

C O D E X

CHAOS - DEATH GUARD

classic-sw

INHALTSVERZEICHNIS

FRAKTIONSREGELN	5
FRAKTIONSKRAM	7
DETACHMENTS	9
Detachments — Übersicht	9
Champions of Contagion	11
Death Lord's Chosen	13
Mortarion's Hammer	15
Paragons	17
Shamblerot Vectorium	19
Tallyband Summoners	21
Virulent Vectorium	23
DATASHEETS	25
Beasts of Nurgle	25
Biologus Putrifier	27
Blightlord Terminators	29
Chaos Land Raider	33
Chaos Lord on Palanquin of Nurgle [Legends]	37
Chaos Predator Annihilator	41
Chaos Predator Destructor	45
Chaos Rhino	49
Chaos Spawn	53
Daemon Prince of Nurgle	55
Daemon Prince of Nurgle with wings	57
Death Guard Chaos Lord [Legends]	59
Death Guard Chaos Lord in Terminator Armour [Legends]	63
Death Guard Cultists [Legends]	67
Death Guard Possessed [Legends]	69
Death Guard Sorcerer in Terminator Armour [Legends]	71
Deathshroud Terminators	75
Defiler	77
Foetid Bloat-drone	81
Foetid Bloat-drone with heavy blight launcher	83
Foul Blightspawn	85
Gellerpox Infected [Legends]	87
Great Unclean One	89
Helbrute	91

Hell Talon [Legends]	95
Hellblade [Legends]	97
Icon Bearer	99
Lord of Contagion	101
Lord of Poxes	103
Lord of Virulence	105
Malignant Plaguecaster	107
Miasmic Malignifier	109
Mortarion	111
Mutoid Vermin [Legends]	115
Myphitic Blight-hauler	117
Noxious Blightbringer	119
Nurglings	121
Plague Drones	123
Plague Lord [Crucible]	125
Plague Marines	131
Plague Sorcerer [Crucible]	135
Plague Surgeon	141
Plaguebearers	143
Plagueburst Crawler	145
Poxwalkers	147
Rotigus	149
Sorcerer on Palanquin of Nurgle [Legends]	151
Tallyman	155
Tri-lobe Vectors [Crucible]	157
Typhus	163
PUNKTELISTE	165

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 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

\$text: Melee

name: Range

typeld: 914c-b413-91e3-a132

UEBERSICHT

Champions of Contagion

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

Death Lord's Chosen

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

Mortarion's Hammer

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

Paragons

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

CHAMPIONS OF CONTAGION

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.

DEATH LORD'S CHOSEN

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".

MORTARION'S HAMMER

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 OCP.

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.

PARAGONS

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.	

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.

<div class="BreakInsideAvoid" style="""><table width="0" border="0" bordercolor="#888" cellpadding="4" cellspacing="0" style="border-collapse:collapse;border-width:0px"><tbody><tr><td><table class=" customTable tablefont" border="1" bordercolor="#888" cellpadding="4" style="border-collapse:collapse;border-color:#888888;border-width:0px"><tbody><tr><td style="border-width:1px 1px 1px 1px;border-style:none none none none;background-color:rgb(77,86,14);color:rgb(255,255,255);text-align:center;vertical-align:middle;font-size:22px;width:240px;height:0px;">BATTLE SIZE</td><td style="border-width:1px 1px 1px 1px;border-style:none none none none;background-color:rgb(77,86,14);color:rgb(255,255,255);text-align:center;vertical-align:middle;font-size:22px;width:240px;height:0px;">BATTLE ROUNDS</td></tr><tr><td style="border-width:1px 1px 1px 1px;border-style:none none none none;text-align:center;vertical-align:middle;font-size:18px;width:240px;height:0px;">Incursion</td><td style="border-width:1px 1px 1px 1px;border-style:none none none none;text-align:center;vertical-align:middle;font-size:22px;width:240px;height:0px;">2,3</td></tr><tr><td style="border-width:1px 1px 1px 1px;border-style:dotted none dotted none;text-align:center;vertical-align:middle;font-size:18px;width:240px;height:0px;">Strike Force</td><td style="border-width:1px 1px 1px 1px;border-style:dotted none dotted none;text-align:center;vertical-align:middle;font-size:22px;width:240px;height:0px;">2, 3, 4</td></tr><tr><td style="border-width:1px 1px 1px 1px;border-style:none none dotted none;text-align:center;vertical-align:middle;font-size:18px;width:240px;height:0px;">Onslaught</td><td style="border-width:1px 1px 1px 1px;border-style:none none dotted none;text-align:center;vertical-align:middle;font-

 |

size:22px;width:240px;height:0px;">2, 3, 4, 5</td></tr></tbody></table></td></tr></tbody></table></div>

KEYWORDS

POXWALKERS units 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

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

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

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.

TALLYBAND SUMMONERS

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 units Contagion Range.

PLAGUE LEGIONS

You can include Plague Legions units in your army, even though they do not have the DEATH GUARD Faction keyword. The combined points cost of such units you can include in your army is:

- Incursion: Up to 500 pts • Strike Force: Up to 1000 pts • Onslaught: Up to 1500 pts

No PLAGUE LEGIONS models from your army can be your WARLORD.

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.

VIRULENT VECTORIUM

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 ability.

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

If you control an objective marker at the end of your Command phase and a Death Guard unit from your army (excluding Battle-shocked units) is within range of that objective marker, that objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase. In addition, until you lose control of that objective marker, it has the Nurgle's Gift ability as if it were a DEATH GUARD model from your army.

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).

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 – 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.

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 - CHAOS - DEATH GUARD

0 PTS

BEAST OF NURGLE

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

INVULNERABLE
SAVE

5+

AUFSTELLUNG

1-2x Beast of Nurgle - Equipped with: Putrid appendages

KEYWORDS: Beast, Chaos, Daemon, Nurgle, Summoned, Beasts of Nurgle

FACTION KEYWORDS: Plague Legions

✂ 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.

BIOLOGUS PUTRIFIER - CHAOS - DEATH GUARD

60 PTS

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

AUFSTELLUNG
1x Biologus Putrifier
Equipped with: Hyper blight grenades, Injector pistol, Plague knives

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

 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+	4	0	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
You can attach this model to a Plague Marines unit, even if one other Leader unit has already been attached to it (you cannot attach more than one of the same Leader to the same unit). If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

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]**.*

BIOLOGUS PUTRIFIER - CHAOS - DEATH GUARD

60 PTS

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

AUFSTELLUNG
1x Biologus Putrifier
Equipped with: Hyper blight grenades, Injector pistol, Plague knives

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

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.

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 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.

BLIGHTLORD TERMINATORS - CHAOS -
DEATH GUARD

115–370 PTS

BLIGHTLORD CHAMPION

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Blightlord Champion - Equipped with: Bubotic blade, Combi-weapon, Combi-bolter

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

Wargear Options:

- Each Blightlord Champion can replace its Combi-bolter with Combi-weapon.

KEYWORDS: Infantry, Chaos, Nurgle, Blightlord Terminators, Terminator

FACTION KEYWORDS: Death Guard

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+	4	0	1
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
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+	4	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+.

