



WARHAMMER COMMUNITY



DATASHEETS

This section contains the datasheets that you will need to fight battles with your Death Guard miniatures, as well as the weapon profiles for the wargear they can be equipped with. You can find out how to use datasheets and weapon profiles in the Warhammer 40,000 Core Book.

THE <PLAGUE COMPANY> KEYWORD

The majority of datasheets in this section have the <PLAGUE COMPANY> keyword. This is a keyword that you can select for yourself, as described in the Warhammer 40,000 Core Book, with the guidance detailed below.

With a few exceptions, all **DEATH GUARD** units are from a plague company. When you include such a unit in your army, you must nominate which plague company it is from and then replace the <PLAGUE COMPANY> keyword in every instance on its datasheet with the name of your chosen plague company. The different plague company keywords you can select from are:

- HARBINGERS
- INEXORABLE
- MORTARION'S ANVIL
- WRETCHED
- POXMONGERS
- FERRYMEN
- MORTARION'S CHOSEN SONS

You can find more details on the Death Guard plague companies on page 40.

Example: If you include a Lord of Contagion in your army, and you decide he is from the 3rd Plague Company, Mortarion's Anvil, his <PLAGUE COMPANY> keyword becomes **MORTARION'S ANVIL** and his Lord of the Death Guard ability reads 'While a friendly **MORTARION'S ANVIL CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.'

If your army is Battle-forged, you cannot include units from two different plague companies in the same Detachment. You can find out more about Battle-forged armies in the Warhammer 40,000 Core Book.

WARGEAR

The weapon profiles found on a unit's datasheet describe the primary weapons that models in that unit can be equipped with. Some weapons are only referenced on a datasheet; profiles for these, and all other weapons, can be found on pages 88-91.

ABILITIES

A unit's datasheet will describe all the abilities it has. Certain abilities that are common to many units or weapons are instead referenced on the datasheets themselves; these abilities are described below.

PLAGUE WEAPON

Revolting toxins and infectious slime weeps from this weapon in a ceaseless stream. Even shallow cuts or glancing blows will leave the enemy's flesh seething with incurable diseases.

Each time an attack is made with this weapon, re-roll a wound roll of 1.

REMORSELESS

The Death Guard are never perturbed, for there are few things more horrifying than they, and they know the Plague God smiles down upon them.

Each time a Combat Attrition test is taken for this unit, ignore any or all modifiers.

MALICIOUS VOLLEYS

The Death Guard, for all their heresy, are still Space Marines, and are experts at making war with their bolters.

Instead of following the normal rules for Rapid Fire weapons, models in this unit shooting Rapid Fire bolt weapons make double the number of attacks if any of the following apply:

- The shooting model's target is within half the weapon's range.
- The shooting model is **INFANTRY** and its unit Remained Stationary in your previous Movement phase.
- The shooting model is a **TERMINATOR**.

For the purposes of this ability, a Rapid Fire bolt weapon is any bolt weapon (as defined on page 88) with the Rapid Fire type.

DISGUSTINGLY RESILIENT

Those favoured by Nurgle are inured to pain, their rotting bodies shrugging off all but the most traumatic damage with ease.

Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

DETACHMENT ABILITIES

A **DEATH GUARD** Detachment is one that only includes models with the **DEATH GUARD** keyword (excluding models with the **UNALIGNED** keyword).

If your army is Battle-forged:

- **DEATH GUARD** Detachments gain the **Diseased Minions**, **Infernal Jealousy** and **Foetid Virion** abilities.
- **BUBONIC ASTARTES** units in **DEATH GUARD** Detachments gain the **Inexorable Advance** ability.
- **PLAGUE MARINES** and **POXWALKERS** units in **DEATH GUARD** Detachments gain the **Objective Secured** ability (this ability is described in the Warhammer 40,000 Core Book).

DISEASED MINIONS

The **Death Guard** are frequently accompanied into battle by mutant creatures and diseased mortal followers, who are shown little or no regard by the sons of Mortarion.

- You cannot include more **PLAGUE FOLLOWER** units than **BUBONIC ASTARTES CORE INFANTRY** units in each **DEATH GUARD** Detachment in your army.
- You cannot include more **POXWALKER** units than **BUBONIC ASTARTES CORE INFANTRY** units in each **DEATH GUARD** Detachment in your army.

Example: If a Detachment includes two **PLAGUE MARINE** units and one **BLIGHTLORD TERMINATOR** unit, it can also include up to three **DEATH GUARD CULTIST** units and up to three **POXWALKER** units.

INFERNAL JEALOUSY

The Lords of the Death Guard do not willingly share power.

- You can include a maximum of one **LORD OF THE DEATH GUARD** unit in each **DEATH GUARD** Detachment in your army.
- You can include a maximum of one **DAEMON PRINCE** unit in each **DEATH GUARD** Detachment in your army.

FOETID VIRION

Few lords of the Death Guard go to war without a council of advisors, expert plague spreaders and contagion brewers.

You can include up to three **FOETID VIRION** units in a **DEATH GUARD** Detachment while only taking up one Elites Battlefield Role slot. Each of these units must be from a different datasheet.

INEXORABLE ADVANCE

The Death Guard trudge towards the enemy at a relentless pace, guns hammering in a staccato roar.

- This unit counts as having **Remained Stationary** if it did not **Fall Back** or **Advance** in your previous Movement phase.
- If this unit has the **VEHICLE** keyword, it does not suffer the penalty incurred to its hit rolls for firing Heavy weapons at enemy units that are within Engagement Range of it.
- If this unit has the **INFANTRY** keyword, it can ignore any or all modifiers to its Move characteristic, Advance rolls and charge rolls.

PLAGUE COMPANIES

If your army is Battle-forged, **<PLAGUE COMPANY>** units in **DEATH GUARD** Detachments gain access to the following Plague Company rules, provided every model in that Detachment that is drawn from a plague company is drawn from the same plague company. Such a Detachment is referred to as a Plague Company Detachment.

WARLORD TRAITS

Each Plague Company has an associated Plague Company Warlord Trait. If a **DEATH GUARD <PLAGUE COMPANY> CHARACTER** model gains a Warlord Trait, they can have the relevant Plague Company Warlord Trait instead of a Warlord Trait from page 48. All of these are Contagion abilities. You can find out more about Contagion abilities and Contagion range on page 63.

STRATAGEMS

Each Plague Company has an associated Plague Company Stratagem. If your army includes a Plague Company Detachment (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), then you will gain access to the relevant Plague Company Stratagem.

RELICS OF DECAY

Each Plague Company has an associated Plague Company Relic of Decay. If your army is led by **MORTARION** or a **DEATH GUARD <PLAGUE COMPANY> WARLORD**, you can give the relevant Plague Company Relic of Decay to a **DEATH GUARD <PLAGUE COMPANY> CHARACTER** model from your army instead of giving them a Relic of Decay from page 50. Named characters (such as Typhus) cannot be given a Relic of Decay.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Relics of Decay your models have on your army roster.

Example: A Battle-forged army includes a **DEATH GUARD** Detachment in which every unit has the **HARBINGERS** keyword. A **CHARACTER** model in that Detachment that is given a Warlord Trait can instead be given the **Shamblerot** trait, you have access to the **Wrathful Dead** Stratagem and can spend CPs to use it, and if the army's **WARLORD** is selected from this Detachment, then a **HARBINGERS CHARACTER** model from your army that could be given a Relic of Decay can instead be given **Infected Remains**.

