemon Prince with Wings
FACTION KEYWORDS: Death Guard

DEATH GUARD CHAOS LORD [LEGENDS]

65 PTS

M	T	Sv	W	LD	OC
5"	5	3+	5	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter LETHAL HITS RAPID FIRE 2	24"	2	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	2+	4	0	1
Plague bolt pistol LETHAL HITS PISTOL	12"	1	2+	4	0	1
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	7	2+	4	-1	1
Plague fist LETHAL HITS	Melee	5	3+	8	-2	2
Plague-encrusted exalted weapon LETHAL HITS	Melee	6	2+	5	-2	1
Twin lightning claws TWIN-LINKED	Melee	7	2+	5	-2	1

ABILITIES

CORE - Leader

Chaos Lord
While this model is leading a unit, each time a model in that unit makes an attack, re-roll a Hit roll of 1.

Dessication Conduit (Aura)
While an enemy unit is within Contagion Range of this model, at the end of the turn, roll one D6: on a 4+, that enemy unit suffers D3 mortal wounds.

Leader
This model can be attached to the following unit: PLAGUE MARINES

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

AUFSTELLUNG

1x Death Guard Chaos Lord [Legends]

Equipped with: Combi-bolter, Combi-weapon, Plague bolt pistol, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Astartes chainsword, Plague fist, Plague-encrusted exalted weapon, Twin lightning claws

Wargear Options:
- This model can replace its Astartes chainsword with Plague fist or Plague-encrusted exalted weapon.
- This model can replace its Plague bolt pistol with Plasma pistol, Combi-weapon, Plague fist, Plague-encrusted exalted [illegible]on, Twin lightning cla[illegible]lter.

KEYWORDS: Infantry, Character, Chaos, Nurgle, Grenades, Chaos Lord, Leader
FACTION KEYWORDS: Death Guard

DEATH GUARD CHAOS LORD [LEGENDS]

65 PTS

M	T	Sv	W	LD	OC
5"	5	3+	5	6+	1

INVULNERABLE SAVE 4+

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Nurgle's Gift (Aura)
If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

KEYWORDS: Infantry, Character, Chaos, Nurgle, Grenades, Chaos Lord, Leader
FACTION KEYWORDS: Death Guard

DEATH GUARD CHAOS LORD [LEGENDS]

65 PTS

M	T	Sv	W	LD	OC
5"	5	3+	5	6+	1

INVULNERABLE SAVE 4+

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Chaos, Nurgle, Grenades, Chaos Lord, Leader
FACTION KEYWORDS: Death Guard

DEATH GUARD CHAOS LORD IN TERMINATOR ARMOUR [LEGENDS]

85 PTS

M	T	Sv	W	LD	OC
4"	6	2+	6	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter LETHAL HITS RAPID FIRE 2	24"	2	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainfist ANTI-VEHICLE 3+	Melee	5	3+	8	-2	2
Plague fist LETHAL HITS	Melee	5	2+	8	-2	2
Plague-encrusted exalted weapon LETHAL HITS	Melee	6	2+	5	-2	1
Twin lightning claws TWIN-LINKED	Melee	7	2+	5	-2	1

ABILITIES

CORE - Leader

Chaos Lord
While this model is leading a unit, each time a model in that unit makes an attack, re-roll a Hit roll of 1.

Dessication Conduit (Aura)
While an enemy unit is within Contagion Range of this model, at the end of the turn, roll one D6: on a 4+, that enemy unit suffers D3 mortal wounds.

Leader
This model can be attached to the following units: BLIGHTLORD TERMINATORS, DEATHSHROUD TERMINATORS

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

AUFSTELLUNG

1x Death Guard Chaos Lord in Terminator Armour [Legends]

Equipped with: Combi-bolter, Combi-weapon, Chainfist, Plague fist, Plague-encrusted exalted weapon, Twin lightning claws

Wargear Options:
- This model can replace its Combi-bolter with Combi-weapon or Plague-encrusted exalted weapon.
- This model can replace its Plague-encrusted exalted weapon with Plague fist, Twin lightning claws or Chainfist.

KEYWORDS: Infantry, Character, Chaos, Nurgle, Chaos Lord, Terminator, Leader
FACTION KEYWORDS: Death Guard

DEATH GUARD CHAOS LORD IN TERMINATOR ARMOUR [LEGENDS]

85 PTS

M	T	Sv	W	LD	OC
4"	6	2+	6	6+	1

INVULNERABLE SAVE 4+

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Nurgle's Gift (Aura)
If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Chaos, Nurgle, Chaos Lord, Terminator, Leader
FACTION KEYWORDS: Death Guard

DEATH GUARD CULTISTS [LEGENDS]

50–100 PTS

CULTIST CHAMPION

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Cultist firearm	24"	1	4+	3	0	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Heavy stubber RAPID FIRE 3	36"	3	5+	4	0	1
➤ Grenade launcher - frag BLAST	24"	D3	4+	4	0	1
➤ Grenade launcher - krak	24"	1	4+	9	-2	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Brutal assault weapon	Melee	2	4+	3	0	1

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Cultist Champion - Equipped with: Cultist firearm, Brutal assault weapon

9-19x Cultist oder Cultist w/ flamer oder Cultist w/ heavy stubber oder Cultist w/ grenade launcher

KEYWORDS: Infantry, Chaos, Nurgle, Cultists
FACTION KEYWORDS: Death Guard

DEATH GUARD CULTISTS [LEGENDS]

50–100 PTS

CULTIST CHAMPION

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

FACTION RULES

Nurgle's Gift (Aura)
If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

CORE RULES

Scouts 6"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Infantry, Chaos, Nurgle, Cultists
FACTION KEYWORDS: Death Guard

DEATH GUARD POSSESSED [LEGENDS] 155–310 PTS

M	T	Sv	W	LD	OC
9"	6	3+	3	6+	1

INVULNERABLE SAVE 5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hideous mutations	Melee	4	3+	5	-1	2

ABILITIES

Diseased icon
Melee weapons in the bearer's unit have the [LETHAL HITS] ability.

Infectious Bloodshed
Each time this unit makes a Charge move, until the end of the turn, weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

WEAPON ABILITIES

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

FACTION RULES

Nurgle's Gift (Aura)
If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

AUFSTELLUNG

5-10x Possessed

Equipped with: Hideous mutations

KEYWORDS: Infantry, Chaos, Daemon, Possessed
FACTION KEYWORDS: Death Guard

DEATH GUARD SORCERER IN TERMINATOR ARMOUR [LEGENDS]

70 PTS

M	T	Sv	W	LD	OC
4"	6	2+	5	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter LETHAL HITS RAPID FIRE 2	24"	2	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
➤ Curse of the Leper - focused witchfire HAZARDOUS PSYCHIC	24"	2D6	3+	6	-2	1
➤ Curse of the Leper - witchfire PSYCHIC	24"	D6	3+	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainfist ANTI-VEHICLE 3+	Melee	3	4+	8	-2	2
Force weapon PSYCHIC	Melee	4	3+	6	-1	D3
Plague fist LETHAL HITS	Melee	3	3+	8	-2	2
Plague-encrusted exalted weapon LETHAL HITS	Melee	6	2+	5	-2	1
Twin lightning claws TWIN-LINKED	Melee	5	3+	5	-2	1

ABILITIES

CORE - Leader

Pestilent Familiar (Psychic)
Once per battle, after selecting targets for a **Psychic** weapon equipped by this model, until the end of the phase, improve the Strength and Damage characteristics of that weapon by 2.

Putrescent Vitality (Psychic)
At the start of the Fight phase, you can roll one D6: on a 1, this PSYKER's unit suffers D3 mortal wounds; on a 2+, until the end of the phase, each time an attack is allocated to a model in this PSYKER's unit, subtract 1 from the Damage characteristic of that attack.

Leader
This model can be attached to the following units: BLIGHTLORD TERMINATORS, DEATHSHROUD TERMINATORS

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

AUFSTELLUNG

1x Death Guard Sorcerer in Terminator Armour [Legends]

Equipped with: Combi-bolter, Combi-weapon, ➤ Curse of the Leper - focused witchfire, ➤ Curse of the Leper - witchfire, Chainfist, Force weapon, Plague fist, Plague-encrusted exalted weapon, Twin lightning claws

Wargear Options:
- This model can replace its Combi-bolter with Combi-weapon or Plague-encrusted exalted weapon.
- This model can replace its Force weapon with Chainfist, Plague fist, Twin lightning claws or Plague-encrusted exalted weapon.

KEYWORDS: Infantry, Character, Chaos, Nurgle, Psyker, Sorcerer, Terminator, Leader
FACTION KEYWORDS: Death Guard

DEATH GUARD SORCERER IN TERMINATOR ARMOUR [LEGENDS]

70 PTS

M	T	Sv	W	LD	OC
4"	6	2+	5	6+	1

INVULNERABLE SAVE 4+

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Nurgle's Gift (Aura)

If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

KEYWORDS: Infantry, Character, Chaos, Nurgle, Psyker, Sorcerer, Terminator, Leader
FACTION KEYWORDS: Death Guard

DEATH GUARD SORCERER IN TERMINATOR ARMOUR [LEGENDS]

70 PTS

M	T	Sv	W	LD	OC
4"	6	2+	5	6+	1

INVULNERABLE SAVE 4+

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Chaos, Nurgle, Psyker, Sorcerer, Terminator, Leader
FACTION KEYWORDS: Death Guard

DEATHSHROUD TERMINATORS

150–305 PTS

DEATHSHROUD TERMINATOR CHAMPION

M	T	Sv	W	LD	OC
5"	7	2+	4	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Plaguespurt gauntlet **ANTI-INFANTRY 4+** **IGNORES COVER** **PISTOL** **TORRENT**	12"	D6	N/A	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Manreaper - strike **LETHAL HITS**	Melee	4	2+	8	-2	2
➤ Manreaper - sweep **LETHAL HITS**	Melee	8	3+	4	-1	1

ABILITIES

Death Approaches
In your Movement phase, when this unit is set up on the battlefield using the Deep Strike ability, it can be set up anywhere on the battlefield that is more than 6" horizontally away from all Afflicted enemy units, and more than 8" horizontally away from any other enemy units.

Icon of Despair (Aura)
While an enemy unit is within 6" of the bearer, worsen the Leadership characteristic of models in that unit by 1.