BLIGHTLORD TERMINATORS - CHAOS -
DEATH GUARD

115–370 PTS

BLIGHTLORD CHAMPION

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Blightlord Champion - Equipped with: Bubotic blade, Combi-weapon, Combi-bolter

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

Wargear Options:

- Each Blightlord Champion can replace its Combi-bolter with Combi-weapon.

KEYWORDS: Infantry, Chaos, Nurgle, Blightlord Terminators, Terminator

FACTION KEYWORDS: Death Guard

- 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.
- 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

BLIGHTLORD TERMINATORS - CHAOS - DEATH GUARD

115–370 PTS

BLIGHTLORD CHAMPION

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Blightlord Champion - Equipped with: Bubotic blade, Combi-weapon, Combi-bolter
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

- Wargear Options:**
- Each Blightlord Champion can replace its Combi-bolter with Combi-weapon.

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

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 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.

CHAOS LAND RAIDER - CHAOS - DEATH GUARD

220 PTS

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

AUFSTELLUNG
1x Chaos Land Raider
Equipped with: Combi-bolter, Combi-weapon, Havoc launcher, 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

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
Havoc launcher BLAST	48"	D6	3+	5	0	1
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.

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.

CHAOS LAND RAIDER - CHAOS - DEATH GUARD

220 PTS

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

AUFSTELLUNG
1x Chaos Land Raider
Equipped with: Combi-bolter, Combi-weapon, Havoc launcher, 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

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 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

CHAOS LAND RAIDER - CHAOS - DEATH
GUARD

220 PTS

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

AUFSTELLUNG
1x Chaos Land Raider
Equipped with: Combi-bolter, Combi-weapon, Havoc launcher, 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

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.

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.

CHAOS LORD ON PALANQUIN OF NURGLE
[LEGENDS] - CHAOS - DEATH GUARD

90 PTS

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

INVULNERABLE
SAVE

4+

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, Accursed weapon, Power fist, Combi-bolter or Combi-weapon.

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

🔫 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	4	0	1
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 - standard PISTOL	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS, PISTOL	12"	1	2+	8	-3	2
➤ 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
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
Power fist	Melee	5	2+	8	-2	2

ABILITIES

CORE - Leader

CHAOS LORD ON PALANQUIN OF NURGLE
[LEGENDS] - CHAOS - DEATH GUARD

90 PTS

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

INVULNERABLE
SAVE



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, Accursed weapon, Power fist, Combi-bolter or Combi-weapon.

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

FACTION KEYWORDS: Death Guard

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+.

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].

CHAOS LORD ON PALANQUIN OF NURGLE
[LEGENDS] - CHAOS - DEATH GUARD

90 PTS

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

INVULNERABLE
SAVE



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, Accursed weapon, Power fist, Combi-bolter or Combi-weapon.

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

FACTION KEYWORDS: Death Guard

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 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

CHAOS LORD ON PALANQUIN OF NURGLE
[LEGENDS] - CHAOS - DEATH GUARD

90 PTS

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

INVULNERABLE
SAVE



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, Accursed weapon, Power fist, Combi-bolter or Combi-weapon.

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

FACTION KEYWORDS: Death Guard

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.

CHAOS PREDATOR ANNIHILATOR - CHAOS
- DEATH GUARD

135 PTS

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

AUFSTELLUNG
1x Chaos Predator Annihilator
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

⚔ 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
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

Metallophagic 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).

CHAOS PREDATOR ANNIHILATOR - CHAOS
- DEATH GUARD

135 PTS

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

AUFSTELLUNG
1x Chaos Predator Annihilator
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

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

CHAOS PREDATOR ANNIHILATOR - CHAOS
- DEATH GUARD

135 PTS

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

AUFSTELLUNG
1x Chaos Predator Annihilator
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

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 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.

CHAOS PREDATOR DESTRUCTOR - CHAOS
- DEATH GUARD

145 PTS

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

AUFSTELLUNG
1x Chaos Predator Destructor
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

🎯 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
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

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).

CHAOS PREDATOR DESTRUCTOR - CHAOS - DEATH GUARD

145 PTS

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

AUFSTELLUNG

1x Chaos Predator Destructor

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

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 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).

CHAOS PREDATOR DESTRUCTOR - CHAOS
- DEATH GUARD

145 PTS

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

AUFSTELLUNG

1x Chaos Predator Destructor

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

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.

CHAOS RHINO - CHAOS - DEATH GUARD75 PTS

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

AUFSTELLUNG
1x Chaos Rhino
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

 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
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.

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.

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].

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

AUFSTELLUNG
1x Chaos Rhino
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

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 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.

TRANSPORT

CHAOS RHINO - CHAOS - DEATH GUARD75 PTS

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

AUFSTELLUNG

1x Chaos Rhino

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

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

CHAOS SPAWN - CHAOS - DEATH GUARD

80 PTS

CHAOS SPAWN

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

AUFSTELLUNG 2x Chaos Spawn - Equipped with: Hideous Mutations	KEYWORDS: Beast, Chaos, Nurgle, Spawn FACTION KEYWORDS: Death Guard
---	---

⌘ 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 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. 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.

CHAOS SPAWN - CHAOS - DEATH GUARD80 PTS

CHAOS SPAWN

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

AUFSTELLUNG

2x Chaos Spawn - Equipped with: Hideous Mutations

KEYWORDS: Beast, Chaos, Nurgle, Spawn

FACTION KEYWORDS: Death Guard

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.

DAEMON PRINCE OF NURGLE - CHAOS -
DEATH GUARD

195 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG
1x Daemon Prince of Nurgle
Equipped with: Infernal cannon, ➤ Hellforged weapons - strike, ➤ Hellforged weapons - sweep

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

🎯 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].

FACTION RULES

DAEMON PRINCE OF NURGLE - CHAOS -
DEATH GUARD

195 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Daemon Prince of Nurgle
Equipped with: Infernal cannon, ► Hellforged weapons - strike, ► Hellforged weapons - sweep

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

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 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.

DAEMON PRINCE OF NURGLE WITH WINGS

- CHAOS - DEATH GUARD

170 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Daemon Prince of Nurgle with wings
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

⦿ 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].

FACTION RULES

DAEMON PRINCE OF NURGLE WITH WINGS
- CHAOS - DEATH GUARD

170 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Daemon Prince of Nurgle with wings
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

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 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.

DEATH GUARD CHAOS LORD [LEGENDS] -
CHAOS - DEATH GUARD

65 PTS

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

INVULNERABLE
SAVE



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 weapon, Twin lightning claws or Combi-bolter.

KEYWORDS: Infantry, Character, Chaos, Nurgle, Grenades, Chaos Lord, Leader

FACTION KEYWORDS: Death Guard

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+.

DEATH GUARD CHAOS LORD [LEGENDS] -
CHAOS - DEATH GUARD

65 PTS

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

INVULNERABLE
SAVE



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 weapon, Twin lightning claws or Combi-bolter.

KEYWORDS: Infantry, Character, Chaos, Nurgle, Grenades, Chaos Lord, Leader

FACTION KEYWORDS: Death Guard

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

DEATH GUARD CHAOS LORD [LEGENDS] -
CHAOS - DEATH GUARD

65 PTS

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

INVULNERABLE
SAVE



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 weapon, Twin lightning claws or Combi-bolter.