HARBINGERS

THE WRATHFUL DEAD

1CP

Harbingers - Strategic Ploy Stratagem

The Pestwalker hordes of the 1st Plague Company are as the tide in their offensive, their blows laying low the living with terrifying inevitability.

Use this Stratagem in the Fight phase, when a **HARBINGERS** **PESTWALKERS** unit is selected to fight. Until the end of the phase, each time a model in that unit makes an attack, you can re-roll the hit roll.

WARLORD TRAIT: SHAMBLEROT

The strains of the zombie virus carried by the Harbingers slowly but surely break mortals around it. It saps at their strength and their dexterity, rendering them useless before the virus consumes them.

This **WARLORD** has the following ability:

THE 1ST PLAGUE COMPANY

'Shamblerot (Contagion): While an enemy unit (excluding **VEHICLE** units) is within Contagion Range of this unit, at the start of your opponent's Movement phase, roll one D6, subtracting 1 if that enemy unit has the **CHARACTER** keyword: on a 4+, that enemy unit suffers 1 mortal wound; on a 6, that enemy unit suffers D3 mortal wounds.'

RELIC: INFECTED REMAINS

Contaminated corpses and body parts can be used to despoil sacred sites in the name of Nurgle.

HARBINGERS model only. Once per battle, at the end of your Movement phase, you can select one objective marker within 3" of the bearer. While the bearer is on the battlefield, that objective marker has the Contagions of Nurgle ability (pg 63) and is considered to have all the same Contagion abilities that the bearer has.

THE INEXORABLE

THE 2ND PLAGUE COMPANY

FERRIC MIASMA

1CP

Inexorable - Strategic Ploy Stratagem

As the foe press forward they are engulfed in a whirling storm of flesh-rust flakes that clog lungs and eyes.

Use this Stratagem in your opponent's Charge phase, when an **INEXORABLE** unit from your army is selected as a target of a charge. Until the end of the phase, subtract 2 from charge rolls made for any unit that declares a charge against that **INEXORABLE** unit (to a minimum of 1).

WARLORD TRAIT: FERRIC BLIGHT

The spreading rust of the Ferric Blight, spawned in the immaterium, can reduce armour of all kinds to nothing.

This **WARLORD** has the following ability:

'Ferric Blight (Contagion): While an enemy unit is within Contagion Range of this unit, each time an attack is made by a friendly **INEXORABLE** model against that enemy unit, improve the Armour Penetration characteristic of that attack by 1.'

RELIC: LEECHSPORE CASKET

This rune-inscribed chest is borne to battle aboard the war engines of the Inexorable. Through unclean sorcery it is bound to the soul of a mighty plague champion; as that warrior reaps a tally amongst the foe, so the casket creaks open and spews fecund spores that use the enemy's parasitised life force to heal the vehicle's hurts with putrid mutant flesh.

INEXORABLE model only. Each time an enemy model is destroyed as a result of a melee attack made by the bearer, select one friendly **INEXORABLE VEHICLE** model within 18" of the bearer. That model regains 1 lost wound. No more than 3 wounds can be regained per turn due to this Relic.

MORTARION'S ANVIL

THE 3RD PLAGUE COMPANY

RELAPTIC ASSAULT

1CP

Mortarion's Anvil - Strategic Ploy Stratagem

Like a sickness flaring back to life, these stolid warriors erupt from their dug-in positions to counter-attack.

Use this Stratagem in your opponent's Charge phase, when an enemy unit finishes a charge move. Select any number of **MORTARION'S ANVIL** units from your army within 3" of that enemy unit. Until the end of the phase, the selected units are eligible to perform Heroic Interventions as if they were **CHARACTERS**.

WARLORD TRAIT: GLOAMING BLOAT

The spores of the Gloaming Bloat find their way into all kinds of crannies and crevices, rendering all kinds of weapons ineffective.

This **WARLORD** has the following ability:

'Gloaming Bloat (Contagion): While an enemy unit is within Contagion Range of this unit:

- That enemy unit cannot fire Overwatch or Set to Defend.
- Each time a model in that enemy unit makes an attack, the hit roll and the wound roll cannot be re-rolled.'

RELIC: WARP INSECT HIVE

As a part of their hellish defensive systems, warriors of Mortarion's Anvil deploy hives of foul warp insects.

MORTARION'S ANVIL model only. Each time the bearer makes a melee attack, you can re-roll the hit roll and you can re-roll the wound roll.

THE WRETCHED

THE 4TH PLAGUE COMPANY

SEVENFOLD BLESSINGS

1CP

Wretched – Requisition Stratagem

This diseased sorcerer feels the rheumy eye of the Plague God upon him.

Use this Stratagem before the battle, when you are mustering your army. Select one **WRETCHED PSYKER** model from your army.

- That model knows one additional psychic power from their chosen discipline.
- Once per Psychic phase, you can re-roll one Psychic test taken for that model.

You can only use this Stratagem once.

WARLORD TRAIT: EATER PLAGUE

The Eater Plague gnaws and bites at enemy armour, burrowing into weak points and making rents and gaps.

This **WARLORD** has the following ability:

'Eater Plague (Contagion): While an enemy unit is within Contagion Range of this unit, each time an attack is made by a friendly **WRETCHED** model against that enemy unit, an unmodified hit roll of 6 automatically wounds the target.'

RELIC: THE DAEMON'S FAVOUR

This vile, crater-pocked poppet-doll is scrimshawed from diseased bone. It teems with the malevolent essence of the Eater of Lives himself, his power billowing forth in gnawing clouds.

WRETCHED MALIGNANT PLAGUECASTER model only. The bearer's Pestilential Fallout ability is replaced with the following ability:

'Torrent of Putrefaction: Each time this model successfully manifests a psychic power, if the result of the Psychic test was 7 or more, the closest enemy unit within 12" suffers D3 mortal wounds. Otherwise, the closest enemy unit within 6" suffers 1 mortal wound.'

THE POXMONGERS

THE 5TH PLAGUE COMPANY

BILIOUS BLOOD-RUSH

1CP

Poxmongers – Battle Tactic Stratagem

Consumed by rage, the Daemon Engines of the Poxmongers open fire at their enemies at extremely close ranges.

Use this Stratagem in your Shooting phase, when a **POXMONGERS DAEMON ENGINE** unit from your army is selected to shoot. Until the end of the phase, :

- Models in that unit can make attacks with Blast weapons against units within Engagement Range of their unit.
- Each time a ranged attack is made by a model in that unit against an enemy unit that is within Engagement Range of their unit, add 1 to that attack's hit roll.

WARLORD TRAIT: SANGUOUS FLUX

Bleeding sores erupt all over enemies afflicted by the Sanguous Flux, the wounds never clotting or healing.

This **WARLORD** has the following ability:

'Sanguous Flux (Contagion): While an enemy unit is within Contagion Range of this unit:

- Subtract 1 from the Leadership characteristic of models in that enemy unit.
- Subtract 1 from Combat Attrition tests taken for that enemy unit.