Silent Bodyguard
While a Character model is leading this unit, that Character model has the Feel No Pain 4+ ability.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Deathshroud Terminator Champion - Equipped with: ➤ Manreaper - strike, ➤ Manreaper - sweep, Plaguespurt gauntlet (40mm)

2-5x Deathshroud Terminator (40mm)

KEYWORDS: Infantry, Chaos, Nurgle, Deathshroud Terminators, Terminator
FACTION KEYWORDS: Death Guard

DEATHSHROUD TERMINATORS

150–305 PTS

DEATHSHROUD TERMINATOR CHAMPION

M	T	Sv	W	LD	OC
5"	7	2+	4	6+	1

INVULNERABLE SAVE 4+

FACTION RULES

Nurgle's Gift (Aura)
If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Infantry, Chaos, Nurgle, Deathshroud Terminators, Terminator
FACTION KEYWORDS: Death Guard

DEFILER

300 PTS

M	T	Sv	W	LD	OC
12"	11	3+	18	6+	5

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Ectoplasma destructor BLAST LETHAL HITS	36"	D6	3+	12	-3	3
2x Excruciator cannon LETHAL HITS	36"	6	3+	6	-1	2
Hades battle cannon BLAST LETHAL HITS	48"	D6+3	3+	10	-1	3
Hades lascannon LETHAL HITS	48"	2	3+	12	-3	D6+1
Heavy baleflamer IGNORES COVER TORRENT	12"	D6+3	N/A	7	-2	2
Heavy reaper autocannon DEVASTATING WOUNDS LETHAL HITS SUSTAINED HITS 1	48"	4	3+	9	-1	3
2x Magma cutter LETHAL HITS MELTA 2	12"	2	3+	9	-4	D6
➤ Heavy missile launcher - frag BLAST LETHAL HITS	48"	2D6	3+	5	-1	1
➤ Heavy missile launcher - krak LETHAL HITS	48"	2	3+	10	-2	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Electroscourge EXTRA ATTACKS SUSTAINED HITS 2	Melee	5	3+	12	-2	2
Shearing claws - strike LETHAL HITS	Melee	5	3+	16	-3	D6+1
Shearing claws - sweep LETHAL HITS	Melee	10	3+	6	-2	1

ABILITIES

Barrage of Filth
In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, that unit cannot have the Benefit of Cover.

Damaged: 1-6 wounds remaining
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Scuttling Walker
Each time this unit makes a Normal, Advance or Fall Back move, it can move through models (excluding Titanic models) and terrain features. When doing so, it can move within Engagement Range of enemy models, but cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.

WEAPON ABILITIES

AUFSTELLUNG

1x Defiler (160mm)

Equipped with: Ectoplasma destructor, 2x Excruciator cannon, Hades battle cannon, Hades lascannon, Heavy baleflamer, Heavy reaper autocannon, 2x Magma cutter, ➤ Heavy missile launcher - frag, ➤ Heavy missile launcher - krak, Electroscourge, Shearing claws - strike, Shearing claws - sweep

Wargear Options:
- This model can replace its Heavy missile launcher with Electroscourge, Hades lascannon or Heavy reaper autocannon.
- This model can replace its Hades battle cannon with Ectoplasma [illegible]uctor.
- [illegible]el can replace [illegible]

KEYWORDS: Vehicle, Walker, Chaos, Daemon, Nurgle, Defiler
FACTION KEYWORDS: Death Guard

DEFILER

300 PTS

M	T	Sv	W	LD	OC
12"	11	3+	18	6+	5

INVULNERABLE SAVE 5+

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Extra Attacks
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

KEYWORDS: Vehicle, Walker, Chaos, Daemon, Nurgle, Defiler
FACTION KEYWORDS: Death Guard

DEFILER

300 PTS

M	T	Sv	W	LD	OC
12"	11	3+	18	6+	5

INVULNERABLE SAVE 5+

FACTION RULES

Nurgle's Gift (Aura)

If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Walker, Chaos, Daemon, Nurgle, Defiler
FACTION KEYWORDS: Death Guard

FOETID BLOAT-DRONE

100 PTS

M	T	Sv	W	LD	OC
10"	9	3+	10	6+	3

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Plaguespitter ANTI-INFANTRY 2+ IGNORES COVER TORRENT	12"	D6	N/A	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Fleshmower LETHAL HITS	Melee	10	3+	7	-1	2
Plague probe LETHAL HITS	Melee	3	3+	6	-1	1

ABILITIES

Hovering Death
This model is eligible to shoot and declare a charge in a turn in which it Fell Back.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Foetid Bloat-drone (60mm)

Equipped with: 2x Plaguespitter, Fleshmower, Plague probe

Wargear Options:
- This model can replace its Fleshmower with Two plaguespitters.

KEYWORDS: Vehicle, Fly, Chaos, Nurgle, Daemon, Foetid Bloat-drone
FACTION KEYWORDS: Death Guard

FOETID BLOAT-DRONE

100 PTS

M	T	Sv	W	LD	OC
10"	9	3+	10	6+	3

INVULNERABLE SAVE 5+

FACTION RULES

Nurgle's Gift (Aura)

If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Fly, Chaos, Nurgle, Daemon, Foetid Bloat-drone
FACTION KEYWORDS: Death Guard

FOETID BLOAT-DRONE WITH HEAVY BLIGHT LAUNCHER

125 PTS

M	T	Sv	W	LD	OC
10"	9	3+	10	6+	3

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy blight launcher BLAST LETHAL HITS	36"	D6+2	3+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Plague probe LETHAL HITS	Melee	3	3+	6	-1	1

ABILITIES

Explosive Blight
In your Shooting phase, each time this model makes an attack that destroys an enemy unit, before removing the last model in that unit from play, roll a D6, adding 1 to the result if that unit is Afflicted; on a 5+, each enemy unit within 6" of that model is Afflicted until the start of your next turn.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

AUFSTELLUNG

1x Foetid Bloat-drone with heavy blight launcher (60mm)

Equipped with: Heavy blight launcher, Plague probe

KEYWORDS: Vehicle, Fly, Chaos, Nurgle, Daemon, Foetid Bloat-drone
FACTION KEYWORDS: Death Guard

FOETID BLOAT-DRONE WITH HEAVY BLIGHT LAUNCHER

125 PTS

M	T	Sv	W	LD	OC
10"	9	3+	10	6+	3

INVULNERABLE SAVE 5+

FACTION RULES

Nurgle's Gift (Aura)

If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Fly, Chaos, Nurgle, Daemon, Foetid Bloat-drone
FACTION KEYWORDS: Death Guard

FOUL BLIGHTSPAWN

60 PTS

M	T	Sv	W	LD	OC
5"	6	3+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Plague sprayer **ANTI-INFANTRY 2+** **IGNORES COVER** **TORRENT**	12"	D6	N/A	7	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	5	0	1

ABILITIES

CORE - Leader

Blinding Spray
In the Fight phase, you can select one model from your army with this ability to use this ability. If you do, until the end of that phase, that model's unit has the Fights First ability. Each model can only be selected for this ability once per battle.

Putrefying Stink
Enemy models cannot start or end an Advance move within 9" of this model.

Leader
This model can be attached to the following unit: PLAGUE MARINES†

†*Can join even if the unit is already led by another Leader.*

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Foul Blightspawn (40mm)

Equipped with: Plague sprayer, Close combat weapon

KEYWORDS: Infantry, Character, Chaos, Nurgle, Grenades, Foul Blightspawn, Leader
FACTION KEYWORDS: Death Guard

FOUL BLIGHTSPAWN

60 PTS

M	T	Sv	W	LD	OC
5"	6	3+	4	6+	1

FACTION RULES

Nurgle's Gift (Aura)
If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Chaos, Nurgle, Grenades, Foul Blightspawn, Leader
FACTION KEYWORDS: Death Guard

GELLERPOX INFECTED [LEGENDS]

125 PTS

GELLERPOX MUTANT

M	T	Sv	W	LD	OC
5"	5	6+	1	7+	1

NIGHTMARE HULK W/ BELLY FLAMER

M	T	Sv	W	LD	OC
5"	5	6+	4	7+	1

NIGHTMARE HULK

M	T	Sv	W	LD	OC
5"	5	6+	4	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Belly flamer IGNORES COVER TORRENT	12"	D6	N/A	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Brutal weapons	Melee	2	4+	4	0	1
Hideous mutations	Melee	4	4+	6	-1	2

ABILITIES

Fearsome (Aura)
While an enemy unit is within 6" of this unit, each time that enemy unit takes a Battle-shock or Leadership test, subtract 1 from the result.

WEAPON ABILITIES

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

3x Gellerpox Mutant - Equipped with: Brutal weapons

1x Nightmare Hulk w/ belly flamer - Equipped with: Hideous mutations, Belly flamer

3x Nightmare Hulk - Equipped with: Hideous mutations

KEYWORDS: Infantry, Chaos, Nurgle, Gellerpox Infected
FACTION KEYWORDS: Death Guard

GELLERPOX INFECTED [LEGENDS]

125 PTS

GELLERPOX MUTANT

M	T	Sv	W	LD	OC
5"	5	6+	1	7+	1

NIGHTMARE HULK W/ BELLY FLAMER

M	T	Sv	W	LD	OC
5"	5	6+	4	7+	1

NIGHTMARE HULK

M	T	Sv	W	LD	OC
5"	5	6+	4	7+	1

FACTION RULES

Nurgle's Gift (Aura)
If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

CORE RULES

Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

KEYWORDS: Infantry, Chaos, Nurgle, Gellerpox Infected
FACTION KEYWORDS: Death Guard

GREAT UNCLEAN ONE

265 PTS

M	T	Sv	W	LD	OC
7"	12	5+	20	6+	5

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Plague flail	6"	D6+1	3+	7	-2	2
Putrid vomit IGNORES COVER TORRENT	12"	D6+3	N/A	5	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bileblade EXTRA ATTACKS LETHAL HITS	Melee	3	2+	6	-2	2
Doomsday bell LETHAL HITS REVERBERATING SUMMONS	Melee	6	2+	7	-1	2
➤ Bilesword - strike LETHAL HITS	Melee	6	2+	10	-2	D6+1
➤ Bilesword - sweep LETHAL HITS	Melee	12	2+	7	-1	1

ABILITIES

Daemon Lord of Nurgle (Aura)
While a friendly Plague Legions unit is within 6" of this model, add 1 to the Toughness characteristic of models in that unit.

Damaged: 1-7 wounds remaining
While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Nurgle's Rot (Psychic)
At the end of your Movement phase, you can select one enemy unit within 12" of this model. Until the start of your next Movement phase, that unit is rotted. While a unit is rotted, subtract 1 from the Toughness characteristic of models in that unit.