KEYWORDS: Infantry, Character, Chaos, Nurgle, Grenades, Chaos Lord, Leader

FACTION KEYWORDS: Death Guard

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 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.

DEATH GUARD CHAOS LORD IN
TERMINATOR ARMOUR [LEGENDS] - CHAOS
- DEATH GUARD

85 PTS

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

INVULNERABLE
SAVE

4+

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

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+.

DEATH GUARD CHAOS LORD IN
TERMINATOR ARMOUR [LEGENDS] - CHAOS
- DEATH GUARD

85 PTS

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

INVULNERABLE
SAVE

4+

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

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).

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 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).

DEATH GUARD CHAOS LORD IN
TERMINATOR ARMOUR [LEGENDS] - CHAOS
- DEATH GUARD

85 PTS

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

INVULNERABLE
SAVE

4+

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

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.

DEATH GUARD CULTISTS [LEGENDS] -
CHAOS - DEATH GUARD

50–100 PTS

CULTIST CHAMPION

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

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

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.

FACTION RULES

DEATH GUARD CULTISTS [LEGENDS] -
CHAOS - DEATH GUARD

50–100 PTS

CULTIST CHAMPION

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

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

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 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.

DEATH GUARD POSSESSED [LEGENDS]
- CHAOS - DEATH GUARD

155–310 PTS

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

INVULNERABLE
SAVE

5+

AUFSTELLUNG

5-10x Possessed

Equipped with: Hideous mutations

KEYWORDS: Infantry, Chaos, Daemon, Possessed

FACTION KEYWORDS: Death Guard

⌘ 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 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).

DEATH GUARD SORCERER IN TERMINATOR ARMOUR [LEGENDS] - CHAOS - DEATH GUARD

70 PTS

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

INVULNERABLE
SAVE

4+

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

⚙️ 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

DEATH GUARD SORCERER IN TERMINATOR ARMOUR [LEGENDS] - CHAOS - DEATH GUARD

70 PTS

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

INVULNERABLE
SAVE

4+

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

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.

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

DEATH GUARD SORCERER IN TERMINATOR ARMOUR [LEGENDS] - CHAOS - DEATH GUARD

70 PTS

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

INVULNERABLE
SAVE

4+

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

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 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.

DEATHSHROUD TERMINATORS - CHAOS

- DEATH GUARD

160–305 PTS

DEATHSHROUD TERMINATOR CHAMPION

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Deathshroud Terminator Champion - Equipped with: ► Manreaper - strike, ► Manreaper - sweep, Plaguespurt gauntlet
2-5x Deathshroud Terminator

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

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.

DEATHSHROUD TERMINATORS - CHAOS

- DEATH GUARD

160–305 PTS

DEATHSHROUD TERMINATOR CHAMPION

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Deathshroud Terminator Champion - Equipped with: ► Manreaper - strike, ► Manreaper - sweep, Plaguespurt gauntlet
2-5x Deathshroud Terminator

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

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 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.

DEFILER - CHAOS - DEATH GUARD

300 PTS

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

INVULNERABLE
SAVE

5+

AUFSTELLUNG

1x Defiler

Equipped with: Ectoplasma destructor, Excruciator cannon, Hades battle cannon, Hades lascannon, Heavy baleflamer, Heavy reaper autocannon, 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 destructor.

This model can replace its Heavy baleflamer with Electroscourge, Hades lascannon or Heavy reaper autocannon.

This model can replace its Two excruciator cannons with Two magma cutters.

KEYWORDS: Vehicle, Walker, Chaos, Daemon, Nurgle, Defiler

FACTION KEYWORDS: Death Guard

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Ectoplasma destructor BLAST, LETHAL HITS	36"	D6	3+	12	-3	3
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
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.

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.

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

INVULNERABLE
SAVE

5+

AUFSTELLUNG
1x Defiler
Equipped with: Ectoplasma destructor, Excruciator cannon, Hades battle cannon, Hades lascannon, Heavy baleflamer, Heavy reaper autocannon, 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 destructor.
- This model can replace its Heavy baleflamer with Electroscourge, Hades lascannon or Heavy reaper autocannon.
- This model can replace its Two excruciator cannons with Two magma cutters.

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

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).*

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.

FACTION RULES

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

INVULNERABLE
SAVE

5+

AUFSTELLUNG
1x Defiler
Equipped with: Ectoplasma destructor, Excruciator cannon, Hades battle cannon, Hades lascannon, Heavy baleflamer, Heavy reaper autocannon, 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 destructor.
- This model can replace its Heavy baleflamer with Electroscourge, Hades lascannon or Heavy reaper autocannon.
- This model can replace its Two excruciator cannons with Two magma cutters.

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

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 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.

FOETID BLOAT-DRONE - CHAOS - DEATH GUARD

100 PTS

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

INVULNERABLE
SAVE

5+

AUFSTELLUNG
1x Foetid Bloat-drone
Equipped with: 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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
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.

FACTION RULES

FOETID BLOAT-DRONE - CHAOS - DEATH GUARD

100 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Foetid Bloat-drone

Equipped with: 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

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 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.

FOETID BLOAT-DRONE WITH HEAVY BLIGHT LAUNCHER - CHAOS - DEATH GUARD

125 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Foetid Bloat-drone with heavy blight launcher
Equipped with: Heavy blight launcher, Plague probe

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

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].

FACTION RULES

FOETID BLOAT-DRONE WITH HEAVY
BLIGHT LAUNCHER - CHAOS - DEATH
GUARD

125 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Foetid Bloat-drone with heavy blight launcher
Equipped with: Heavy blight launcher, Plague probe

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

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 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.

FOUL BLIGHTSPAWN - CHAOS - DEATH GUARD

65 PTS

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

AUFSTELLUNG
1x Foul Blightspawn
Equipped with: Plague sprayer, Close combat weapon

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

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+	4	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
You can attach this model to a Plague Marines unit, even if one other Leader unit has already been attached to it (you cannot attach more than one of the same Leader to the same unit). If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

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.

FACTION RULES

FOUL BLIGHTSPAWN - CHAOS - DEATH GUARD

65 PTS

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

AUFSTELLUNG

1x Foul Blightspawn

Equipped with: Plague sprayer, Close combat weapon

KEYWORDS: Infantry, Character, Chaos, Nurgle, Grenades, Foul Blightspawn, Leader

FACTION KEYWORDS: Death Guard

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 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.

GELLERPOX INFECTED [LEGENDS] -
CHAOS - DEATH GUARD

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

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

 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
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.

FACTION RULES

GELLERPOX INFECTED [LEGENDS] -
CHAOS - DEATH GUARD

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

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

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 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.

GREAT UNCLEAN ONE - CHAOS - DEATH GUARD

265 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Great Unclean One

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

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].

GREAT UNCLEAN ONE - CHAOS - DEATH GUARD

265 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Great Unclean One

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

Torrent

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

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.