RELIC: IRONCLOT FURNACE

Comprising an ever-burning alchemical engine lodged within the bearer's armour and an array of rune-carved, coiling tubes and exhausts that spill from it, this foul artefact churns out warp-charged pollutants that coat nearby Daemon Engines.

POXMONGERS model only. The bearer has the following ability:

'Ironclot Furnace: In your Command phase, you can select one friendly **POXMONGERS DAEMON ENGINE** unit within 6" of the bearer. Until the start of your next Command phase, models in that unit have a 4+ invulnerable save.'

THE FERRYMEN

THE 6TH PLAGUE COMPANY

ON DRONING WINGS

1CP

Ferryman - Epic Deed Stratagem

Buzzing clouds of plague flies billow from these warriors, acting as vectors for their unholy gifts.

Use this Stratagem in your Command phase. Select one **FERRYMEN FOETID VISION** model from your army, then select one of that model's aura abilities. Until the start of your next Command phase, add 6" to the range of that model's selected aura ability (to a maximum of 12").

WARLORD TRAIT: THE DRONING

The Warlord is surrounded by a cloud of fat plague flies, who harass the Death Guard's enemies and eat away at round casings, coolant vats and fuel containment canisters.

This **WARLORD** has the following ability:

The Droning (Contagion): While an enemy unit is within Contagion Range of this unit, at the start of your opponent's Movement phase, halve that enemy unit's Move characteristic until the end of the phase.

RELIC: FERRYMAN'S SCYTHE

This grotesquely oversized weapon lops great chunks of armour and flesh from its victims, each lumpen gobbet taken as payment for ferrying the victim's soul through the veil and into Nurgle's malignant garden for all eternity.

FERRYMEN model equipped with a manreaper only. This Relic replaces a manreaper and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Ferryman's Scythe	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.				
- Cleave	Melee	Melee	+3	-3	2
- Scythe	Melee	Melee	+1	-1	1

Abilities (Cleave): Plague Weapon [pg 62]. Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Abilities (Scythe): Plague Weapon [pg 62]. Each time an attack is made with this weapon, make 3 hit rolls instead of 1.

MORTARION'S CHOSEN SONS

THE 7TH PLAGUE COMPANY

PLAGUE BREWERS

1CP

Mortarion's Chosen Sons - Battle Tactic Stratagem

No plague company boasts a more gruesome array of potions, poisons and unclean fluids than the 7th.

Use this Stratagem in your Shooting phase, when a **MORTARION'S CHOSEN SONS** unit from your army is selected to shoot. Until the end of the phase, plague belchers, plaguespurt gauntlets and plague spewers models in that unit are equipped with have a Damage characteristic of 2.

WARLORD TRAIT: NURGLE'S FRUIT

The strange lumps that form on victims of Nurgle's fruit, also known as the boilblight, lumpen splatter or Crawling Pustulence, are easy to spot at distance for the Death Guard.

This **WARLORD** has the following ability:

Nurgle's Fruit (Contagion): While an enemy unit is within Contagion Range of this unit, each time an attack is made by a friendly **MORTARION'S CHOSEN SONS** model against that unit, the target does not receive the benefits of cover against that attack.

RELIC: VOMITRYX

This gruesome weapon contains a microscopic warp portal that leads directly into the festering guts of the Great Unclean One Ku'Gath. When its nozzle is opened it spews ferocious gouts of the Daemon's highly corrosive bile.

MORTARION'S CHOSEN SONS model equipped with a plague sprayer only. This Relic replaces a plague sprayer and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Vomitryx	12"	Assault ?	7	-3	2

Abilities: Plague Weapon [pg 62]. Each time an attack is made with this weapon, that attack automatically hits the target.

CONTAGIONS OF NURGLE

The Death Guard are carriers of countless infections and contagions, each a gift from Nurgle. Whenever they march to war, these diseases spread, contaminating all around, sapping the strength of its victims, draining them of energy, withering their muscles and overwhelming their immune system. Such is its malefic nature, they can even undo metallic bonds, alien psychic materials and all manner of other elements and components, rendering even armoured vehicles vulnerable.

If every unit from your army has the **DEATH GUARD** keyword (excluding **UNALIGNED** units), this unit gains the following ability:

Nurgle's Gift (Contagion): While an enemy unit is within Contagion Range of this unit (see below), subtract 1 from the Toughness characteristic of models in that enemy unit.

Contagion Abilities

Contagion abilities affect enemy models or units within Contagion Range – this changes with the battle round number, increasing as the battle progresses, as shown in the table below. The effects of multiple, identically named Contagion abilities is not cumulative (i.e. if an enemy unit is within range of two models with the same Contagion ability, that Contagion ability only applies to the enemy unit once). Note, that while similar in many regards to Aura abilities, Contagion abilities are not affected by abilities that affect Aura abilities, and vice-versa.

BATTLE ROUND NUMBER	CONTAGION RANGE
1	1"
2	3"
3	6"
4+	9"

DEPLOYMENT ABILITIES

The following abilities, which are used during deployment, are common to many **DEATH GUARD** units.

Teleport Strike

Death Guard warships contain rusted, baroque chambers fitted with ancient technologies that can teleport the sons of Mortarion into the very heart of battle.

During deployment, if every model in this unit has this ability, then you can set up this unit in a teleportarium chamber instead of setting it up on the battlefield. If you do, then in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.



WARLORD TRAITS

If a **DEATH GUARD CHARACTER** model is your **WARLORD**, you can use the Death Guard Warlord Traits table below to determine what Warlord Trait they have. You can either roll one D6 to randomly generate one, or you can select one.

Each time you determine a Warlord Trait for:

- **MORTARION**, replace all instances of the **<PLAGUE COMPANY>** keyword in that Warlord Trait (if any) with the **DEATH GUARD** keyword.
- A **DEATH GUARD CHARACTER** model, replace all instances of the **<PLAGUE COMPANY>** keyword in that Warlord Trait (if any) with the name of the plague company that your **CHARACTER** is from.

DEATH GUARD WARLORD TRAITS

1. REVOLTINGLY RESILIENT

So vast and bloated has this warlord become that he is all but immune to the pain of injury.

Each time this **WARLORD** would lose a wound, roll one D6: on a 5+, that wound is not lost.

2. LIVING PLAGUE (AURA)

Saturated as he is with Nurgle's contagious blessings, merely to stand before this warlord is to be assailed by an oppressive aura of plague.

While an enemy unit is within 3" of this **WARLORD**, that unit cannot be affected by the aura abilities (excluding those that are psychic powers) of units from your opponent's army.

3. HULKING PHYSIQUE

This Warlord's body has become swollen with Nurgle's divine blessings, and stands all but inviolate as a veritable behemoth of rancid flesh.

- Add 1 to the Wounds characteristic of this **WARLORD**.
- Each time an attack is made against this **WARLORD**, an unmodified wound roll of 1-3 for that attack fails, irrespective of any abilities that the weapon or the model making the attack may have.

4. ARCH-CONTAMINATOR (AURA)

Such are this Warlord's virulent emanations that his very presence is enough to make even the most lethal toxins and venoms deadlier still.

While a friendly **<PLAGUE COMPANY> CORE** unit is within 6" of this **WARLORD**:

- Each time a model in that unit makes a melee attack with a plague weapon (pg 88), you can re-roll the wound roll.
- Each time a model in that unit makes a ranged attack with a plague weapon (pg 88) that targets a unit within 12", you can re-roll the wound roll.