WEAPON ABILITIES

Extra Attacks
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.

- One of that model's other melee weapons, if possible.

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Great Unclean One (130mm)

Equipped with: Plague flail, Putrid vomit, Bileblade, Doomsday bell, ➤ Bilesword - strike, ➤ Bilesword - sweep

Wargear Options:
- This model can replace its Plague flail with Bileblade.
- This model can replace its Bilesword with Doomsday bell.

KEYWORDS: Monster, Character, Psyker, Chaos, Daemon, Nurgle, Great Unclean One, Summoned
FACTION KEYWORDS: Plague Legions

GREAT UNCLEAN ONE

265 PTS

M	T	Sv	W	LD	OC
7"	12	5+	20	6+	5

INVULNERABLE SAVE 4+

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Feel No Pain 6+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

KEYWORDS: Monster, Character, Psyker, Chaos, Daemon, Nurgle, Great Unclean One, Summoned
FACTION KEYWORDS: Plague Legions

HELBRUTE

105 PTS

M	T	Sv	W	LD	OC
7"	9	2+	8	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter LETHAL HITS RAPID FIRE 2	24"	2	3+	5	-1	1
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Multi-melta LETHAL HITS MELTA 2	18"	2	3+	9	-4	D6
Plasma cannon BLAST HAZARDOUS LETHAL HITS	36"	D3	3+	8	-3	3
Twin autocannon TWIN-LINKED LETHAL HITS	48"	2	3+	10	-1	3
Twin heavy bolter LETHAL HITS SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1
➤ Missile launcher - frag BLAST	48"	D6	3+	4	0	1
➤ Missile launcher - krak	48"	1	3+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	3+	6	0	1
Helbrute fist	Melee	5	3+	12	-2	3
Helbrute hammer	Melee	4	3+	14	-3	D6+1
Power scourge	Melee	8	3+	7	-1	2

ABILITIES

Diseased Malice
Each time this model makes an attack that targets an Afflicted unit, add 1 to the Wound roll.

Froth-spattered Frenzy
If this model is equipped with two melee weapons in addition to its close combat weapon, add 2 to the Attacks characteristic of those two weapons.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

AUFSTELLUNG

1x Helbrute (60mm)

Equipped with: Combi-bolter, Heavy flamer, Multi-melta, Plasma cannon, Twin autocannon, Twin heavy bolter, Twin lascannon, ➤ Missile launcher - frag, ➤ Missile launcher - krak, Close combat weapon, Helbrute fist, Helbrute hammer, Power scourge

Wargear Options:
- This model can replace its Helbrute fist with combi-bolter with Helbrute fist with heavy flamer, Power scourge, Missile launcher or Helbrute hammer.
- This model can replace its Multi-melta with Twin autocannon, Helbrute fist with heavy flamer, [illegible]rute fist with combi-bol[illegible]annon, Twin h[illegible]scan[illegible]

KEYWORDS: Vehicle, Walker, Chaos, Nurgle, Helbrute
FACTION KEYWORDS: Death Guard

HELBRUTE

105 PTS

M	T	Sv	W	LD	OC
7"	9	2+	8	6+	3

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Nurgle's Gift (Aura)

If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

KEYWORDS: Vehicle, Walker, Chaos, Nurgle, Helbrute
FACTION KEYWORDS: Death Guard

HELBRUTE

105 PTS

M	T	Sv	W	LD	OC
7"	9	2+	8	6+	3

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Walker, Chaos, Nurgle, Helbrute
FACTION KEYWORDS: Death Guard

HELL TALON [LEGENDS]

140 PTS

M	T	Sv	W	LD	OC
20+"	9	3+	14	6+	0

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autocannon	48"	2	3+	9	-1	3
Havoc launcher BLAST	48"	D6	3+	5	0	1
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	6	0	1

ABILITIES

Bomb Rack
Each time this model ends a Normal move, you can select one enemy unit it moved across during that move and roll six D6: for each 3+, that unit suffers 1 mortal wound.

Damaged: 1-5 wounds remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Hell Talon [Legends]

Equipped with: Autocannon, Havoc launcher, Twin lascannon, Armoured hull

Wargear Options:
- This model can replace its Autocannon with Havoc launcher.

KEYWORDS: Vehicle, Aircraft, Fly, Chaos, Nurgle, Hell Talon
FACTION KEYWORDS: Death Guard

HELL TALON [LEGENDS]

140 PTS

M	T	Sv	W	LD	OC
20+"	9	3+	14	6+	0

INVULNERABLE SAVE 5+

FACTION RULES

Nurgle's Gift (Aura)

If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Aircraft, Fly, Chaos, Nurgle, Hell Talon
FACTION KEYWORDS: Death Guard

HELLBLADE [LEGENDS]

115 PTS

M	T	Sv	W	LD	OC
20+"	8	3+	10	6+	0

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin autocannon TWIN-LINKED	48"	2	3+	9	-1	3
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

Interceptor
Each time this model makes a ranged attack that targets a unit that can FLY, add 1 to the Hit roll.

WEAPON ABILITIES

Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

Nurgle's Gift (Aura)
If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

AUFSTELLUNG

1x Hellblade [Legends]

Equipped with: Twin autocannon, Twin lascannon, Armoured hull

Wargear Options:
- This model can replace its Two twin autocannons with Two twin lascannons.

KEYWORDS: Vehicle, Aircraft, Fly, Chaos, Nurgle, Hellblade
FACTION KEYWORDS: Death Guard

HELLBLADE [LEGENDS]

115 PTS

M	T	Sv	W	LD	OC
20+"	8	3+	10	6+	0

INVULNERABLE SAVE 5+

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Aircraft, Fly, Chaos, Nurgle, Hellblade
FACTION KEYWORDS: Death Guard

ICON BEARER

45 PTS

M	T	Sv	W	LD	OC
5"	6	3+	4	5+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Boltgun LETHAL HITS	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Plague knife LETHAL HITS	Melee	4	3+	5	-1	1

ABILITIES

CORE - Leader

Blessed Icon of Disease
Once per battle, at the start of any phase, you can select one friendly Death Guard unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

Unclean Icon
While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

Leader
This model can be attached to the following unit: PLAGUE MARINES†

†*Can join even if the unit is already led by another Leader.*

WEAPON ABILITIES

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

FACTION RULES

Nurgle's Gift (Aura)
If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

AUFSTELLUNG

1x Icon Bearer (32mm)

Equipped with: Boltgun, Plague knife

KEYWORDS: Infantry, Character, Chaos, Nurgle, Grenades, Death Guard Icon Bearer
FACTION KEYWORDS: Death Guard

ICON BEARER

45 PTS

M	T	Sv	W	LD	OC
5"	6	3+	4	5+	1

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Chaos, Nurgle, Grenades, Death Guard Icon Bearer
FACTION KEYWORDS: Death Guard

LORD OF CONTAGION

110 PTS

M	T	Sv	W	LD	OC
5"	7	2+	6	6+	1

INVULNERABLE SAVE 4+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Manreaper - strike LETHAL HITS	Melee	5	2+	9	-2	3
➤ Manreaper - sweep LETHAL HITS	Melee	10	2+	6	-1	1

ABILITIES

CORE - Leader

Unholy Resilience
The first time a model with this ability is destroyed in a battle round, roll one D6 at the end of the phase. On a 2+, set that model back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with 3 wounds remaining. Each model can only be set up in this way once per battle.

Vector of Disease
While this model is leading a unit, melee weapons equipped by models in that unit have the [Sustained Hits 1] and [Lance] abilties.

Leader
This model can be attached to the following units: BLIGHTLORD TERMINATORS, DEATHSHROUD TERMINATORS

WEAPON ABILITIES

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

FACTION RULES

Nurgle's Gift (Aura)
If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

AUFSTELLUNG

1x Lord of Contagion (40mm)

Equipped with: ➤ Manreaper - strike, ➤ Manreaper - sweep

KEYWORDS: Infantry, Character, Chaos, Nurgle, Grenades, Lord of Contagion, Terminator, Leader
FACTION KEYWORDS: Death Guard

LORD OF CONTAGION

110 PTS

M	T	Sv	W	LD	OC
5"	7	2+	6	6+	1

INVULNERABLE SAVE 4+

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Chaos, Nurgle, Grenades, Lord of Contagion, Terminator, Leader
FACTION KEYWORDS: Death Guard

LORD OF POXES

65 PTS

M	T	Sv	W	LD	OC
5"	6	3+	5	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Great plague blade DEVASTATING WOUNDS LETHAL HITS	Melee	6	2+	8	-2	2

ABILITIES

CORE - Leader

Gift of Poxes
Add 3" to the range of this model's Contagion Range.

Shroud of Disease
While this model is leading a unit, that unit cannot be targeted by ranged attacks unless the attacking unit is within 18".

Leader
This model can be attached to the following units: PLAGUE MARINES

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

AUFSTELLUNG

1x Lord of Poxes (40mm)

Equipped with: ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Great plague blade

KEYWORDS: Character, Infantry, Grenades, Chaos, Nurgle, Lord of Poxes, Leader
FACTION KEYWORDS: Death Guard

LORD OF POXES

65 PTS

M	T	Sv	W	LD	OC
5"	6	3+	5	6+	1

INVULNERABLE SAVE 4+

FACTION RULES

Nurgle's Gift (Aura)

If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Infantry, Grenades, Chaos, Nurgle, Lord of Poxes, Leader
FACTION KEYWORDS: Death Guard

LORD OF VIRULENCE

90 PTS

M	T	Sv	W	LD	OC
5"	7	2+	6	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin plague spewer ANTI-INFANTRY 2+ IGNORES COVER TORRENT TWIN-LINKED	12"	D6	N/A	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power fist LETHAL HITS	Melee	5	2+	8	-2	2

ABILITIES

CORE - Leader

Blight Bombardment
At the start of your Shooting phase, select one enemy unit within 30" of and visible to this model. Until the end of the phase, each time a friendly Death Guard unit makes a ranged attack that targets that unit, re-roll a Hit roll of 1 (if that attack is made with a Blast weapon, you can re-roll the Hit roll instead).

Virulent Aura
While this model is leading a unit, each time a model in that unit makes a ranged attack, you can re-roll the Wound roll.