HELBRUTE - CHAOS - DEATH GUARD

110 PTS

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

AUFSTELLUNG
1x Helbrute
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, Helbrute fist with combi-bolter, Plasma cannon, Twin heavy bolter, Twin lascannon, Power scourge, Helbrute hammer or Missile launcher.

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

🎯 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter LETHAL HITS, RAPID FIRE 2	24"	2	3+	4	0	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 fist	Melee	5	3+	12	-2	3
Helbrute fist	Melee	5	3+	12	-2	3
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.

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

AUFSTELLUNG
1x Helbrute
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, Helbrute fist with combi-bolter, Plasma cannon, Twin heavy bolter, Twin lascannon, Power scourge, Helbrute hammer or Missile launcher.

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

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).

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

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

AUFSTELLUNG
1x Helbrute
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, Helbrute fist with combi-bolter, Plasma cannon, Twin heavy bolter, Twin lascannon, Power scourge, Helbrute hammer or Missile launcher.

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

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 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.

HELL TALON [LEGENDS] - CHAOS - DEATH GUARD

140 PTS

M	T	Sv	W	LD	OC
20+''	9	3+	14	6+	0

INVULNERABLE
SAVE



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

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.

FACTION RULES

HELL TALON [LEGENDS] - CHAOS - DEATH GUARD

140 PTS

M	T	Sv	W	LD	OC
20+''	9	3+	14	6+	0

INVULNERABLE
SAVE



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

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 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.

HELLBLADE [LEGENDS] - CHAOS - DEATH GUARD

115 PTS

M	T	Sv	W	LD	OC
20+''	8	3+	10	6+	0

INVULNERABLE
SAVE

5+

AUFSTELLUNG
1x Hellblade [Legends]
Equipped with: 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

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
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 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

HELLBLADE [LEGENDS] - CHAOS - DEATH GUARD

115 PTS

M	T	Sv	W	LD	OC
20+''	8	3+	10	6+	0

INVULNERABLE
SAVE

5+

AUFSTELLUNG
1x Hellblade [Legends]
Equipped with: 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

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.

ICON BEARER - CHAOS - DEATH GUARD45 PTS

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

AUFSTELLUNG 1x Icon Bearer Equipped with: Boltgun, Plague knife	KEYWORDS: Infantry, Character, Chaos, Nurgle, Grenades, Death Guard Icon Bearer FACTION KEYWORDS: Death Guard
--	--

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Boltgun LETHAL HITS	24"	2	3+	4	0	1

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Plague knife LETHAL HITS	Melee	4	3+	4	0	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 <i>You can attach this model to a Plague Marines unit, even if one other Leader unit has already been attached to it (you cannot attach more than one of the same Leader to the same unit). If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.</i>

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. <i>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].</i>
--

FACTION RULES

ICON BEARER - CHAOS - DEATH GUARD45 PTS

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

AUFSTELLUNG
1x Icon Bearer
Equipped with: Boltgun, Plague knife

KEYWORDS: Infantry, Character, Chaos, Nurgle, Grenades, Death Guard Icon Bearer
FACTION KEYWORDS: Death Guard

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 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.

LORD OF CONTAGION - CHAOS - DEATH
GUARD

120 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Lord of Contagion

Equipped with: ► Manreaper - strike, ► Manreaper - sweep

KEYWORDS: Infantry, Character, Chaos, Nurgle, Grenades, Lord of Contagion, Terminator, Leader

FACTION KEYWORDS: Death Guard

⌘ 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] abilities.

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

LORD OF CONTAGION - CHAOS - DEATH GUARD

120 PTS

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Lord of Contagion
Equipped with: ► Manreaper - strike, ► Manreaper - sweep

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

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 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.

LORD OF POXES - CHAOS - DEATH GUARD65 PTS

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Lord of Poxes
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

⚙ 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.

FACTION RULES

LORD OF POXES - CHAOS - DEATH GUARD

65 PTS

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Lord of Poxes

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

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 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.

LORD OF VIRULENCE - CHAOS - DEATH GUARD

100 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Lord of Virulence
Equipped with: Twin plague spewer, Power fist

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

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.

FACTION RULES

LORD OF VIRULENCE - CHAOS - DEATH
GUARD

100 PTS

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Lord of Virulence

Equipped with: Twin plague spewer, Power fist

KEYWORDS: Infantry, Character, Chaos, Nurgle, Lord of Virulence, Terminator, Leader

FACTION KEYWORDS: Death Guard

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 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.

MALIGNANT PLAGUECASTER - CHAOS -
DEATH GUARD

60 PTS

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

AUFSTELLUNG
1x Malignant Plaguecaster
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

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol LETHAL HITS, PISTOL	12"	1	3+	4	0	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).

MALIGNANT PLAGUECASTER - CHAOS -
DEATH GUARD

60 PTS

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

AUFSTELLUNG
1x Malignant Plaguecaster
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

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 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.

MIASMIC MALIGNIFIER - CHAOS - DEATH GUARD

105 PTS

M	T	Sv	W	LD	OC
-	10	3+	12	6+	0

AUFSTELLUNG
1x Miasmic Malignifier
Equipped with: Miasmic gouts

KEYWORDS: Fortification, Chaos, Nurgle, Miasmic Malignifier, Frame
FACTION KEYWORDS: Death Guard

⚙ 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

MIASMIC MALIGNIFIER - CHAOS - DEATH GUARD

105 PTS

M	T	Sv	W	LD	OC
-	10	3+	12	6+	0

AUFSTELLUNG 1x Miasmic Malignifier Equipped with: Miasmic gouts	KEYWORDS: Fortification, Chaos, Nurgle, Miasmic Malignifier, Frame FACTION KEYWORDS: Death Guard
---	---

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 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.

MORTARION - CHAOS - DEATH GUARD

390 PTS

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Mortarion

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

🎯 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 abilities.

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).

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]**.

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Mortarion

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

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 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.

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.

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Mortarion
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

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.

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).

MUTOID VERMIN [LEGENDS] - CHAOS -
DEATH GUARD

85 PTS

MUTOID VERMIN

M	T	Sv	W	LD	OC
8"	2	7+	1	8+	0

AUFSTELLUNG 16x Mutoid Vermin - Equipped with: Diseased claws and fangs	KEYWORDS: Swarm, Chaos, Nurgle, Mutoid Vermin FACTION KEYWORDS: Death Guard
---	--

✂ 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. <i>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].</i>
--

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 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

MUTOID VERMIN [LEGENDS] - CHAOS -
DEATH GUARD

85 PTS

MUTOID VERMIN

M	T	Sv	W	LD	OC
8"	2	7+	1	8+	0

AUFSTELLUNG

16x Mutoid Vermin - Equipped with: Diseased claws and fangs

KEYWORDS: Swarm, Chaos, Nurgle, Mutoid Vermin

FACTION KEYWORDS: Death Guard

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.