5. ROTTEN CONSTITUTION

Nurgle's favour takes many forms, and this Warlord's flesh has become so rot-infested that vast chunks of it can be torn free without risk of lasting harm.

- Add 1 to the Toughness characteristic of this **WARLORD**.
- Each time an attack with an Armour Penetration characteristic of -1 or -2 is allocated to this **WARLORD**, that attack has an Armour Penetration characteristic of 0 instead.

6. FOUL EFFLUENTS (AURA)

Liquid toxins pour from crevices in the Warlord's armour, creating a miasma of filth around him that spreads all around.

While an enemy unit is within 6" of this **WARLORD**, at the end of your Movement phase, roll one D6 for that unit: on a 4+, that unit suffers 1 mortal wound.

NAMED CHARACTERS AND WARLORD TRAITS

If one of the following characters gains a Warlord Trait, they must have the one shown below:

Named Character

Typhus
Mortarion

Warlord Trait

Shamblerot (pg 41)
Revoltingly Resilient; Living Plague; Arch-Contaminator.

CONTAGION DISCIPLINE

Before the battle, generate the psychic powers for **PSYKER** models from your army that know powers from the Contagion discipline using the table below. You can either roll one D6 to generate each power randomly (re-rolling duplicate results), or you can select which powers the psyker knows.

1. MIASMA OF PESTILENCE

As the psyker chants in a phlegm-choked drone, a dark cloud of filth and rot flies shrouds his allies from view.

Blessing: *Miasma of Pestilence* has a warp charge value of 6. If manifested, select one friendly **DEATH GUARD** unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, each time an attack is made against that unit, subtract 1 from that attack's hit roll.

2. GIFT OF CONTAGION

With a gesture the psyker gathers a foul fog of contagion about his enemies, granting them a blessing from Grandfather Nurgle.

Malediction: *Gift of Contagion* has a warp charge value of 5. If manifested, select one enemy unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, subtract 1 from the Strength characteristic of models in that unit. If the result of the Psychic test was 8+, subtract 1 from the Strength and Attacks characteristics of models in that unit instead.

3. PLAGUE WIND

The psyker belches forth a wind of plague that blows through his foes, choking them and leaving only diseased, maggot-bloated corpses in its wake.

Witchfire: *Plague Wind* has a warp charge value of 6. If manifested, select one enemy unit within 18" of and visible to this **PSYKER**. Roll one D6 for each model in that unit. For each 6, that unit suffers 1 mortal wound. If the result of the Psychic test was 9+, that unit suffers 1 mortal wound for each 3+ instead.

4. PUTRESCENT VITALITY

Rancorous energies surge through Nurgle's followers, bloating their distended bodies further with fresh infections and granting them new strength.

Blessing: *Putrescent Vitality* has a warp charge value of 7. If manifested, select one friendly **DEATH GUARD INFANTRY** unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, add 1 to the Strength and Toughness characteristics of models in that unit.

5. CURSE OF THE LEPER

The victims touched by this enervating curse find themselves weakened and drained of life within moments.

Witchfire: *Curse of the Leper* has a warp charge value of 6. If manifested, select the closest enemy unit that is within 18" of and visible to this **PSYKER**. Roll seven D6s: for each dice result that exceeds that enemy unit's Toughness characteristic, it suffers 1 mortal wound.

6. GIFT OF PLAGUES

Channelling Nurgle's blessings and power, the psyker enhances the contagions bestowed on the Death Guard of his army.

Blessing: *Gift of Plagues* has a warp charge value of 6. If manifested, select one friendly **DEATH GUARD** unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, add 6" to the range of any Contagion abilities (pg 63) that unit has (to a maximum of 12").

'Such delightful horrors I have wrought. Such bounteous rot and disease have I bestowed in the Grandfather's name. Yet always there must be more, for with every world I ruin, so Nurgle rewards me further, and so my might grows ever greater.'

- Viluthrox the Maggotfather

DEADLY PATHOGENS

If your army is Battle-forged and includes any **DEATH GUARD** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary and Fortification Network Detachments), then when you are mustering your army, you can upgrade any of the following models in your army by giving them a Deadly Pathogen:

- **DEATH GUARD CHARACTER** models
- **BUDDONIC ASTARTES** models that have the word 'Champion' in their profile

Each time you give a model a Deadly Pathogen, select one plague weapon (pg 88) that model is equipped with to upgrade (this cannot be a Grenade weapon or a Relic). In addition to the effects listed for that Deadly Pathogen (see below), add 1 to the Strength characteristic of that weapon. The Power Rating of that model's unit is increased by 1. If you are playing a matched play game, or a game that uses a points limit, then the points value of that model's unit is also increased by the amount shown on the table below. Make a note on your army roster each time you give a model a Deadly Pathogen, as well as which of that model's equipped weapons has been upgraded with it.

Named characters cannot be given Deadly Pathogens. Each model can only have one Deadly Pathogen. An army (or a Crusade force) cannot include the same Deadly Pathogen more than once. Deadly Pathogens are not considered to be Relics for any rules purposes – this means a **CHARACTER** model can be equipped with both a Relic and a Deadly Pathogen.

A Crusade force cannot start with any models having Deadly Pathogens – to include one in a Crusade force you must use the Deadly Pathogens Requisition (pg 58).

DEADLY PATHOGENS

PATHOGEN	POINTS
Acidic Malady	+20
Explosive Outbreak	+20
Virulent Fever	+20
Befouling Runoff	+10
Unstable Sickness	+15
Corrosive Filth	+20
Viscous Death	+10

ACIDIC MALADY

The acids that coat this weapon eat through armour with terrifying ease.

Improve the Armour Penetration characteristic of this weapon by 1.

EXPLOSIVE OUTBREAK

This pathogen attacks its victim with incredible speed.

Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 1 additional hit. This is not cumulative with the 'Tollkeeper' ability (pg 50).

VIRULENT FEVER

When this pathogen finds a victim – either being or machine – it rapidly replicates, causing horrific damage before burning out.

Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.

BEFOULING RUNOFF

The pathogen manifests itself as a viscous liquid with a stench so foul it can make lungs bleed. When it seeps into cover or terrain, the landscape is rendered utterly useless to enemy troops.

Each time an attack is made with this weapon, the target does not receive the benefits of cover against that attack.

UNSTABLE SICKNESS

Those affected by this pathogen explode in a shower of deeply infected gore.

Each time an attack is made with this weapon, if any enemy models are destroyed by that attack, roll one D6: on a 4+, that model's unit suffers 1 mortal wound (to a maximum of 3 mortal wounds per turn). The bearer cannot be selected for the Befouled Incubators Stratagem (pg 45).

CORROSIVE FILTH

No armoured fighting vehicle is durable enough to withstand the corrosive power of this specially formulated pathogen.

Each time an attack is made with this weapon against a **VEHICLE** unit, add 1 to the Damage characteristic of that attack.

VISCOUS DEATH

Filthy slime fills the rounds of this weapon and coats them. When fired, the explosive splashes spread the pathogen in all directions.

Each time you roll to determine the number of attacks made with this weapon, you can re-roll the result.

RELICS

If your army is led by a **DEATH GUARD WARLORD**, you can, when mustering your army, give one of the following Relics of Decay to a **DEATH GUARD CHARACTER** model from your army. Named characters and **VEHICLE** models cannot be given any of the following Relics.