Leader
This model can be attached to the following units: BLIGHTLORD TERMINATORS, DEATHSHROUD TERMINATORS

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Lord of Virulence (50mm)

Equipped with: Twin plague spewer, Power fist

KEYWORDS: Infantry, Character, Chaos, Nurgle, Lord of Virulence, Terminator, Leader
FACTION KEYWORDS: Death Guard

LORD OF VIRULENCE

90 PTS

M	T	Sv	W	LD	OC
5"	7	2+	6	6+	1

INVULNERABLE SAVE 4+

FACTION RULES

Nurgle's Gift (Aura)

If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Chaos, Nurgle, Lord of Virulence, Terminator, Leader
FACTION KEYWORDS: Death Guard

MALIGNANT PLAGUECASTER

60 PTS

M	T	Sv	W	LD	OC
5"	6	3+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol LETHAL HITS PISTOL	12"	1	3+	5	-1	1
➤ Plague Wind - focused witchfire HAZARDOUS PSYCHIC TORRENT	12"	D6+3	N/A	6	-2	D3
➤ Plague Wind - witchfire PSYCHIC TORRENT	12"	D6	N/A	4	-1	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Corrupted staff LETHAL HITS PSYCHIC	Melee	4	3+	6	-1	D3

ABILITIES

CORE - Leader

Gift of Contagion (Psychic)
While this model is leading a unit, each time a model in that unit makes an attack which targets a unit which is Afflicted, that attack has the [Sustained Hits 1] ability.

Pestilent Fallout (Psychic)
In your Shooting phase, after this model has shot, select one enemy Infantry unit hit by one or more of those attacks made with its Plague Wind. Until the end of your opponent's next turn, that unit is enfeebled. While a unit is enfeebled, subtract 2" from the Move characteristic of models in that unit.

Leader
This model can be attached to the following units: PLAGUE MARINES, POXWALKERS

WEAPON ABILITIES

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Psychic
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Malignant Plaguecaster (32mm)

Equipped with: Bolt pistol, ➤ Plague Wind - focused witchfire, ➤ Plague Wind - witchfire, Corrupted staff

KEYWORDS: Infantry, Character, Chaos, Nurgle, Psyker, Malignant Plaguecaster, Leader
FACTION KEYWORDS: Death Guard

MALIGNANT PLAGUECASTER

60 PTS

M	T	Sv	W	LD	OC
5"	6	3+	4	6+	1

FACTION RULES

Nurgle's Gift (Aura)
If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Chaos, Nurgle, Psyker, Malignant Plaguecaster, Leader
FACTION KEYWORDS: Death Guard

MIASMIC MALIGNIFIER

105 PTS

M	T	Sv	W	LD	OC
-	10	3+	12	6+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Miasmic gouts IGNORES COVER TORRENT	9"	2D6	N/A	3	0	1

ABILITIES

Deployment
Both parts of this Fortification must be deployed within 1" of each other. Both parts are then treated as a single model for all rules purposes.

Diseased Cover
Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this Fortification, that model has the Benefit of Cover against that attack.

Fortification
While an enemy unit is only within Engagement Range of one or more Fortifications from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.

- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

Putrescent Fog (Aura)
Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of this model.

WEAPON ABILITIES

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

FACTION RULES

Nurgle's Gift (Aura)
If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

AUFSTELLUNG

1x Miasmic Malignifier (Hull)

Equipped with: Miasmic gouts

KEYWORDS: Fortification, Chaos, Nurgle, Miasmic Malignifier, Frame
FACTION KEYWORDS: Death Guard

MIASMIC MALIGNIFIER

105 PTS

M	T	Sv	W	LD	OC
-	10	3+	12	6+	0

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Fortification, Chaos, Nurgle, Miasmic Malignifier, Frame
FACTION KEYWORDS: Death Guard

MORTARION

375 PTS

M	T	Sv	W	LD	OC
10"	12	2+	16	5+	6

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Lantern PISTOL SUSTAINED HITS D3	24"	1	2+	10	-3	3
Rotwind BLAST DEVASTATING WOUNDS LETHAL HITS PSYCHIC	24"	D6+3	2+	7	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Silence - strike DEVASTATING WOUNDS LETHAL HITS	Melee	5	2+	14	-3	D6+1
➤ Silence - sweep LETHAL HITS SUSTAINED HITS 1	Melee	15	2+	8	-2	2

ABILITIES

Damaged: 1-6 wounds remaining
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Host of Plagues
At the end of your Movement phase, roll one D6 for each enemy unit within 6" of this model, adding 1 to the result if that unit is Afflicted; on a 3+, that enemy unit suffers D3 mortal wounds.

Lord of the Death Guard
Once per turn, this model can use one of the Lord of the Death Guard abilties.

LORD OF THE DEATH GUARD

Diseased Influence
Just after an enemy unit ends a Normal, Advance or Fall Back move within 8" of a friendly Death Guard unit that is within 6" of this model, if that Death Guard unit is not within Engagement Range of one or more enemy unit, it can make a Normal move of up to 5".

Boon of Death
In the Fight phase, when a friendly Death Guard unit within 6" of this model is selected as the target of an attack, this model can use this ability. If it does, until the end of the phase, each time a model in that Death Guard unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 2+, do not remove it from play; that destroyed model can fight after the attacking unit has finished its attacks, and it is then removed from play.

Inflamed Reprisal
In your opponent's Shooting phase, when a friendly Death Guard unit within 6" of this model is selected as the target of an attack, this model can use this ability. If it does, after the attacking unit has finished making its attacks, that Death Guard unit can shoot as if it were your Shooting phase, but when resolving those attacks, worsen the BS characteristic of that attack by 1 and it can only target that enemy unit (and only if it is an eligible target).

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

AUFSTELLUNG

1x Mortarion (100mm)

Equipped with: Lantern, Rotwind, ➤ Silence - strike, ➤ Silence - sweep

KEYWORDS: Monster, Psyker, Fly, Character, Epic Hero, Daemon, Grenades, Chaos, Nurgle, Primarch, Mortarion
FACTION KEYWORDS: Death Guard

MORTARION

375 PTS

M	T	Sv	W	LD	OC
10"	12	2+	16	5+	6

INVULNERABLE SAVE 4+

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

FACTION RULES

Nurgle's Gift (Aura)
If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

KEYWORDS: Monster, Psyker, Fly, Character, Epic Hero, Daemon, Grenades, Chaos, Nurgle, Primarch, Mortarion
FACTION KEYWORDS: Death Guard

MORTARION

375 PTS

M	T	Sv	W	LD	OC
10"	12	2+	16	5+	6

INVULNERABLE SAVE 4+

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Feel No Pain 5+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

KEYWORDS: Monster, Psyker, Fly, Character, Epic Hero, Daemon, Grenades, Chaos, Nurgle, Primarch, Mortarion
FACTION KEYWORDS: Death Guard

MUTOID VERMIN [LEGENDS] 85 PTS

MUTOID VERMIN

M	T	Sv	W	LD	OC
8"	2	7+	1	8+	0

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Diseased claws and fangs LETHAL HITS	Melee	2	4+	2	0	1

ABILITIES

Mischief Makers (Aura)
While an enemy unit (excluding MONSTERS and VEHICLES) is within 6" of this unit, each time a model in that unit makes a melee attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

FACTION RULES

Nurgle's Gift (Aura)
If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

CORE RULES

Feel No Pain 6+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

AUFSTELLUNG

16x Mutoid Vermin - Equipped with: Diseased claws and fangs

KEYWORDS: Swarm, Chaos, Nurgle, Mutoid Vermin
FACTION KEYWORDS: Death Guard

MYPHITIC BLIGHT-HAULER

MYPHITIC BLIGHT-HAULER

M	T	Sv	W	LD	OC
10"	9	3+	10	6+	3

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bile spurt LETHAL HITS	12"	3	3+	5	0	1
Multi-melta LETHAL HITS MELTA 2	18"	2	3+	9	-4	D6
➤ Missile launcher - frag BLAST	48"	D6	3+	4	0	1
➤ Missile launcher - krak	48"	1	3+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Gnashing maw LETHAL HITS	Melee	4	3+	6	-1	1

ABILITIES

Tank Hunters
In your Shooting phase, each time a model in this unit makes a attack that targets a Monster or Vehicle unit, add 1 to the Hit roll and add 1 to the Wound roll.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Melta
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

AUFSTELLUNG

1-2x Myphitic Blight-hauler - Equipped with: Bile spurt, Gnashing maw, ➤ Missile launcher - frag, ➤ Missile launcher - krak, Multi-melta (80mm)

KEYWORDS: Vehicle, Chaos, Nurgle, Daemon, Smoke, Myphitic Blight-hauler
FACTION KEYWORDS: Death Guard

MYPHITIC BLIGHT-HAULER

MYPHITIC BLIGHT-HAULER

M	T	Sv	W	LD	OC
10"	9	3+	10	6+	3

INVULNERABLE SAVE 5+

FACTION RULES

Nurgle's Gift (Aura)

If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Chaos, Nurgle, Daemon, Smoke, Myphitic Blight-hauler
FACTION KEYWORDS: Death Guard

NOXIOUS BLIGHTBRINGER 50 PTS

M	T	Sv	W	LD	OC
5"	6	3+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Cursed plague bell ANTI-PSYKER 2+ LETHAL HITS	Melee	5	3+	4	0	2

ABILITIES

CORE - Leader

Sickening Vitality
While this model is leading a unit, add 1" to the Move characteristic of models in that unit and you can re-roll Advance and Charge rolls made for that unit.

Tocsin of Misery (Aura)
In the Battle-shock step of your opponent's Command phase, if an enemy unit that is below its Starting Strength is within 9" of this model, that enemy unit must take a Battle-shock test, subtracting 1 from that test if it is a Psyker unit.