MYPHITIC BLIGHT-HAULER - CHAOS - DEATH GUARD

MYPHITIC BLIGHT-HAULER

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

INVULNERABLE
SAVE

5+

AUFSTELLUNG
1-2x Myphitic Blight-hauler - Equipped with: Bile spurt, Gnashing maw, ► Missile launcher - frag, ► Missile launcher - krak, Multi-melta

KEYWORDS: Vehicle, Chaos, Nurgle, Daemon, Smoke, Myphitic Blight-hauler
FACTION KEYWORDS: Death Guard

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.*

FACTION RULES

MYPHITIC BLIGHT-HAULER - CHAOS - DEATH GUARD

MYPHITIC BLIGHT-HAULER

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

INVULNERABLE
SAVE

5+

AUFSTELLUNG

1-2x Myphitic Blight-hauler - Equipped with: Bile spurt, Gnashing maw, ► Missile launcher - frag, ► Missile launcher - krak, Multi-melta

KEYWORDS: Vehicle, Chaos, Nurgle, Daemon, Smoke, Myphitic Blight-hauler

FACTION KEYWORDS: Death Guard

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 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.

NOXIOUS BLIGHTBRINGER - CHAOS -
DEATH GUARD

60 PTS

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

AUFSTELLUNG

1x Noxious Blightbringer

Equipped with: ► Plasma pistol - standard, ► Plasma pistol - supercharge, Cursed plague bell

KEYWORDS:

Infantry, Character, Chaos, Nurgle, Noxious Blightbringer, Leader

FACTION KEYWORDS:

Death Guard

⚔ 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

You can attach this model to a Plague Marines or Poxwalkers unit, even if one other Leader unit has already been attached to it (you cannot attach more than one of the same Leader to the same unit). If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

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.

FACTION RULES

NOXIOUS BLIGHTBRINGER - CHAOS -
DEATH GUARD

60 PTS

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

AUFSTELLUNG
1x Noxious Blightbringer
Equipped with: ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Cursed plague bell

KEYWORDS: Infantry, Character, Chaos, Nurgle, Noxious Blightbringer, Leader
FACTION KEYWORDS: Death Guard

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 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.

NURGLINGS - CHAOS - DEATH GUARD

45–90 PTS

NURGLING SWARM

M	T	Sv	W	LD	OC
5"	3	7+	4	8+	0

INVULNERABLE
SAVE

5+

AUFSTELLUNG

3-6x Nurgling Swarm - Equipped with: Diseased claws and teeth

KEYWORDS:

Swarm, Chaos, Daemon, Nurgle, Summoned, Nurglings

FACTION KEYWORDS:

Plague Legions

⚔ 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.

PLAGUE DRONES - CHAOS - DEATH GUARD

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

1x Plaguebringer - Equipped with: Death's heads, Foul mouthparts, Plaguesword

KEYWORDS: Mounted, Fly, Chaos, Daemon, Nurgle, Summoned, Plague Drones

FACTION KEYWORDS: Plague Legions

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Death's heads BLAST, LETHAL HITS	12"	D3	4+	4	0	1
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
Foul mouthparts EXTRA ATTACKS, LETHAL HITS	Melee	2	4+	5	-1	2
Plaguesword LETHAL HITS	Melee	2	3+	4	-1	1
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).*

PLAGUE DRONES - CHAOS - DEATH
GUARD

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

1x Plaguebringer - Equipped with: Death's heads, Foul mouthparts, Plaguesword

KEYWORDS: Mounted, Fly, Chaos, Daemon, Nurgle, Summoned, Plague Drones

FACTION KEYWORDS: Plague Legions

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].

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.

PLAGUE LORD [CRUCIBLE] - CHAOS - DEATH GUARD

80 PTS

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

INVULNERABLE
SAVE

4+

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 knife, Power fist, ➤ Manreaper - strike, ➤ Manreaper - sweep
Wargear Options:

- This model can be equipped with one of: Blight launcher, Boltgun, Combi-bolter, Combi-weapon, Hyper blight grenades, Meltagun, Plague belcher, Plague spewer, Plague sprayer, Plague Wind, Plasma gun, Reaper autocannon, Twin plague spewer.
- This model can be equipped with up to 2 of: Bolt pistol, Plasma pistol, Injector pistol, Plaguespurt gauntlet.
- This model can be equipped with up to 2 of: Balesword, Bubotic weapons, Close combat weapon, Corrupted staff, Flail of corruption, Great plague blade, Heavy plague weapon, Plague knife, Power fist, Manreaper.

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

🎯 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

PLAGUE LORD [CRUCIBLE] - CHAOS - DEATH GUARD

80 PTS

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

INVULNERABLE
SAVE

4+

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 knife, Power fist, ➤ Manreaper - strike, ➤ Manreaper - sweep
Wargear Options:
■ This model can be equipped with one of: Blight launcher, Boltgun, Combi-bolter, Combi-weapon, Hyper blight grenades, Meltagun, Plague belcher, Plague spewer, Plague sprayer, Plague Wind, Plasma gun, Reaper autocannon, Twin plague spewer.
■ This model can be equipped with up to 2 of: Bolt pistol, Plasma pistol, Injector pistol, Plaguespurt gauntlet.
■ This model can be equipped with up to 2 of: Balesword, Bubotic weapons, Close combat weapon, Corrupted staff, Flail of corruption, Great plague blade, Heavy plague weapon, Plague knife, Power fist, Manreaper.

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

➤ 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

PLAGUE LORD [CRUCIBLE] - CHAOS - DEATH GUARD

80 PTS

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

INVULNERABLE
SAVE



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 knife, Power fist, ➤ Manreaper - strike, ➤ Manreaper - sweep

Wargear Options:

- This model can be equipped with one of: Blight launcher, Boltgun, Combi-bolter, Combi-weapon, Hyper blight grenades, Meltagun, Plague belcher, Plague spewer, Plague sprayer, Plague Wind, Plasma gun, Reaper autocannon, Twin plague spewer.
- This model can be equipped with up to 2 of: Bolt pistol, Plasma pistol, Injector pistol, Plaguespurt gauntlet.
- This model can be equipped with up to 2 of: Balesword, Bubotic weapons, Close combat weapon, Corrupted staff, Flail of corruption, Great plague blade, Heavy plague weapon, Plague knife, Power fist, Manreaper.

KEYWORDS: Infantry, Character, Chaos, Nurgle, Grenades, Plague Lord, Leader

FACTION KEYWORDS: Death Guard

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.

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).

PLAGUE LORD [CRUCIBLE] - CHAOS - DEATH GUARD

80 PTS

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

INVULNERABLE
SAVE



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 knife, Power fist, ➤ Manreaper - strike, ➤ Manreaper - sweep

Wargear Options:

- This model can be equipped with one of: Blight launcher, Boltgun, Combi-bolter, Combi-weapon, Hyper blight grenades, Meltagun, Plague belcher, Plague spewer, Plague sprayer, Plague Wind, Plasma gun, Reaper autocannon, Twin plague spewer.
- This model can be equipped with up to 2 of: Bolt pistol, Plasma pistol, Injector pistol, Plaguespurt gauntlet.
- This model can be equipped with up to 2 of: Balesword, Bubotic weapons, Close combat weapon, Corrupted staff, Flail of corruption, Great plague blade, Heavy plague weapon, Plague knife, Power fist, Manreaper.

KEYWORDS: Infantry, Character, Chaos, Nurgle, Grenades, Plague Lord, Leader

FACTION KEYWORDS: Death Guard

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.

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.