When a model from your army is given a Relic of Decay, replace all instances of the **<PLAGUE COMPANY>** keyword in that Relic's rules (if any) with the name of the plague company that your model is from.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Relics of Decay your models have on your army roster.

REAPER OF GLORIOUS ENTROPY

The blade of this ancient scythe is razor sharp. The acids that leak from its handle hone the weapon's blade and burn through any armour they touch.

Model equipped with a manreaper or plaguereaper only.
This Relic replaces a manreaper or plaguereaper and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Reaper of Glorious Entropy	Melee	Melee	x2	-3	3

Abilities: Plague Weapon (pg 62). Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.

PLAGUE SKULL OF GLOTHILA

This oversized death's head was once the skull of the Chaos Lord Glothila, whose dying wish was to become a weapon of purest evil.

Once per battle, at the end of your Movement phase, the bearer can use this Relic. If it does, select one enemy unit within 6" of the bearer and roll seven D6s: for each 4-5, that unit suffers 1 mortal wound; for each 6, that unit suffers D3 mortal wounds.

DAEMON'S TOLL

With its discordant note, the Daemon's Toll summons mutated tendrils and warp insects to ensnare, trap and harass the foe.

NOXIOUS BLIGHTBRINGER model only. Once per battle, at the start of your opponent's Movement phase, the bearer can use this Relic. If it does, select one enemy unit within 6". Until the end of the phase, each time that unit is selected to Fall Back, roll one D6: on a 2+, that unit cannot Fall Back and must Remain Stationary instead.

FUGARIS' HELM

He who dons this helm becomes a living magnet for Daemon flies. These foul insects echo his words with the susurrus of their wings and chitinous bodies, turning his voice into a pestilential roar.

Add 3" to the range of the bearer's aura abilities (to a maximum of 12").

PUTRID PERIAPT

Plucked from the gut of one of Horticulous Slimux's own Beasts of Nurgle, this amulet reacts to witchery by releasing clouds of warp spores that seed the flesh of Nurgle's faithful with second vitality.

MALIGNANT PLAGUECASTER or **TERMINATOR SORCERER** model only.

- The bearer knows one additional psychic power from any discipline it has access to.
- Once per battle, after successfully manifesting a psychic power, the bearer can regain up to D3 lost wounds.

TOLLKEEPER

This device is so saturated with plagues that tallying the slain with it causes unclean outbreaks to erupt amongst their comrades.

TALLYMAN model only. The bearer has the following ability:

'Tollkeeper (Aura): While a friendly **<PLAGUE COMPANY> CORE** unit is within 6" of the bearer, each time a model in that unit makes a ranged attack, an unmodified hit roll of 6 scores 1 additional hit.'

REVOLTING STENCH-VATS

Buried in the Blightspawn's torso, these vats emit an incredibly foul odour.

FOUL BLIGHTSPAWN model only. The bearer has the following ability:

'Revolting Stench (Aura): While an enemy unit is within 6" of the bearer, that unit cannot make use of any rules that allow it to fight first and never counts as having made a charge move this turn, irrespective of any abilities that unit may have.'

SUPPURATING PLATE

This bloated power armour is riddled with pipes full of corrosive pus. Whenever an enemy's weapon so much as nicks its surface, foul fluids jet out that eat away at metal and flesh alike.

- The bearer has a Save characteristic of 2+.
- Each time an enemy unit fights, after it makes its attacks, if the bearer lost any wounds as a result of those attacks, roll one D6: on a 2+, that unit suffers 1 mortal wound.

PLAGUEBRINGER

This blade originally played host to the souls of a trio of Beasts of Nurgle. However, they were trapped so long that they pupated, and so now the weapon contains the souls of three Rot Flies.

Model equipped with a balesword, daemonic plague blade, plague knife or power sword only. This Relic replaces a balesword, daemonic plague blade, plague knife or power sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Plaguebringer	Melee	Melee	+2	-3	2

Abilities: Plague Weapon (pg 62). Each time a model is destroyed as a result of an attack made with this weapon, that model counts as two destroyed models for the purposes of Morale tests this turn.

STRATAGEMS

If your army includes any **DEATH GUARD** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), you have access to the Stratagems shown here, and can spend CPs to use them. When one of these Stratagems instructs you to select a unit from your army, replace all instances of the **<PLAGUE COMPANY>** keyword on that Stratagem (if any) with the name of the plague company that your selected unit is from.

TRENCH FIGHTERS

1CP

Death Guard – Battle Tactic Stratagem

The Death Guard excel in the crush of close quarters, driving plague knives into their victims again and again.

Use this Stratagem in the Fight phase, when a **DEATH GUARD PLAGUE MARINES** unit from your army is selected to fight. Until the end of the phase, each time a model in that unit fights, if it is equipped with any plague knives, it makes 1 additional attack with one of its plague knives.

CREEPING BLIGHT

1CP

Death Guard – Battle Tactic Stratagem

This warp-plague spreads fingers of corrosion through armour, flesh, bone and even air with equal virulence.

Use this Stratagem in the Fight phase, when a **DEATH GUARD** unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes an attack with a plague weapon (pg 88), on an unmodified wound roll of 6, that attack has an Armour Penetration characteristic of -4.

FIRE FEVER

1CP

Death Guard – Battle Tactic Stratagem

Empyric fever-heat burns through the Helbrute's brain, causing it to fire with ever more frenzied ferocity as it rails against its agony.

Use this Stratagem in your Shooting phase, when a **DEATH GUARD HELBRUTE** model from your army is selected to shoot. Until the end of the phase, that model can only target a single eligible enemy unit and each time an attack is made by that model, add 1 to that attack's hit roll and add 1 to that attack's wound roll.

VERMID WHISPERS

1CP

Death Guard – Battle Tactic Stratagem

The compound eyes and keening whispers of countless daemonic flies help guide these warriors' aim.

Use this Stratagem in your Shooting phase, when a **DEATH GUARD TERMINATOR** unit from your army is selected to shoot, or in the Fight phase, when a **DEATH GUARD TERMINATOR** unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll.

HAZE OF CORRUPTION

2CP

Death Guard – Battle Tactic Stratagem

The close combat weapons of many Death Guard warriors are coated with terrible venoms. When they swing these weapons, the air is filled with corruption that can infect those nearby.

Use this Stratagem in the Fight phase, when a **DEATH GUARD CORE** unit from your army is selected to fight. Until the end of the phase, each time an enemy model is destroyed by an attack made by a model in that unit, any excess damage inflicted by that attack is not lost and is instead suffered by another model in that unit (do not make a saving throw for that model). This continues until there is no excess damage remaining.

ETERNAL HATRED

2CP

Death Guard – Battle Tactic Stratagem

The hatred of the Traitor Legions has burned for millennia.

Use this Stratagem in your Shooting phase, when a **BUBONIC ASTARTES INFANTRY** unit from your army is selected to shoot, or in the Fight phase, when a **BUBONIC ASTARTES INFANTRY** unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes an attack, add 1 to that attack's wound roll.

MUTANT STRAIN

1CP

Death Guard – Battle Tactic Stratagem

Unholy diseases warp and mutate, sending their carriers into a froth-jawed killing fever to the ruin of all.