Leader
This model can be attached to the following units: PLAGUE MARINES, POXWALKERS

WEAPON ABILITIES

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

AUFSTELLUNG

1x Noxious Blightbringer (40mm)

Equipped with: ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Cursed plague bell

KEYWORDS: Infantry, Character, Chaos, Nurgle, Noxious Blightbringer, Leader
FACTION KEYWORDS: Death Guard

NOXIOUS BLIGHTBRINGER 50 PTS

M	T	Sv	W	LD	OC
5"	6	3+	4	6+	1

FACTION RULES

Nurgle's Gift (Aura)
If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Chaos, Nurgle, Noxious Blightbringer, Leader
FACTION KEYWORDS: Death Guard

NURGLINGS

45–90 PTS

NURGLING SWARM

M	T	Sv	W	LD	OC
5"	3	7+	4	8+	0

INVULNERABLE SAVE 5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Diseased claws and teeth LETHAL HITS	Melee	4	5+	2	0	1

ABILITIES

Mischief Makers (Aura)
Each time an enemy unit (excluding Titanic units) within Engagement Range of one or more units with this ability is selected to fight, until the end of the phase, each time a model in that enemy unit makes a melee attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Infiltrators
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

AUFSTELLUNG

3-6x Nurgling Swarm - Equipped with: Diseased claws and teeth (40mm)

KEYWORDS: Swarm, Chaos, Daemon, Nurgle, Summoned, Nurglings
FACTION KEYWORDS: Plague Legions

PLAGUE DRONES

110–220 PTS

PLAGUE DRONE

M	T	Sv	W	LD	OC
10"	8	6+	5	7+	2

INVULNERABLE SAVE 5+

PLAGUEBRINGER

M	T	Sv	W	LD	OC
10"	8	6+	5	7+	2

INVULNERABLE SAVE 5+

AUFSTELLUNG

2-5x Plague Drone - Equipped with: Death's heads, Foul mouthparts, Plaguesword (Large Flying Base)

1x Plaguebringer - Equipped with: Death's heads, Foul mouthparts, Plaguesword (Large Flying Base)

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Death's heads **BLAST** **LETHAL HITS**	12"	D3	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Foul mouthparts **EXTRA ATTACKS** **LETHAL HITS**	Melee	2	4+	5	-1	2
Plaguesword **LETHAL HITS**	Melee	2	3+	4	-1	1

ABILITIES

Daemonic Icon
Models in the bearer's unit have a Leadership characteristic of 6+.

Death's Heads
In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the end of the turn, each time a friendly NURGLE LEGIONES DAEMONICA unit makes an attack that targets that unit, you can re-roll the Wound roll.

Instrument of Chaos
Add 1 to Charge rolls made for the bearer's unit.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Extra Attacks
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

KEYWORDS: Mounted, Fly, Chaos, Daemon, Nurgle, Summoned, Plague Drones
FACTION KEYWORDS: Plague Legions

PLAGUE DRONES

110–220 PTS

PLAGUE DRONE

M	T	Sv	W	LD	OC
10"	8	6+	5	7+	2

INVULNERABLE SAVE 5+

PLAGUEBRINGER

M	T	Sv	W	LD	OC
10"	8	6+	5	7+	2

INVULNERABLE SAVE 5+

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Mounted, Fly, Chaos, Daemon, Nurgle, Summoned, Plague Drones
FACTION KEYWORDS: Plague Legions

PLAGUE LORD [CRUCIBLE] 80 PTS

M	T	Sv	W	LD	OC
5"	6	3+	5	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blight launcher BLAST LETHAL HITS	24"	D3	2+	6	-1	2
Bolt pistol LETHAL HITS PISTOL	24"	1	2+	4	0	1
Boltgun LETHAL HITS	24"	2	2+	4	0	1
Combi-bolter LETHAL HITS RAPID FIRE 2	24"	2	2+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	2+	4	0	1
Hyper blight grenades ASSAULT BLAST LETHAL HITS	12"	D6	2+	7	-1	2
Injector pistol ANTI-INFANTRY 2+ PISTOL PRECISION	3"	1	3+	4	-1	3
Meltagun MELTA 2	12"	1	2+	9	-4	D6
Plague belcher ANTI-INFANTRY 4+ IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Plague spewer ANTI-INFANTRY 2+ IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Plague sprayer ANTI-INFANTRY 2+ IGNORES COVER TORRENT	12"	D6	N/A	7	-2	2
Plaguespurt gauntlet ANTI-INFANTRY 4+ IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1
Reaper autocannon DEVASTATING WOUNDS SUSTAINED HITS 1	36"	4	2+	7	-1	1
Twin plague spewer ANTI-INFANTRY 2+ IGNORES COVER TORRENT TWIN-LINKED	12"	D6	N/A	5	-1	1
➤ Plague Wind - focused witchfire HAZARDOUS PSYCHIC TORRENT	12"	D6+3	N/A	6	-2	D3
➤ Plague Wind - witchfire PSYCHIC TORRENT	12"	D6	N/A	4	-1	D3
➤ Plasma gun - standard RAPID FIRE 1	24"	1	3+	7	-2	1

AUFSTELLUNG

1x Plague Lord [Crucible]

Equipped with: Blight launcher, Bolt pistol, Boltgun, Combi-bolter, Combi-weapon, Hyper blight grenades, Injector pistol, Meltagun, Plague belcher, Plague spewer, Plague sprayer, Plaguespurt gauntlet, Reaper autocannon, Twin plague spewer, ➤ Plague Wind - focused witchfire, ➤ Plague Wind - witchfire, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Balesword, Bubotic weapons, Close combat weapon, Corrupted staff, Flail of corruption, Great plague blade, Heavy plague weapon, Plague [illegible] Power fist, ➤ Manreaper [illegible] Manreaper - swe[illegible]

[illegible]s:

KEYWORDS: Infantry, Character, Chaos, Nurgle, Grenades, Plague Lord, Leader
FACTION KEYWORDS: Death Guard

PLAGUE LORD [CRUCIBLE] 80 PTS

M	T	Sv	W	LD	OC
5"	6	3+	5	6+	1

INVULNERABLE SAVE 4+

➤ Plasma gun - supercharge HAZARDOUS RAPID FIRE 1	24"	1	3+	8	-3	2
➤ Plasma pistol - standard RAPID FIRE 1 PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Balesword LETHAL HITS	Melee	4	2+	5	-2	2
Bubotic weapons LETHAL HITS	Melee	5	2+	5	-2	1
Close combat weapon	Melee	4	3+	4	0	1
Corrupted staff LETHAL HITS PSYCHIC	Melee	4	3+	6	-1	D3
Flail of corruption LETHAL HITS	Melee	6	2+	5	-1	2
Great plague blade DEVASTATING WOUNDS LETHAL HITS	Melee	6	2+	8	-2	2
Heavy plague weapon LETHAL HITS	Melee	5	2+	8	-2	2
Plague knife LETHAL HITS	Melee	5	2+	4	0	1
Power fist LETHAL HITS	Melee	5	2+	8	-2	2
➤ Manreaper - strike LETHAL HITS	Melee	5	2+	9	-2	3
➤ Manreaper - sweep LETHAL HITS	Melee	10	2+	6	-1	1

ABILITIES

CORE - Leader, Leader

Foul Infusion
While this model is leading a unit, weapons equipped by models in that unit have the [Lethal Hits] ability. In addition, each time a model in that unit makes an attack, a Critical hit is scored on an unmodified Hit roll of 5+, instead of only 6.

Gift of Poxes
Add 3" to the range of this model's Contagion Range.

Malicious Calculations
While this model is leading a unit, each time a model in that unit makes an attack, you can ignore any or all modifiers to that attack's Ballistic Skill or Weapon Skill characteristics and/or any or all modifiers to the Hit roll.

Putrefying Stink
Enemy models cannot start or end an Advance move within 9" of this model.

Shroud of Disease
While this model is leading a unit, that unit cannot be targeted by ranged attacks unless the attacking model is within 18".

Sickening Vitality
While this model is leading a unit, add 1" to the Move characteristic of models in that unit and you can re-roll Advance and Charge rolls made for that unit.

KEYWORDS: Infantry, Character, Chaos, Nurgle, Grenades, Plague Lord, Leader
FACTION KEYWORDS: Death Guard

PLAGUE LORD [CRUCIBLE] 80 PTS

M	T	Sv	W	LD	OC
5"	6	3+	5	6+	1

INVULNERABLE SAVE 4+

Tainted Narthecium
While this model is leading a unit, in your Command phase, you can return one destroyed Bodyguard model to that unit.

Tocsin of Misery (Aura)
In the Battle-shock step of your opponent's Command phase, if an enemy unit that is below its Starting Strength is within 9" of one or more models with this ability, that enemy unit must take a Battle-shock test, subtracting 1 from that test if it is a Psyker unit.

Unclean Icon
While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

Vector of Disease
While this model is leading a unit, melee weapons equipped by models in that unit have the [**Sustained Hits** 1] and [Lance] abilities.

Leader
This model can be attached to the following units: Blightlord Terminators, Deathshroud Terminators

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

KEYWORDS: Infantry, Character, Chaos, Nurgle, Grenades, Plague Lord, Leader
FACTION KEYWORDS: Death Guard

PLAGUE LORD [CRUCIBLE] 80 PTS

M	T	Sv	W	LD	OC
5"	6	3+	5	6+	1

INVULNERABLE SAVE 4+

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Nurgle's Gift (Aura)
If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

KEYWORDS: Infantry, Character, Chaos, Nurgle, Grenades, Plague Lord, Leader
FACTION KEYWORDS: Death Guard

PLAGUE LORD [CRUCIBLE] 80 PTS

M	T	Sv	W	LD	OC
5"	6	3+	5	6+	1

INVULNERABLE SAVE 4+

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Chaos, Nurgle, Grenades, Plague Lord, Leader
FACTION KEYWORDS: Death Guard

PLAGUE MARINES

90–175 PTS

PLAGUE CHAMPION

M	T	Sv	W	LD	OC
5"	6	3+	2	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blight launcher BLAST LETHAL HITS	24"	D3	3+	6	-1	2
Bolt pistol LETHAL HITS PISTOL	12"	1	3+	5	-1	1
Boltgun LETHAL HITS	24"	2	3+	5	-1	1
Meltagun MELTA 2	12"	1	3+	9	-4	D6
Plague belcher ANTI-INFANTRY 4+ IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Plague spewer ANTI-INFANTRY 2+ IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
➤ Plasma gun - standard RAPID FIRE 1	24"	1	3+	7	-2	1
➤ Plasma gun - supercharge HAZARDOUS RAPID FIRE 1	24"	1	3+	8	-3	2
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bubotic weapons LETHAL HITS	Melee	4	3+	5	-2	1
Heavy plague weapon LETHAL HITS	Melee	3	4+	8	-2	2
Plague knives LETHAL HITS	Melee	3	3+	5	-1	1
Power fist LETHAL HITS	Melee	3	3+	8	-2	2

ABILITIES

Icon of Despair (Aura)
While an enemy unit is within 6" of the bearer, worsen the Leadership characteristic of models in that unit by 1.

Infused with the Blessings of Nurgle
In your Shooting phase, each time this unit is selected to shoot, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the start of your next turn, that unit is Afflicted.