PLAGUE LORD [CRUCIBLE] - CHAOS -
DEATH GUARD

80 PTS

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

INVULNERABLE
SAVE



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 knife, Power fist, ► Manreaper - strike, ► Manreaper - sweep

Wargear Options:

- This model can be equipped with one of: Blight launcher, Boltgun, Combi-bolter, Combi-weapon, Hyper blight grenades, Meltagun, Plague belcher, Plague spewer, Plague sprayer, Plague Wind, Plasma gun, Reaper autocannon, Twin plague spewer.
- This model can be equipped with up to 2 of: Bolt pistol, Plasma pistol, Injector pistol, Plaguespurt gauntlet.
- This model can be equipped with up to 2 of: Balesword, Bubotic weapons, Close combat weapon, Corrupted staff, Flail of corruption, Great plague blade, Heavy plague weapon, Plague knife, Power fist, Manreaper.

KEYWORDS: Infantry, Character, Chaos, Nurgle, Grenades, Plague Lord, Leader

FACTION KEYWORDS: Death Guard

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

PLAGUE LORD [CRUCIBLE] - CHAOS - DEATH GUARD

80 PTS

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

INVULNERABLE
SAVE



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 knife, Power fist, ► Manreaper - strike, ► Manreaper - sweep

Wargear Options:

- This model can be equipped with one of: Blight launcher, Boltgun, Combi-bolter, Combi-weapon, Hyper blight grenades, Meltagun, Plague belcher, Plague spewer, Plague sprayer, Plague Wind, Plasma gun, Reaper autocannon, Twin plague spewer.
- This model can be equipped with up to 2 of: Bolt pistol, Plasma pistol, Injector pistol, Plaguespurt gauntlet.
- This model can be equipped with up to 2 of: Balesword, Bubotic weapons, Close combat weapon, Corrupted staff, Flail of corruption, Great plague blade, Heavy plague weapon, Plague knife, Power fist, Manreaper.

KEYWORDS: Infantry, Character, Chaos, Nurgle, Grenades, Plague Lord, Leader

FACTION KEYWORDS: Death Guard

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 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.

PLAGUE MARINES - CHAOS - DEATH GUARD

90–180 PTS

PLAGUE CHAMPION

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

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
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

Wargear Options:

- Each Plague Champion can replace its Plague knives with Power fist or Bubotic weapons.
- Each Plague Champion can replace its Boltgun with Bolt pistol, Plasma gun or Plasma pistol.

KEYWORDS: Infantry, Chaos, Nurgle, Grenades, Battleline, Plague Marines
FACTION KEYWORDS: Death Guard

⚙ 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+	4	0	1
Boltgun LETHAL HITS	24"	2	3+	4	0	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+	4	0	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.

PLAGUE MARINES - CHAOS - DEATH GUARD

90–180 PTS

PLAGUE CHAMPION

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

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
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

Wargear Options:

- Each Plague Champion can replace its Plague knives with Power fist or Bubotic weapons.
- Each Plague Champion can replace its Boltgun with Bolt pistol, Plasma gun or Plasma pistol.

KEYWORDS: Infantry, Chaos, Nurgle, Grenades, Battleline, Plague Marines
FACTION KEYWORDS: Death Guard

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

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.

PLAGUE MARINES - CHAOS - DEATH GUARD

90–180 PTS

PLAGUE CHAMPION

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

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

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

Wargear Options:

- Each Plague Champion can replace its Plague knives with Power fist or Bubotic weapons.
- Each Plague Champion can replace its Boltgun with Bolt pistol, Plasma gun or Plasma pistol.

KEYWORDS: Infantry, Chaos, Nurgle, Grenades, Battleline, Plague Marines

FACTION KEYWORDS: Death Guard

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 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).

PLAGUE SORCERER [CRUCIBLE] - CHAOS - DEATH GUARD

70 PTS

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

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 knife, Power fist, ➤ Manreaper - strike, ➤ Manreaper - sweep

Wargear Options:

■ This model can be equipped with one of: Blight launcher, Boltgun, Combi-bolter, Combi-weapon, Hyper blight grenades, Meltagun, Plague belcher, Plague spewer, Plague sprayer, Plague Wind, Plasma gun, Reaper autocannon, Twin plague spewer.

■ This model can be equipped with up to 2 of: Bolt pistol, Plasma pistol, Injector pistol, Plaguespurt gauntlet.

■ This model can be equipped with up to 2 of: Balesword, Bubotic weapons, Close combat weapon, Corrupted staff, Flail of corruption, Great plague blade, Heavy plague weapon, Plague knife, Power fist, Manreaper.

KEYWORDS:

Infantry, Character, Psyker, Chaos, Nurgle, Plague Sorcerer, Leader

FACTION KEYWORDS:

Death Guard

🎯 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

PLAGUE SORCERER [CRUCIBLE] - CHAOS - DEATH GUARD

70 PTS

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

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 knife, Power fist, ► Manreaper - strike, ► Manreaper - sweep

Wargear Options:

■ This model can be equipped with one of: Blight launcher, Boltgun, Combi-bolter, Combi-weapon, Hyper blight grenades, Meltagun, Plague belcher, Plague spewer, Plague sprayer, Plague Wind, Plasma gun, Reaper autocannon, Twin plague spewer.

■ This model can be equipped with up to 2 of: Bolt pistol, Plasma pistol, Injector pistol, Plaguespurt gauntlet.

■ This model can be equipped with up to 2 of: Balesword, Bubotic weapons, Close combat weapon, Corrupted staff, Flail of corruption, Great plague blade, Heavy plague weapon, Plague knife, Power fist, Manreaper.

KEYWORDS:

Infantry, Character, Psyker, Chaos, Nurgle, Plague Sorcerer, Leader

FACTION KEYWORDS:

Death Guard

► 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

PLAGUE SORCERER [CRUCIBLE] - CHAOS - DEATH GUARD

70 PTS

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

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 knife, Power fist, ➤ Manreaper - strike, ➤ Manreaper - sweep
Wargear Options:
■ This model can be equipped with one of: Blight launcher, Boltgun, Combi-bolter, Combi-weapon, Hyper blight grenades, Meltagun, Plague belcher, Plague spewer, Plague sprayer, Plague Wind, Plasma gun, Reaper autocannon, Twin plague spewer.
■ This model can be equipped with up to 2 of: Bolt pistol, Plasma pistol, Injector pistol, Plaguespurt gauntlet.
■ This model can be equipped with up to 2 of: Balesword, Bubotic weapons, Close combat weapon, Corrupted staff, Flail of corruption, Great plague blade, Heavy plague weapon, Plague knife, Power fist, Manreaper.

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

- 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.
- 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).

PLAGUE SORCERER [CRUCIBLE] - CHAOS - DEATH GUARD

70 PTS

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

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 knife, Power fist, ➤ Manreaper - strike, ➤ Manreaper - sweep
Wargear Options:

- This model can be equipped with one of: Blight launcher, Boltgun, Combi-bolter, Combi-weapon, Hyper blight grenades, Meltagun, Plague belcher, Plague spewer, Plague sprayer, Plague Wind, Plasma gun, Reaper autocannon, Twin plague spewer.
- This model can be equipped with up to 2 of: Bolt pistol, Plasma pistol, Injector pistol, Plaguespurt gauntlet.
- This model can be equipped with up to 2 of: Balesword, Bubotic weapons, Close combat weapon, Corrupted staff, Flail of corruption, Great plague blade, Heavy plague weapon, Plague knife, Power fist, Manreaper.