Use this Stratagem in the Fight phase, when a **POXWALKERS** unit from your army is selected to fight. Until the end of the phase, each time an attack is made by a model in that unit:

- An unmodified hit roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
- An unmodified hit roll of 1 inflicts 1 mortal wound on that **POXWALKERS** unit after that fight is resolved.

DISEASED EFFLUENTS

1CP

Death Guard – Epic Deed Stratagem

The foul liquids coursing through some Death Guard warriors are weapons in themselves. If unleashed, they drench a foe in toxic slime and effluvia that can kill in minutes.

Use this Stratagem in your Command phase. Select one **DEATH GUARD CHARACTER** model from your army (excluding **DAEMON** models) and one enemy unit within Engagement Range of that model. That model suffers 1 mortal wound and you then roll one D6: on a 2+, that enemy unit suffers 2D3 mortal wounds. If that enemy unit has the **CHARACTER** keyword (excluding **VEHICLE** units), it suffers D3 mortal wounds instead.

DAEMONIC GLUTTONY

1CP

Death Guard – Strategic Ploy Stratagem

Daemons can restore their energy and strength by consuming the souls of mortals.

Use this Stratagem in the Fight phase, when a **DEATH GUARD DAEMON ENGINE** model from your army is selected to fight. Until the end of the phase, each time an enemy model is destroyed by an attack made by that model, that **DAEMON ENGINE** model regains 1 lost wound (to a maximum of 3 regained wounds per phase).

FLASH OUTBREAK

2CP

Death Guard – Strategic Ploy Stratagem

On occasion a contagion of Nurgle will flare up brilliantly in an all-consuming wave of infection.

Use this Stratagem in your Command phase. Select one **<PLAGUE COMPANY>** unit from your army:

- If there are any other **<PLAGUE COMPANY>** units from your army on the battlefield that have any Contagion abilities (pg 63) that the selected unit does not have, then until the start of your next Command phase, the selected unit has all of the same Contagion abilities (this is in addition to the ones it already has).
- Until the start of your next Command phase, units from your army count the battle round number as one higher than the current battle round number for the purpose of determining the Contagion range of any Contagion abilities they have (pg 63).

PUTRID DETONATION

1CP/2CP

Death Guard – Strategic Ploy Stratagem

Upon their destruction, the seven-cursed hulls of Death Guard battle tanks have an alarming tendency to burst like ruptured boils, exploding in a swelling mass of pus and foulness.

Use this Stratagem in any phase, when a **DEATH GUARD VEHICLE** model from your army is destroyed. Do not roll to see if that model explodes: it does so automatically. If that model has a Wounds characteristic of 9 or less, this Stratagem costs 1CP; otherwise, it costs 2CP.

FOUL SMOKESCREEN

1CP

Death Guard – Wargear Stratagem

Throwing down a hail of smoke grenades or deploying their smoke launchers, the Death Guard screen themselves from the enemy.

Use this Stratagem in your opponent's Shooting phase, when a **DEATH GUARD SMOKESCREEN** unit from your army is selected as the target of an attack. Until the end of the phase, each time an attack is made against that unit, subtract 1 from that attack's hit roll.

THE BLIGHTENING

1CP

Death Guard – Wargear Stratagem

The effects of blight grenades – so horrendous to their victims – have no impact on the Death Guard, who gladly use the devices in extreme close quarters with the enemy.

Use this Stratagem in your Shooting phase. Select up to three **DEATH GUARD** models from your army. Until the end of the phase, plague weapons (pg 88) with the Grenade type that those models are equipped with lose the Blast ability, have a Type characteristic of Pistol 6, and each time that model makes an attack with one of those weapons against an enemy unit within Engagement Range that attack automatically hits the target.

OVERWHELMING GENEROSITY

1CP

Death Guard – Wargear Stratagem

Unholy filth gushes from Nurgle's faithful into their guns until the armaments threaten to burst like bloated corpses.

Use this Stratagem in your Shooting phase, when a **DEATH GUARD** unit from your army is selected to shoot. Until the end of the phase, add 6" to the Range characteristic of plague weapons (pg 88) models in that unit are equipped with.

VIRULENT ROUNDS

1CP

Death Guard – Wargear Stratagem

The Death Guard know countless revolting ways to render their bolt rounds horrifically virulent.

Use this Stratagem in your Shooting phase, when a **DEATH GUARD CORE** unit from your army is selected to shoot. Until the end of the phase, bolt weapons (pg 88) models in that unit are equipped with have the Plague Weapon ability (pg 62).

DISGUSTING FORCE

1CP

Death Guard – Wargear Stratagem

Plagueburst Crawlers can fire rounds with additional potency and force that are overloaded with flesh-melting diseases and armour-rusting poxes.

Use this Stratagem in your Shooting phase, when a **PLAGUEBURST CRAWLER** model from your army is selected to shoot. Until the end of the phase:

- Each time that model makes an attack with a Plagueburst mortar, that attack has a Damage characteristic of 3.
- After that model has shot, select one enemy unit that was hit by one or more attacks made with a Plagueburst mortar by that model this turn. Roll one D6 for each other unit within 3" (excluding **NURGLE** units) of the selected unit: on a 4+, that unit suffers 1 mortal wound.

UNCLEAN MACHINE SPIRIT

1CP

Death Guard – Epic Deed Stratagem

The Death Guard have many tales of the corrupted machine spirits of their vehicles fighting on even after their crew have been slain or their critical systems are in the midst of failure.

Use this Stratagem in your Command phase. Select one **DEATH GUARD MACHINE SPIRIT** model from your army. Until the start of your next Command phase, that model is considered to have its full wounds remaining for the purposes of determining what characteristics on its profile to use.

BEFOULED INCUBATORS

1CP

Death Guard – Epic Deed Stratagem

Those fighting the Death Guard soon became carriers of disease, even if the plagues do not kill them outright. On occasion their plague boils up inside them, so that when they are struck down, they burst.

Use this Stratagem in the Fight phase, when a **DEATH GUARD CHARACTER** model from your army is selected to fight. Until the end of the phase, each time an enemy model is destroyed by an attack made by that model, roll one D6: on a 3+, that enemy model's unit suffers 1 mortal wound after your model has resolved all of its attacks (a maximum of 3 mortal wounds can be inflicted per phase via this Stratagem).

RELEASE THE TOXINS

2CP

Death Guard – Epic Deed Stratagem

The artefacts of the Death Guard are foul objects and weapons, seeped in poisons of countless varieties. To unleash them is to grant the enemy a most horrible death.

Use this Stratagem in your Command phase. Select one **DEATH GUARD CHARACTER** model from your army that was equipped with a Relic of Decay (pg 50) at the start of the battle. Roll one D6 for each enemy unit within 7" of that model: on a 2-5, that unit suffers 1 mortal wound; on a 6, that unit suffers D3 mortal wounds. A model can only be selected for this Stratagem once per battle.

ERUPTION OF FILTH

1CP

Death Guard – Epic Deed Stratagem

The slain warrior bursts like a fat, pox-laden buboe.

Use this Stratagem in any phase, when a **DEATH GUARD CHARACTER** model from your army is destroyed instead of using any other rules that are triggered when a model is destroyed (e.g. the Putrid Explosion ability). Before removing that model from play, roll one D6 for each other unit within 3" (excluding **NURGLE** units): on a 2-5, that unit suffers 1 mortal wound; on a 6, that unit suffers D3 mortal wounds.