WEAPON ABILITIES

AUFSTELLUNG

1x Plague Champion - Equipped with: Plague knives, Bubotic weapons, Power fist, Bolt pistol, Boltgun, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge (32mm)

4-9x Plague Marine w/ bubotic weapons oder Plague Marine w/ heavy plague weapon oder Plague Marine w/ blight launcher oder Plague Marine w/ boltgun oder Plague Marine w/ plague spewer oder Plague Marine w/ icon of despair (32mm)

Wargear Options:
ch Plague Champion can
its Plague knives
Buboti

KEYWORDS: Infantry, Chaos, Nurgle, Grenades, Battleline, Plague Marines
FACTION KEYWORDS: Death Guard

PLAGUE MARINES

90–175 PTS

PLAGUE CHAMPION

M	T	Sv	W	LD	OC
5"	6	3+	2	6+	2

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

KEYWORDS: Infantry, Chaos, Nurgle, Grenades, Battleline, Plague Marines
FACTION KEYWORDS: Death Guard

PLAGUE MARINES

90–175 PTS

PLAGUE CHAMPION

M	T	Sv	W	LD	OC
5"	6	3+	2	6+	2

FACTION RULES

Nurgle's Gift (Aura)
If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

KEYWORDS: Infantry, Chaos, Nurgle, Grenades, Battleline, Plague Marines
FACTION KEYWORDS: Death Guard

PLAGUE SORCERER [CRUCIBLE]

70 PTS

M	T	Sv	W	LD	OC
5"	6	3+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blight launcher BLAST LETHAL HITS	24"	D3	2+	6	-1	2
Bolt pistol LETHAL HITS PISTOL	24"	1	2+	4	0	1
Boltgun LETHAL HITS	24"	2	2+	4	0	1
Combi-bolter LETHAL HITS RAPID FIRE 2	24"	2	2+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	2+	4	0	1
Hyper blight grenades ASSAULT BLAST LETHAL HITS	12"	D6	2+	7	-1	2
Injector pistol ANTI-INFANTRY 2+ PISTOL PRECISION	3"	1	3+	4	-1	3
Meltagun MELTA 2	12"	1	2+	9	-4	D6
Plague belcher ANTI-INFANTRY 4+ IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Plague spewer ANTI-INFANTRY 2+ IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Plague sprayer ANTI-INFANTRY 2+ IGNORES COVER TORRENT	12"	D6	N/A	7	-2	2
Plaguespurt gauntlet ANTI-INFANTRY 4+ IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1
Reaper autocannon DEVASTATING WOUNDS SUSTAINED HITS 1	36"	4	2+	7	-1	1
Twin plague spewer ANTI-INFANTRY 2+ IGNORES COVER TORRENT TWIN-LINKED	12"	D6	N/A	5	-1	1
➤ Plague Wind - focused witchfire HAZARDOUS PSYCHIC TORRENT	12"	D6+3	N/A	6	-2	D3
➤ Plague Wind - witchfire PSYCHIC TORRENT	12"	D6	N/A	4	-1	D3

AUFSTELLUNG

1x Plague Sorcerer [Crucible]

Equipped with: Blight launcher, Bolt pistol, Boltgun, Combi-bolter, Combi-weapon, Hyper blight grenades, Injector pistol, Meltagun, Plague belcher, Plague spewer, Plague sprayer, Plaguespurt gauntlet, Reaper autocannon, Twin plague spewer, ➤ Plague Wind - focused witchfire, ➤ Plague Wind - witchfire, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Balesword, Bubotic weapons, Close combat weapon, Corrupted staff, Flail of corruption, Great plague blade, Heavy plague weapon, Plague [illegible] Power fist, ➤ Manreaper [illegible] Manreaper - swe[illegible]

[illegible]s:

KEYWORDS: Infantry, Character, Psyker, Chaos, Nurgle, Plague Sorcerer, Leader
FACTION KEYWORDS: Death Guard

PLAGUE SORCERER [CRUCIBLE]

70 PTS

M	T	Sv	W	LD	OC
5"	6	3+	4	6+	1

➤ Plasma gun - standard RAPID FIRE 1	24"	1	3+	7	-2	1
➤ Plasma gun - supercharge HAZARDOUS RAPID FIRE 1	24"	1	3+	8	-3	2
➤ Plasma pistol - standard RAPID FIRE 1 PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Balesword LETHAL HITS	Melee	4	2+	5	-2	2
Bubotic weapons LETHAL HITS	Melee	5	2+	5	-2	1
Close combat weapon	Melee	4	3+	4	0	1
Corrupted staff LETHAL HITS PSYCHIC	Melee	4	3+	6	-1	D3
Flail of corruption LETHAL HITS	Melee	6	2+	5	-1	2
Great plague blade DEVASTATING WOUNDS LETHAL HITS	Melee	6	2+	8	-2	2
Heavy plague weapon LETHAL HITS	Melee	5	2+	8	-2	2
Plague knife LETHAL HITS	Melee	5	2+	4	0	1
Power fist LETHAL HITS	Melee	5	2+	8	-2	2
➤ Manreaper - strike LETHAL HITS	Melee	5	2+	9	-2	3
➤ Manreaper - sweep LETHAL HITS	Melee	10	2+	6	-1	1

ABILITIES

CORE - Leader, Leader

Foul Infusion
While this model is leading a unit, weapons equipped by models in that unit have the [**Lethal Hits**] ability. In addition, each time a model in that unit makes an attack, a Critical hit is scored on an unmodified Hit roll of 5+, instead of only 6.

Gift of Contagion (Psychic)
Each time a model in this unit makes an attack that targets a unit that is Afflicted, that attack has the [**Sustained Hits** 1] ability.

Malicious Calculations
While this model is leading a unit, each time a model in that unit makes an attack, you can ignore any or all modifiers to that attack's Ballistic Skill or Weapon Skill characteristics and/or any or all modifiers to the Hit roll.

Putrefying Stink
Enemy models cannot start or end an Advance move within 9" of this model.

KEYWORDS: Infantry, Character, Psyker, Chaos, Nurgle, Plague Sorcerer, Leader
FACTION KEYWORDS: Death Guard

PLAGUE SORCERER [CRUCIBLE]

70 PTS

M	T	Sv	W	LD	OC
5"	6	3+	4	6+	1

Shroud of Disease
While this model is leading a unit, that unit cannot be targeted by ranged attacks unless the attacking model is within 18".

Sickening Vitality
While this model is leading a unit, add 1" to the Move characteristic of models in that unit and you can re-roll Advance and Charge rolls made for that unit.

Tainted Narthecium
While this model is leading a unit, in your Command phase, you can return one destroyed Bodyguard model to that unit.

Tocsin of Misery (Aura)
In the Battle-shock step of your opponent's Command phase, if an enemy unit that is below its Starting Strength is within 9" of one or more models with this ability, that enemy unit must take a Battle-shock test, subtracting 1 from that test if it is a Psyker unit.

Unclean Icon
While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

Vector of Disease
While this model is leading a unit, melee weapons equipped by models in that unit have the [**Sustained Hits** 1] and [Lance] abilities.

Leader
This model can be attached to the following units: Blightlord Terminators, Deathshroud Terminators

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

KEYWORDS: Infantry, Character, Psyker, Chaos, Nurgle, Plague Sorcerer, Leader
FACTION KEYWORDS: Death Guard

PLAGUE SORCERER [CRUCIBLE]

70 PTS

M	T	Sv	W	LD	OC
5"	6	3+	4	6+	1

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

KEYWORDS: Infantry, Character, Psyker, Chaos, Nurgle, Plague Sorcerer, Leader
FACTION KEYWORDS: Death Guard

PLAGUE SORCERER [CRUCIBLE]

70 PTS

M	T	Sv	W	LD	OC
5"	6	3+	4	6+	1

FACTION RULES

Nurgle's Gift (Aura)

If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Psyker, Chaos, Nurgle, Plague Sorcerer, Leader
FACTION KEYWORDS: Death Guard

PLAGUE SURGEON

50 PTS

M	T	Sv	W	LD	OC
5"	6	3+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol LETHAL HITS PISTOL	12"	1	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Balesword LETHAL HITS	Melee	4	3+	5	-2	2

ABILITIES

CORE - Leader

Inflamed Infections

At the start of the Fight phase, select one enemy unit within Engagement Range of this model. Until the end of the phase, each time this model makes an attack that targets that unit, an unmodified Hit roll of 5+ scores a Critical Hit. If that unit is below Half-strength, an unmodified Hit roll of 4+ scores a Critical Hit instead.

Tainted Narthecium

While this model is leading a unit, in your Command phase, you can return 1 destroyed Bodyguard model to that unit.

Leader

This model can be attached to the following unit: PLAGUE MARINES†

†*Can join even if the unit is already led by another Leader.*

WEAPON ABILITIES

Lethal Hits

Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Pistol

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

AUFSTELLUNG

1x Plague Surgeon (40mm)

Equipped with: Bolt pistol, Balesword

KEYWORDS: Infantry, Character, Chaos, Nurgle, Plague Surgeon, Leader
FACTION KEYWORDS: Death Guard

PLAGUE SURGEON

50 PTS

M	T	Sv	W	LD	OC
5"	6	3+	4	6+	1

FACTION RULES

Nurgle's Gift (Aura)
If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Chaos, Nurgle, Plague Surgeon, Leader
FACTION KEYWORDS: Death Guard

PLAGUEBEARERS

115 PTS

PLAGUERIDDEN

M	T	Sv	W	LD	OC
5"	5	7+	2	7+	2

INVULNERABLE SAVE 5+

PLAGUEBEARER

M	T	Sv	W	LD	OC
5"	5	7+	2	7+	2

INVULNERABLE SAVE 5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Plaguesword LETHAL HITS	Melee	2	3+	4	-1	1

ABILITIES

Daemonic Icon
Models in the bearer's unit have a Leadership characteristic of 6+.

Infected Outbreak
If you control an objective marker at the end of your Command phase and this unit is within range of that objective marker, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

Instrument of Chaos
Add 1 to Charge rolls made for the bearer's unit.