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

- 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.
- 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.

PLAGUE SORCERER [CRUCIBLE] - CHAOS - DEATH GUARD

70 PTS

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

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 knife, Power fist, ► Manreaper - strike, ► Manreaper - sweep

Wargear Options:

■ This model can be equipped with one of:

Blight launcher, Boltgun, Combi-bolter, Combi-weapon, Hyper blight grenades, Meltagun, Plague belcher, Plague spewer, Plague sprayer, Plague Wind, Plasma gun, Reaper autocannon, Twin plague spewer.

■ This model can be equipped with up to 2 of:

Bolt pistol, Plasma pistol, Injector pistol, Plaguespurt gauntlet.

■ This model can be equipped with up to 2 of:

Balesword, Bubotic weapons, Close combat weapon, Corrupted staff, Flail of corruption, Great plague blade, Heavy plague weapon, Plague knife, Power fist, Manreaper.

KEYWORDS:

Infantry, Character, Psyker, Chaos, Nurgle, Plague Sorcerer, Leader

FACTION KEYWORDS:

Death Guard

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

PLAGUE SORCERER [CRUCIBLE] - CHAOS - DEATH GUARD

70 PTS

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

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 knife, Power fist, ➤ Manreaper - strike, ➤ Manreaper - sweep
Wargear Options:

- This model can be equipped with one of: Blight launcher, Boltgun, Combi-bolter, Combi-weapon, Hyper blight grenades, Meltagun, Plague belcher, Plague spewer, Plague sprayer, Plague Wind, Plasma gun, Reaper autocannon, Twin plague spewer.
- This model can be equipped with up to 2 of: Bolt pistol, Plasma pistol, Injector pistol, Plaguespurt gauntlet.
- This model can be equipped with up to 2 of: Balesword, Bubotic weapons, Close combat weapon, Corrupted staff, Flail of corruption, Great plague blade, Heavy plague weapon, Plague knife, Power fist, Manreaper.

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

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 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.

PLAGUE SURGEON - CHAOS - DEATH GUARD

50 PTS

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

AUFSTELLUNG 1x Plague Surgeon Equipped with: Bolt pistol, Balesword	KEYWORDS: Infantry, Character, Chaos, Nurgle, Plague Surgeon, Leader FACTION KEYWORDS: Death Guard
--	---

⚙ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol LETHAL HITS, PISTOL	12"	1	3+	4	0	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 <i>You can attach this model to a Plague Marines unit, even if one other Leader unit has already been attached to it (you cannot attach more than one of the same Leader to the same unit). If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.</i>

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. <i>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].</i>
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.

FACTION RULES

PLAGUE SURGEON - CHAOS - DEATH GUARD

50 PTS

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

AUFSTELLUNG
1x Plague Surgeon
Equipped with: Bolt pistol, Balesword

KEYWORDS: Infantry, Character, Chaos, Nurgle, Plague Surgeon, Leader
FACTION KEYWORDS: Death Guard

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 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.

PLAGUEBEARERS - CHAOS - DEATH GUARD

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+

AUFSTELLUNG

1x Plagueridden - Equipped with: Plaguesword
9x Plaguebearer - Equipped with: Plaguesword

KEYWORDS: Infantry, Battleline, Chaos, Daemon, Nurgle, Plaguebearers, Summoned

FACTION KEYWORDS: Plague Legions

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Plaguesword LETHAL HITS	Melee	2	3+	4	-1	1
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.

PLAGUEBURST CRAWLER - CHAOS -
DEATH GUARD

185 PTS

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

INVULNERABLE
SAVE

5+

AUFSTELLUNG
1x Plagueburst Crawler
Equipped with: Entropy cannon, Heavy slugger, Plagueburst mortar, 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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
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
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

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).

PLAGUEBURST CRAWLER - CHAOS -
DEATH GUARD

185 PTS

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

INVULNERABLE
SAVE

5+

AUFSTELLUNG
1x Plagueburst Crawler
Equipped with: Entropy cannon, Heavy slugger, Plagueburst mortar, 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

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 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.

POXWALKERS - CHAOS - DEATH GUARD

65–130 PTS

M	T	Sv	W	LD	OC
5"	4	7+	1	8+	1

AUFSTELLUNG
10-20x Poxwalker
Equipped with: Improvised weapons

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

✂ 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 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.

POXWALKERS - CHAOS - DEATH GUARD

65–130 PTS

M	T	Sv	W	LD	OC
5"	4	7+	1	8+	1

AUFSTELLUNG
10-20x Poxwalker
Equipped with: Improvised weapons

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

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.

M	T	Sv	W	LD	OC
7"	12	5+	22	6+	5

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Rotigus
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

🎯 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.

CORE RULES

M	T	Sv	W	LD	OC
7"	12	5+	22	6+	5

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Rotigus
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

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.

SORCERER ON PALANQUIN OF NURGLE
[LEGENDS] - CHAOS - DEATH GUARD

80 PTS

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

INVULNERABLE
SAVE

4+

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

⚙ 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

SORCERER ON PALANQUIN OF NURGLE
[LEGENDS] - CHAOS - DEATH GUARD

80 PTS

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

INVULNERABLE
SAVE



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

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.

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).

FACTION RULES

SORCERER ON PALANQUIN OF NURGLE
[LEGENDS] - CHAOS - DEATH GUARD

80 PTS

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

INVULNERABLE
SAVE



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

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 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.

TALLYMAN - CHAOS - DEATH GUARD

60 PTS

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

AUFSTELLUNG
1x Tallyman
Equipped with: ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Close combat weapon

KEYWORDS: Infantry, Character, Chaos, Nurgle, Tallyman, Leader
FACTION KEYWORDS: Death Guard

⦿ 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+	4	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
You can attach this model to a Plague Marines unit, even if one other Leader unit has already been attached to it (you cannot attach more than one of the same Leader to the same unit). If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

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.

FACTION RULES

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

AUFSTELLUNG
1x Tallyman
Equipped with: ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Close combat weapon

KEYWORDS: Infantry, Character, Chaos, Nurgle, Tallyman, Leader
FACTION KEYWORDS: Death Guard

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 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.

TRI-LOBE VECTORS [CRUCIBLE] - CHAOS - DEATH GUARD

120 PTS

TRI-LOBE VECTOR

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

AUFSTELLUNG

3x Tri-lob 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, Great plague blade, Heavy plague weapon, Plague knife, Power fist, ► Manreaper - strike, ► Manreaper - sweep

Wargear Options:

- This model can be equipped with one of: Blight launcher, Boltgun, Combi-bolter, Combi-weapon, Hyper blight grenades, Meltagun, Plague belcher, Plague spewer, Plague sprayer, Plague Wind, Plasma gun, Reaper autocannon, Twin plague spewer.
- This model can be equipped with up to 2 of: Bolt pistol, Plasma pistol, Injector pistol, Plaguespurt gauntlet.
- This model can be equipped with up to 2 of: Balesword, Bubotic weapons, Close combat weapon, Corrupted staff, Flail of corruption, Great plague blade, Heavy plague weapon, Plague knife, Power fist, Manreaper.