CHAMPION OF DISEASE

1CP

Death Guard – Requisition Stratagem

Some Death Guard are marked for greatness before they rise high in the Legion's ranks. Some of these warriors are gifted the opportunity to wield rare relic weapons in Nurgle's name.

Use this Stratagem before the battle, when you are mustering your army. Select one **BUBONIC ASTARTES** model from your army that has the word 'Champion' in their profile and give them one of the following Relics of Decay (this must be a Relic they could have): Reaper of Glorious Entropy; Plague Skull of Glothila; Plaguebringer; Suppurating Plate.

Each Relic in your army must be unique, and you cannot use this Stratagem to give a model two Relics. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this Stratagem three times).

GIFTS OF DECAY

1CP

Death Guard – Requisition Stratagem

Nurgle is a generous god, and through worship and devotion his followers can gain mighty rewards. Those who prove themselves most worthy wield suppurating weapons of unspeakable foulness, or gird themselves in weeping armour of filth.

Use this Stratagem before the battle, when you are mustering your army, if your **WARLORD** has the **DEATH GUARD** keyword. Select one **DEATH GUARD CHARACTER** model from your army and give them one Relic of Decay (this must be a Relic they could have). Each Relic in your army must be unique, and you cannot use this Stratagem to give a model two Relics. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this Stratagem three times).

PLAGUE-CHOSEN

1CP

Death Guard – Requisition Stratagem

Many lords and champions of the Death Guard have favoured lieutenants within their ranks.

Use this Stratagem before the battle, when you are mustering your army, if your **WARLORD** has the **DEATH GUARD** keyword. Select one **DEATH GUARD CHARACTER** model in your army (excluding named characters) and determine one Warlord Trait for that model (this must be a Warlord Trait they can have); that model is only regarded as your **WARLORD** for the purposes of that Warlord Trait. Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results), and you cannot use this Stratagem to give a model two Warlord Traits. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case you can use this Stratagem twice), or an Onslaught battle (in which case you can use this Stratagem three times).

GRANDFATHERLY INFLUENCE

1CP/2CP

Death Guard – Requisition Stratagem

The Chaos Spawn created thanks to Nurgle's 'blessings' are hideously tough.

Use this Stratagem before the battle, when you are mustering your army. Select one **DEATH GUARD CHAOS SPAWN** unit from your army:

- Add 1 to the Toughness characteristic of models in that unit.
- That unit has the Disgustingly Resilient ability (pg 62).

If that unit contains 3 or fewer models, this Stratagem costs 1CP; otherwise, it costs 2CP.

SICKLY CORROSION

2CP

Death Guard – Strategic Ploy Stratagem

When a foe is struck by a plague weapon, even if they survive they are made much weaker. Thus are they easy prey for further attacks.

Use this Stratagem in either the Fight phase or your Shooting phase, when a **DEATH GUARD** model from your army makes an attack with a plague weapon (pg 88) that scores a hit against an enemy unit. Until the end of the turn, each time an attack is made by a **DEATH GUARD** model against that enemy unit, re-roll a wound roll of 1.

BELCHING FUMES

1CP/2CP

Death Guard – Strategic Ploy Stratagem

Especially noxious fumes pour from the Myphitic Blight-haulers' spouts, spewing forth in billowing clouds with wet rasps.

Use this Stratagem at the start of your opponent's Shooting phase. Select one **MYPHITIC BLIGHT-HAULERS** unit from your army. Until the end of the phase, each time an enemy model makes an attack with a ranged weapon against that unit, reduce the number of attacks made with that weapon by 1 (to a minimum of 1). If that unit contains 2 or fewer models, this Stratagem costs 1CP; otherwise, it costs 2CP.

BLIGHT BOMBARDMENT

2CP/3CP

Death Guard – Strategic Ploy Stratagem

Utilising far away artillery, the Death Guard pound an area of the battlefield with flesh-starved blight spores that rampantly spread over any unfortunate enough to be nearby.

Use this Stratagem in your Command phase, if a **DEATH GUARD WARLORD** from your army is on the battlefield. Select one point on the battlefield and place a marker on that point. At the start of your next Command phase, roll one D6 for each unit within 6" of the centre of that marker, adding 1 if the unit being rolled for is an **INFANTRY** unit and subtracting 1 if the unit being rolled for is a **CHARACTER**: on a 2-6, that unit suffers D3 mortal wounds; on a 7+, that unit suffers D6 mortal wounds. The marker is then removed. If your **WARLORD** has the **LORD OF VIRULENCE** keyword, this Stratagem costs 2CP; otherwise it costs 3CP. You can only use this Stratagem once.

THE DEAD WALK AGAIN

1CP

Death Guard – Strategic Ploy Stratagem

The groans of the Poxwalkers are spiritually infectious in their own right, spreading the curse carried by the shambling abominations far and wide.

Use this Stratagem in your Command phase. Select one **POXWALKERS** unit from your army and roll seven D6s: for each 3+, one of that unit's destroyed models is added back to it with 1 wound remaining. Models added back to that unit in this way can be set up within Engagement Range of enemy units that are already within Engagement Range of that unit. Each unit can only be selected for this Stratagem once per battle.

CLOUD OF FLIES

2CP/4CP

Death Guard – Strategic Ploy Stratagem

With a thrumming roar, a thick cloud of daemon flies whirls around the Death Guard and obscures them from the enemy's sight.

Use this Stratagem at the start of your opponent's Shooting phase. Select one **BUBONIC ASTARTES INFANTRY** unit from your army. Until the end of the phase, each time an enemy model shoots, if that unit is not the closest eligible target or within 12" of that model, then until that shooting is resolved, that model cannot target that unit. In addition, until the end of the phase, if the selected unit has the Bodyguard ability, it loses that ability. If the selected unit has the **TERMINATOR** keyword, this Stratagem costs 4CP; otherwise, it costs 2CP.

BREAK THEIR SPIRITS

1CP

Death Guard – Strategic Ploy Stratagem

Terminators are terrifying foes to face. When Death Guard Terminators slice opponents in half or unleash plague weapons that turn living beings to pools of foetid slush, they shatter the spirits of those who still live and stand against them.

Use this Stratagem in the Fight phase, when a **DEATH GUARD TERMINATOR** model from your army destroys a model in an enemy **INFANTRY**, **BEASTS** or **SWARM** unit. Until the end of the turn, subtract 4 from the Leadership characteristic of models in that unit.

DARK CRAVINGS

1CP

Death Guard – Strategic Ploy Stratagem

The vicious daemons bound with Foetid Bloat-drones are particularly cruel and dangerous, hungering after enemies in ferocious pursuits.

Use this Stratagem in your opponent's Charge phase. Select one **FOETID BLOAT-DRONE** unit from your army. Until the end of the phase, if that unit is within 6" horizontally and 5" vertically of any enemy units, it is eligible to perform Heroic Interventions as if it was a **CHARACTER**. When doing so, it can move up to 6" instead of 3". All other rules for Heroic Interventions still apply.