WEAPON ABILITIES

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

AUFSTELLUNG

1x Plagueridden - Equipped with: Plaguesword (32mm)

9x Plaguebearer - Equipped with: Plaguesword (32mm)

KEYWORDS: Infantry, Battleline, Chaos, Daemon, Nurgle, Plaguebearers, Summoned
FACTION KEYWORDS: Plague Legions

PLAGUEBURST CRAWLER 170 PTS

M	T	Sv	W	LD	OC
10"	10	2+	12	6+	3

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Entropy cannon LETHAL HITS	36"	1	3+	10	-3	D6+1
Heavy slugger LETHAL HITS	36"	4	3+	5	-1	1
Plagueburst mortar BLAST INDIRECT FIRE LETHAL HITS	48"	D6+3	3+	8	-1	2
2x Plaguespitter ANTI-INFANTRY 2+ IGNORES COVER TORRENT	12"	D6	N/A	6	-1	1
Rothail volley gun LETHAL HITS RAPID FIRE 3	36"	3	3+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

Damaged: 1-4 wounds remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Spore-laced Shock Waves
In your Shooting phase, each time you select a target for this model's Plagueburst mortar, roll one D6 for the target unit and every other enemy unit within 3" of the target unit, adding 1 to that roll if the unit being rolled for is Afflicted. On a 6+, the unit being rolled for is struck by spores; after resolving all of this model's attacks against the target unit, each unit struck by spores suffers D3 mortal wounds.

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Blast
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Indirect Fire
Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

AUFSTELLUNG

1x Plagueburst Crawler (Hull)

Equipped with: 2x Entropy cannon, Heavy slugger, Plagueburst mortar, 2x Plaguespitter, Rothail volley gun, Armoured tracks

Wargear Options:
- This model can replace its Heavy slugger with Rothail volley gun.
- This model can replace its 2 entropy cannons with 2 plaguespitters.

KEYWORDS: Vehicle, Chaos, Nurgle, Daemon, Plagueburst Crawler, Frame
FACTION KEYWORDS: Death Guard

PLAGUEBURST CRAWLER 170 PTS

M	T	Sv	W	LD	OC
10"	10	2+	12	6+	3

INVULNERABLE SAVE 5+

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

FACTION RULES

Nurgle's Gift (Aura)
If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Chaos, Nurgle, Daemon, Plagueburst Crawler, Frame
FACTION KEYWORDS: Death Guard

POXWALKERS

65–130 PTS

M	T	Sv	W	LD	OC
5"	4	7+	1	8+	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Improvised weapons LETHAL HITS	Melee	2	5+	3	0	1

ABILITIES

Curse of the Walking Pox
Each time a Poxwalker model in this unit makes an attack that destroys an enemy model (excluding Monster and Vehicle models), after this unit has resolved its attacks, you can return one destroyed Poxwalker model to this unit.

While Typhus is leading this unit, enemy models destroyed as a result of Typhus' Eater Plague ability count as enemy models destroyed by an attack made by a Poxwalker model in this unit for the purposes of this ability.

WEAPON ABILITIES

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

FACTION RULES

Nurgle's Gift (Aura)
If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

AUFSTELLUNG

10-20x Poxwalker (25mm)

Equipped with: Improvised weapons

KEYWORDS: Infantry, Chaos, Nurgle, Poxwalkers
FACTION KEYWORDS: Death Guard

POXWALKERS

65–130 PTS

M	T	Sv	W	LD	OC
5"	4	7+	1	8+	1

CORE RULES

Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Infiltrators
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

KEYWORDS: Infantry, Chaos, Nurgle, Poxwalkers
FACTION KEYWORDS: Death Guard

ROTIGUS

280 PTS

M	T	Sv	W	LD	OC
7"	12	5+	22	6+	5

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Streams of brackish filth DEVASTATING WOUNDS IGNORES COVER TORRENT	12"	2D6	N/A	8	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Gnarlrod - strike LETHAL HITS PSYCHIC	Melee	7	2+	10	-3	3
➤ Gnarlrod - sweep LETHAL HITS PSYCHIC	Melee	14	2+	8	-1	1

ABILITIES

Damaged: 1-7 wounds remaining
While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Deluge of Nurgle (Aura)
While an enemy unit is within 6" of this model, subtract 2 from the Move characteristic and subtract 1 from the Objective Control characteristic of models in that unit.

Virulent Blessing (Psychic)
At the start of the Fight phase, you can select one enemy unit within 24" of and visible to this model. Until the end of the phase, each time an attack made by a Plague Legions model is allocated to a model in that unit, add 1 to the Damage characteristic of that attack.

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Psychic
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Rotigus (130mm)

Equipped with: Streams of brackish filth, ➤ Gnarlrod - strike, ➤ Gnarlrod - sweep

KEYWORDS: Monster, Character, Epic Hero, Psyker, Chaos, Daemon, Nurgle, Rotigus, Summoned
FACTION KEYWORDS: Plague Legions

ROTIGUS

280 PTS

M	T	Sv	W	LD	OC
7"	12	5+	22	6+	5

INVULNERABLE SAVE 4+

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Feel No Pain 6+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

KEYWORDS: Monster, Character, Epic Hero, Psyker, Chaos, Daemon, Nurgle, Rotigus, Summoned
FACTION KEYWORDS: Plague Legions

SORCERER ON PALANQUIN OF NURGLE [LEGENDS]

80 PTS

M	T	Sv	W	LD	OC
5"	5	3+	7	6+	2

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	4	0	1
Combi-bolter RAPID FIRE 2	24"	2	2+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
➤ Infernal Gaze - focused witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	24"	D6	3+	6	-2	D3
➤ Infernal Gaze - witchfire PSYCHIC	24"	D6	3+	5	-1	D3
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Astartes chainsword	Melee	5	3+	4	-1	1
Force weapon PSYCHIC	Melee	4	3+	6	-1	D3
Nurgling's claws and teeth EXTRA ATTACKS LETHAL HITS	Melee	4	5+	2	0	1
Power fist	Melee	5	2+	8	-2	2

ABILITIES

CORE - Leader

Feculent Despair (Aura, Psychic)
While an enemy unit is within 6" of this model, each time that unit takes a Battle-shock test, subtract 1 from that test.

Gift of Poxes (Psychic)
While this model is leading a unit, weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

Leader
This model can be attached to the following unit:

- PLAGUE MARINES

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

AUFSTELLUNG

1x Sorcerer on Palanquin of Nurgle [Legends]

Equipped with: Bolt pistol, Combi-bolter, Combi-weapon, ➤ Infernal Gaze - focused witchfire, ➤ Infernal Gaze - witchfire, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Accursed weapon, Astartes chainsword, Force weapon, Nurgling's claws and teeth, Power fist

Wargear Options:

- This model can replace its Bolt pistol with Accursed weapon, Combi-bolter, Power fist, Plasma pistol, Astartes chainsword or Combi-weapon.

KEYWORDS: Infantry, Character, Grenades, Psyker, Chaos, Nurgle, Sorcerer, Palanquin of Nurgle, Leader
FACTION KEYWORDS: Death Guard

SORCERER ON PALANQUIN OF NURGLE [LEGENDS]

80 PTS

M	T	Sv	W	LD	OC
5"	5	3+	7	6+	2

INVULNERABLE SAVE 4+

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Extra Attacks
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

KEYWORDS: Infantry, Character, Grenades, Psyker, Chaos, Nurgle, Sorcerer, Palanquin of Nurgle, Leader
FACTION KEYWORDS: Death Guard

SORCERER ON PALANQUIN OF NURGLE [LEGENDS]

80 PTS

M	T	Sv	W	LD	OC
5"	5	3+	7	6+	2

INVULNERABLE SAVE 4+

FACTION RULES

Nurgle's Gift (Aura)
If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Grenades, Psyker, Chaos, Nurgle, Sorcerer, Palanquin of Nurgle, Leader
FACTION KEYWORDS: Death Guard

TALLYMAN

60 PTS

M	T	Sv	W	LD	OC
5"	6	3+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	5	0	1

ABILITIES

CORE - Leader

Malicious Calculations
While this model is leading a unit, each time a model in that unit makes an attack, you can ignore any or all modifiers to that attack's Ballistic Skill or Weapon Skill characteristics and/or any or all modifiers to the Hit roll.

Seven-fold Chant
In your Command phase, if this model is on the battlefield, roll 2D6: on a 7+, you gain 1CP.

Leader
This model can be attached to the following unit: PLAGUE MARINES†

†*Can join even if the unit is already led by another Leader.*

WEAPON ABILITIES

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

AUFSTELLUNG

1x Tallyman (40mm)

Equipped with: ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Close combat weapon

KEYWORDS: Infantry, Character, Chaos, Nurgle, Tallyman, Leader
FACTION KEYWORDS: Death Guard

TALLYMAN

60 PTS

M	T	Sv	W	LD	OC
5"	6	3+	4	6+	1

FACTION RULES

Nurgle's Gift (Aura)
If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Chaos, Nurgle, Tallyman, Leader
FACTION KEYWORDS: Death Guard

TRI-LOBE VECTORS [CRUCIBLE]

120 PTS

TRI-LOBE VECTOR

M	T	Sv	W	LD	OC
5"	6	3+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blight launcher BLAST LETHAL HITS	24"	D3	2+	6	-1	2
Bolt pistol LETHAL HITS PISTOL	24"	1	2+	4	0	1
Boltgun LETHAL HITS	24"	2	2+	4	0	1
Combi-bolter LETHAL HITS RAPID FIRE 2	24"	2	2+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	2+	4	0	1
Hyper blight grenades ASSAULT BLAST LETHAL HITS	12"	D6	2+	7	-1	2
Injector pistol ANTI-INFANTRY 2+ PISTOL PRECISION	3"	1	3+	4	-1	3
Meltagun MELTA 2	12"	1	2+	9	-4	D6
Plague belcher ANTI-INFANTRY 4+ IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Plague spewer ANTI-INFANTRY 2+ IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Plague sprayer ANTI-INFANTRY 2+ IGNORES COVER TORRENT	12"	D6	N/A	7	-2	2
Plaguespurt gauntlet ANTI-INFANTRY 4+ IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1
Reaper autocannon DEVASTATING WOUNDS SUSTAINED HITS 1	36"	4	2+	7	-1	1
Twin plague spewer ANTI-INFANTRY 2+ IGNORES COVER TORRENT TWIN-LINKED	12"	D6	N/A	5	-1	1
➤ Plague Wind - focused witchfire HAZARDOUS PSYCHIC TORRENT	12"	D6+3	N/A	6	-2	D3
➤ Plague Wind - witchfire PSYCHIC TORRENT	12"	D6	N/A	4	-1	D3

AUFSTELLUNG

3x Tri-lobe Vector - Equipped with: Blight launcher, Boltgun, Combi-bolter, Combi-weapon, Hyper blight grenades, Meltagun, Plague belcher, Plague spewer, Plague sprayer, ➤ Plague Wind - witchfire, ➤ Plague Wind - focused witchfire, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, Reaper autocannon, Twin plague spewer, Bolt pistol, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Injector pistol, Plaguespurt gauntlet, Balesword, Bubotic weapons, Close combat weapon, Corrupted staff, Flail of corruption, reat plague blade, Heavy plagu n, Plague knife, Powe er - strike, ➤