KEYWORDS: Infantry, Character, Grenades, Chaos, Nurgle, Tri-lob Vectors, Leader

FACTION KEYWORDS: Death Guard

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

TRI-LOBE VECTORS [CRUCIBLE] - CHAOS - DEATH GUARD

120 PTS

TRI-LOBE VECTOR

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

AUFSTELLUNG

3x Tri-lob 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, Great plague blade, Heavy plague weapon, Plague knife, Power fist, ➤ Manreaper - strike, ➤ Manreaper - sweep

Wargear Options:

- This model can be equipped with one of: Blight launcher, Boltgun, Combi-bolter, Combi-weapon, Hyper blight grenades, Meltagun, Plague belcher, Plague spewer, Plague sprayer, Plague Wind, Plasma gun, Reaper autocannon, Twin plague spewer.
- This model can be equipped with up to 2 of: Bolt pistol, Plasma pistol, Injector pistol, Plaguespurt gauntlet.
- This model can be equipped with up to 2 of: Balesword, Bubotic weapons, Close combat weapon, Corrupted staff, Flail of corruption, Great plague blade, Heavy plague weapon, Plague knife, Power fist, Manreaper.

KEYWORDS: Infantry, Character, Grenades, Chaos, Nurgle, Tri-lob Vectors, Leader

FACTION KEYWORDS: Death Guard

➤ 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

TRI-LOBE VECTORS [CRUCIBLE] - CHAOS - DEATH GUARD

120 PTS

TRI-LOBE VECTOR

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

AUFSTELLUNG

3x Tri-lob 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, Great plague blade, Heavy plague weapon, Plague knife, Power fist, ► Manreaper - strike, ► Manreaper - sweep

Wargear Options:

- This model can be equipped with one of: Blight launcher, Boltgun, Combi-bolter, Combi-weapon, Hyper blight grenades, Meltagun, Plague belcher, Plague spewer, Plague sprayer, Plague Wind, Plasma gun, Reaper autocannon, Twin plague spewer.
- This model can be equipped with up to 2 of: Bolt pistol, Plasma pistol, Injector pistol, Plaguespurt gauntlet.
- This model can be equipped with up to 2 of: Balesword, Bubotic weapons, Close combat weapon, Corrupted staff, Flail of corruption, Great plague blade, Heavy plague weapon, Plague knife, Power fist, Manreaper.

KEYWORDS: Infantry, Character, Grenades, Chaos, Nurgle, Tri-lob Vectors, Leader

FACTION KEYWORDS: Death Guard

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".

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).

TRI-LOBE VECTORS [CRUCIBLE] - CHAOS - DEATH GUARD

120 PTS

TRI-LOBE VECTOR

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

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, Great plague blade, Heavy plague weapon, Plague knife, Power fist, ► Manreaper - strike, ► Manreaper - sweep

Wargear Options:

- This model can be equipped with one of: Blight launcher, Boltgun, Combi-bolter, Combi-weapon, Hyper blight grenades, Meltagun, Plague belcher, Plague spewer, Plague sprayer, Plague Wind, Plasma gun, Reaper autocannon, Twin plague spewer.
- This model can be equipped with up to 2 of: Bolt pistol, Plasma pistol, Injector pistol, Plaguespurt gauntlet.
- This model can be equipped with up to 2 of: Balesword, Bubotic weapons, Close combat weapon, Corrupted staff, Flail of corruption, Great plague blade, Heavy plague weapon, Plague knife, Power fist, Manreaper.

KEYWORDS: Infantry, Character, Grenades, Chaos, Nurgle, Tri-lob Vectors, Leader

FACTION KEYWORDS: Death Guard

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.

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.

TRI-LOBE VECTORS [CRUCIBLE] - CHAOS - DEATH GUARD

120 PTS

TRI-LOBE VECTOR

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

AUFSTELLUNG

3x Tri-lob 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, Great plague blade, Heavy plague weapon, Plague knife, Power fist, ► Manreaper - strike, ► Manreaper - sweep

Wargear Options:

- This model can be equipped with one of: Blight launcher, Boltgun, Combi-bolter, Combi-weapon, Hyper blight grenades, Meltagun, Plague belcher, Plague spewer, Plague sprayer, Plague Wind, Plasma gun, Reaper autocannon, Twin plague spewer.
- This model can be equipped with up to 2 of: Bolt pistol, Plasma pistol, Injector pistol, Plaguespurt gauntlet.
- This model can be equipped with up to 2 of: Balesword, Bubotic weapons, Close combat weapon, Corrupted staff, Flail of corruption, Great plague blade, Heavy plague weapon, Plague knife, Power fist, Manreaper.

KEYWORDS: Infantry, Character, Grenades, Chaos, Nurgle, Tri-lob Vectors, Leader

FACTION KEYWORDS: Death Guard

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.

TYPHUS - CHAOS - DEATH GUARD

100 PTS

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Typhus
Equipped with: ➤ Lakrimae - strike, ➤ Lakrimae - sweep

KEYWORDS: Infantry, Character, Epic Hero, Chaos, Nurgle, Psyker, Typhus, Terminator, Leader
FACTION KEYWORDS: Death Guard

⌘ 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

TYPHUS - CHAOS - DEATH GUARD

100 PTS

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Typhus

Equipped with: ▶ Lakrimae - strike, ▶ Lakrimae - sweep

KEYWORDS:

Infantry, Character, Epic Hero, Chaos, Nurgle, Psyker, Typhus, Terminator, Leader

FACTION KEYWORDS:

Death Guard

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 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.

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)
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	135 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Chaos Predator Destructor	145 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	195 pts
Daemon Prince of Nurgle with wings	170 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	160 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: +40 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	65 pts
Gellerpox Infected [Legends]	125 pts
Great Unclean One	265 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Helbrute	110 pts
Hell Talon [Legends]	140 pts
Hellblade [Legends]	115 pts
Icon Bearer	45 pts
Lord of Contagion	120 pts
Lord of Poxes	65 pts
Lord of Virulence	100 pts
Malignant Plaguecaster	60 pts
Miasmic Malignifier	105 pts
Mortarion	390 pts
Mutoid Vermin [Legends]	85 pts
Noxious Blightbringer	60 pts
Nurglings	45 pts (bis 3 Modelle) · 90 pts (ab 4 Modellen)

EINHEIT	PUNKTE
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) · 180 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	185 pts · ab der 2. gleichnamigen Einheit im Heer: +25 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	100 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 — 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 — MORTARION'S HAMMER

ENHANCEMENT	PUNKTE
Eye of Affliction	20 pts
Bilemaw Blight	10 pts
Shriekworm Familiar	15 pts
Tendrulous Emissions	30 pts

ENHANCEMENTS — PARAGONS

ENHANCEMENT	PUNKTE
Host of the Hybridised Pox	40 pts

ENHANCEMENT	PUNKTE
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