KEYWORDS: Infantry, Character, Grenades, Chaos, Nurgle, Tri-lobe Vectors, Leader
FACTION KEYWORDS: Death Guard

TRI-LOBE VECTORS [CRUCIBLE]

120 PTS

TRI-LOBE VECTOR

M	T	Sv	W	LD	OC
5"	6	3+	4	6+	1

➤ Plasma gun - standard RAPID FIRE 1	24"	1	3+	7	-2	1
➤ Plasma gun - supercharge HAZARDOUS RAPID FIRE 1	24"	1	3+	8	-3	2
➤ Plasma pistol - standard RAPID FIRE 1 PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Balesword LETHAL HITS	Melee	4	2+	5	-2	2
Bubotic weapons LETHAL HITS	Melee	5	2+	5	-2	1
Close combat weapon	Melee	4	3+	4	0	1
Corrupted staff LETHAL HITS PSYCHIC	Melee	4	3+	6	-1	D3
Flail of corruption LETHAL HITS	Melee	6	2+	5	-1	2
Great plague blade DEVASTATING WOUNDS LETHAL HITS	Melee	6	2+	8	-2	2
Heavy plague weapon LETHAL HITS	Melee	5	2+	8	-2	2
Plague knife LETHAL HITS	Melee	5	2+	4	0	1
Power fist LETHAL HITS	Melee	5	2+	8	-2	2
➤ Manreaper - strike LETHAL HITS	Melee	5	2+	9	-2	3
➤ Manreaper - sweep LETHAL HITS	Melee	10	2+	6	-1	1

ABILITIES

CORE - Leader, Leader

Foul Infusion
While this model is leading a unit, weapons equipped by models in that unit have the [Lethal Hits] ability. In addition, each time a model in that unit makes an attack, a Critical hit is scored on an unmodified Hit roll of 5+, instead of only 6.

Malicious Calculations
While this model is leading a unit, each time a model in that unit makes an attack, you can ignore any or all modifiers to that attack's Ballistic Skill or Weapon Skill characteristics and/or any or all modifiers to the Hit roll.

Putrefying Stink
Enemy models cannot start or end an Advance move within 9" of this model.

Shroud of Disease
While this model is leading a unit, that unit cannot be targeted by ranged attacks unless the attacking model is within 18".

KEYWORDS: Infantry, Character, Grenades, Chaos, Nurgle, Tri-lobe Vectors, Leader
FACTION KEYWORDS: Death Guard

TRI-LOBE VECTORS [CRUCIBLE]

120 PTS

TRI-LOBE VECTOR

M	T	Sv	W	LD	OC
5"	6	3+	4	6+	1

Sickening Vitality
While this model is leading a unit, add 1" to the Move characteristic of models in that unit and you can re-roll Advance and Charge rolls made for that unit.

Tainted Narthecium
While this model is leading a unit, in your Command phase, you can return one destroyed Bodyguard model to that unit.

Tocsin of Misery (Aura)
In the Battle-shock step of your opponent's Command phase, if an enemy unit that is below its Starting Strength is within 9" of one or more models with this ability, that enemy unit must take a Battle-shock test, subtracting 1 from that test if it is a Psyker unit.

Unclean Icon
While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

Vector of Disease
While this model is leading a unit, melee weapons equipped by models in that unit have the [**Sustained Hits** 1] and [Lance] abilities.

Leader
This model can be attached to the following units: Blightlord Terminators, Deathshroud Terminators

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

KEYWORDS: Infantry, Character, Grenades, Chaos, Nurgle, Tri-lobe Vectors, Leader
FACTION KEYWORDS: Death Guard

TRI-LOBE VECTORS [CRUCIBLE]

120 PTS

TRI-LOBE VECTOR

M	T	Sv	W	LD	OC
5"	6	3+	4	6+	1

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Infantry, Character, Grenades, Chaos, Nurgle, Tri-lobe Vectors, Leader
FACTION KEYWORDS: Death Guard

TYPHUS

90 PTS

M	T	Sv	W	LD	OC
5"	7	2+	6	6+	1

INVULNERABLE SAVE 4+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Lakrimae - strike LETHAL HITS	Melee	6	2+	9	-2	3
➤ Lakrimae - sweep LETHAL HITS	Melee	12	2+	6	-1	1

ABILITIES

CORE - Leader

Eater Plague (Psychic)
In your Shooting phase, you can select one enemy unit within 18" of and visible to this Psyker (excluding units with the Lone Operative ability that are not part of an Attached unit and are not within 12" of this Psyker and roll one D6: on a 1, this Psyker's unit suffers D3 mortal wounds; on a 2-5, that enemy unit suffers D6 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.

The Destroyer Hive
While this model is leading a unit, each time a melee attack targets that unit, subtract 1 from the Hit roll.

Leader
This model can be attached to the following units: BLIGHTLORD TERMINATORS, DEATHSHROUD TERMINATORS, POXWALKERS

WEAPON ABILITIES

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

FACTION RULES

Nurgle's Gift (Aura)
If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

AUFSTELLUNG

1x Typhus (50mm)

Equipped with: ➤ Lakrimae - strike, ➤ Lakrimae - sweep

KEYWORDS: Infantry, Character, Epic Hero, Chaos, Nurgle, Psyker, Typhus, Terminator, Leader
FACTION KEYWORDS: Death Guard

TYPHUS

90 PTS

M	T	Sv	W	LD	OC
5"	7	2+	6	6+	1

INVULNERABLE SAVE 4+

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Epic Hero, Chaos, Nurgle, Psyker, Typhus, Terminator, Leader
FACTION KEYWORDS: Death Guard

PUNKTELISTE

EINHEIT	PUNKTE
Beasts of Nurgle	0 pts
Biologus Putrifier	60 pts
Blightlord Terminators	115 pts (bis 3 Modelle) · 185 pts (4–5 Modelle) · 370 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +30 pts
Chaos Land Raider	220 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Chaos Lord on Palanquin of Nurgle [Legends]	90 pts
Chaos Predator Annihilator	130 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Chaos Predator Destructor	140 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Chaos Rhino	75 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Chaos Spawn	80 pts
Daemon Prince of Nurgle	185 pts
Daemon Prince of Nurgle with wings	160 pts
Death Guard Chaos Lord [Legends]	65 pts
Death Guard Chaos Lord in Terminator Armour [Legends]	85 pts
Death Guard Cultists [Legends]	50 pts (bis 10 Modelle) · 100 pts (ab 11 Modellen)
Death Guard Possessed [Legends]	155 pts (bis 5 Modelle) · 310 pts (ab 6 Modellen)
Death Guard Sorcerer in Terminator Armour [Legends]	70 pts
Deathshroud Terminators	150 pts (bis 3 Modelle) · 305 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Defiler	300 pts · ab der 2. gleichnamigen Einheit im Heer: +50 pts
Foetid Bloat-drone	100 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Foetid Bloat-drone with heavy blight launcher	125 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Foul Blightspawn	60 pts
Gellerpox Infected [Legends]	125 pts
Great Unclean One	265 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Helbrute	105 pts
Hell Talon [Legends]	140 pts
Hellblade [Legends]	115 pts
Icon Bearer	45 pts
Lord of Contagion	110 pts
Lord of Poxes	65 pts
Lord of Virulence	90 pts
Malignant Plaguecaster	60 pts
Miasmic Malignifier	105 pts
Mortarion	375 pts
Mutoid Vermin [Legends]	85 pts
Noxious Blightbringer	50 pts

EINHEIT	PUNKTE
Nurglings	45 pts (bis 3 Modelle) · 90 pts (ab 4 Modellen)
Plague Drones	110 pts (bis 3 Modelle) · 220 pts (ab 4 Modellen)
Plague Lord [Crucible]	80 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Plague Marines	90 pts (bis 5 Modelle) · 125 pts (6–7 Modelle) · 175 pts (ab 8 Modellen)
Plague Sorcerer [Crucible]	70 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Plague Surgeon	50 pts
Plaguebearers	115 pts
Plagueburst Crawler	170 pts · ab der 3. gleichnamigen Einheit im Heer: +30 pts
Poxwalkers	65 pts (bis 10 Modelle) · 130 pts (ab 11 Modellen)
Rotigus	280 pts
Sorcerer on Palanquin of Nurgle [Legends]	80 pts
Tallyman	60 pts
Tri-lobe Vectors [Crucible]	120 pts
Typhus	90 pts

ENHANCEMENTS — CHAMPIONS OF CONTAGION

ENHANCEMENT	PUNKTE
Final Ingredient	20 pts
Visions of Virulence	15 pts
Needle of Nurgle	25 pts
Cornucophagus	35 pts

ENHANCEMENTS — CONTAGION ENGINES

ENHANCEMENT	PUNKTE
Parasitic Woe-Reaper	15 pts
Lancet of the Worldsore	15 pts

ENHANCEMENTS — DEATH LORD'S CHOSEN

ENHANCEMENT	PUNKTE
Face of Death	10 pts
Vile Vigour	15 pts
Warprot Talisman	30 pts
Helm of the Fly King	20 pts

ENHANCEMENTS — FLYBLOWN HOST

ENHANCEMENT	PUNKTE
Insectile Murmuration	15 pts
Plagueveil	15 pts

ENHANCEMENTS — MORTARION'S HAMMER

ENHANCEMENT	PUNKTE
Eye of Affliction	20 pts
Bilemaw Blight	10 pts
Shriekworm Familiar	15 pts
Tendrilous Emissions	30 pts

ENHANCEMENTS — PARAGONS OF PUTRESCENCE

ENHANCEMENT	PUNKTE
Host of the Hybridised Pox	40 pts
Rejuvenating Swarm	20 pts

ENHANCEMENTS — SHAMBLEROT VECTORIUM

ENHANCEMENT	PUNKTE
Lord of the Walking Pox	15 pts
Talisman of Burgeoning	25 pts
Witherbone Pipes	25 pts
Sorrowsyphon	10 pts

ENHANCEMENTS — TALLYBAND SUMMONERS

ENHANCEMENT	PUNKTE
Beckoning Blight	20 pts
Fell Harvester	10 pts
Entropic Knell	15 pts
Tome of Bounteous Blessings	20 pts

ENHANCEMENTS — VIRULENT VECTORIUM

ENHANCEMENT	PUNKTE
Daemon Weapon of Nurgle	10 pts
Furnace of Plagues	25 pts
Revolting Regeneration	30 pts
Arch Contaminator	25 pts