CHAPTER APPROVED RULES

If every model in your army (excluding **UNALIGNED** units) has the **DEATH GUARD** keyword, and your **WARLORD** has the **DEATH GUARD** keyword, you can, if you are playing a matched play battle that instructs you to select secondary objectives (e.g. a mission from the Eternal War mission pack in the Warhammer 40,000 Core Book), select one of them to be from the Death Guard secondary objectives listed below.

Like all other secondary objectives, each of the secondary objectives listed below has a category, and they follow all the normal rules for secondary objectives (for example, when you select secondary objectives, you cannot choose more than one from each category, you can score no more than 15 victory points from each secondary objective you select during the mission etc.).

NO MERCY, NO RESPITE

FLEEING VECTORS

Progressive Objective

Those who flee the Death Guard, though they believe themselves safe, only spread the hideous plagues of their enemy wherever they run.

Score 3 victory points at the end of the battle round if any enemy units failed Morale tests this battle round that had one or more models destroyed by attacks made with plague weapons (pg 88) this battle round.

BATTLEFIELD SUPREMACY

DESPOILED GROUND

End Game Objective

To the Death Guard, spreading Nurgle's gifts is not something they do just among the beings and creatures they fight, but also the landscapes they tread upon. Every member of the Death Guard wants to make Nurgle's garden as large and verdant as possible.

If you select this objective, you score victory points as follows:

- Score 4 victory points at the end of the battle if you have one or more **BUBONIC ASTARTES** units wholly within your opponent's deployment zone and one or more **BUBONIC ASTARTES** units wholly within your deployment zone.
- Score 4 victory points at the end of the battle if you have one or more **BUBONIC ASTARTES** units from your army wholly within three different table quarters, and those units are all more than 6" from the centre of the battlefield. Score 6 victory points instead if you have one or more **BUBONIC ASTARTES** units from your army wholly within each table quarter, and those units are all more than 6" from the centre of the battlefield.
- Score 4 victory points at the end of the battle if you control more than half the total number of objective markers on the battlefield and there are **BUBONIC ASTARTES** units from your army within 3" of each of those objective markers.
- Score 4 victory points at the end of the battle if every objective marker on the battlefield is within Contagion range of a Contagion ability (pg 63) that units from your army have.

SHADOW OPERATIONS

SPREAD THE SICKNESS

End Game Objective

To contaminate an area, Death Guard on occasion spill the filth that infects their own bodies, expecting the simple cut they make to unleash it to heal after the effluvia has polluted the target. However, this does not always go to plan, for the Plague God can take gifts as easily as he gives them, especially in pursuit of a grander goal in which he can grant many more blessings to so many others.

If you select this objective, then **DEATH GUARD INFANTRY** units in your army can perform the following action:

Spread the Sickness (Action): One unit from your army can start to perform this action at the end of your Movement phase if it is within 3" of an objective marker that has not been contaminated (see below). A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT** units) within 3" of the same objective marker.

The action is completed at the end of your turn. When this action is completed you can choose one of the following:

- Roll one D6: on a 4+, that objective marker is said to have been contaminated.
- The unit performing this action suffers D3 mortal wounds and that objective marker is said to have been contaminated.

Score 3 victory points at the end of the battle for each objective marker on the battlefield that has been contaminated by a unit from your army.

DEATH GUARD CHAOS LORD

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Death Guard Chaos Lord	6"	2+	2+	4	5	5	5	9	3+

A Death Guard Chaos Lord is equipped with: bolt pistol; Astartes chainsword; blight grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	
Astartes chainsword	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

WARGEAR OPTIONS

- This model's bolt pistol can be replaced with one of the following: 1 balesword; 1 chainaxe; 1 combi-bolter; 1 combi-flamer; 1 combi-melta; 1 combi-plasma; 1 lightning claw; 1 plasma pistol; 1 power axe; 1 power fist; 1 power maul; 1 power sword.
- This model's Astartes chainsword can be replaced with one of the following: 1 balesword; 1 chainaxe; 1 lightning claw; 1 power axe; 1 power fist; 1 power maul; 1 power sword.

ABILITIES

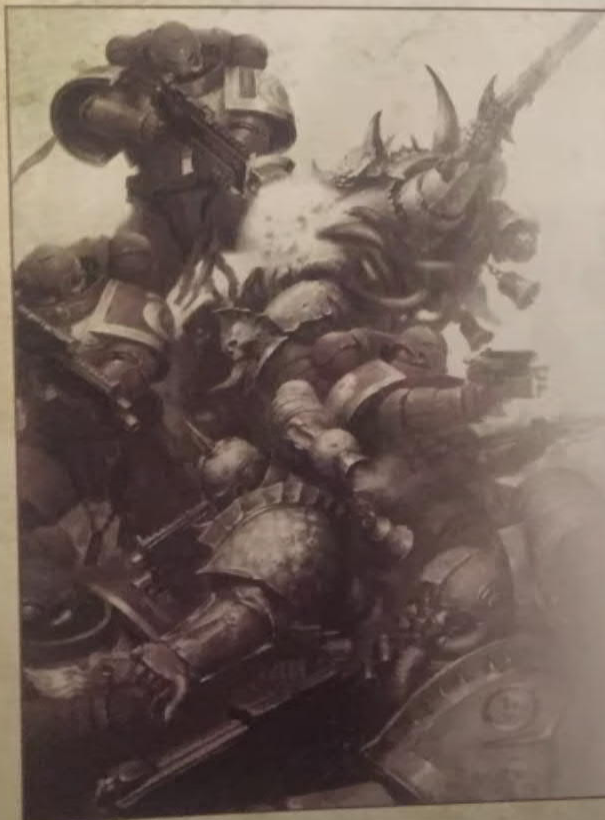
Malicious Volleys, Disgustingly Resilient, Contagions of Nurgle (pg 62-63)

Sigil of Corruption: This model has a 4+ invulnerable save.

Lord of the Death Guard (Aura): While a friendly <PLAGUE COMPANY> CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

FACTION KEYWORDS: CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>
KEYWORDS: INFANTRY, CHARACTER, BUBONIC ASTARTES, LORD OF THE DEATH GUARD, CHAOS LORD

Death Guard Lords hold positions of command throughout the Legion's structure. All are powerful warriors, proving their right to rule through acts of destruction, corruption and endurance. They combine all the tactical nous of a Space Marine champion with a deep-seated desire to spread Grandfather Nurgle's blessings.



'When the traitors dared to taint Ultramar with their presence, we did not just face the Heretic Astartes; we also fought their corrupt followers. Clearly, the souls of many are weak and fragile, and turn easily to darkness.

'With my bolter and my blade, I cut down droves from a score of regiments who once belonged to the Astra Militarum. They were hunched, plagued and mutated all, and had evil sigils cut into their flesh, tattooed onto their skin and daubed across their disgraced uniforms. Our Land Raiders, Repulsors, Predators and Gladiators duelled formations of once glorious Leman Russ battle tanks and super-heavy Baneblades. All were corrupted and rusted, slick with grime and painted with blasphemous writings and symbols I can never unsee.

'Even mighty Imperial Knights, once great symbols of Mankind's power, had fallen into the clutches of the god followed by Mortarion's wretched sons. Chains hung from rusted weapons, buboes erupted from armour and bursts of tentacles lashed hungrily from joints and armour panels. Their once-honourable visages had become gaping maws full of venom-slaked fangs. Many a battle-brother lost words when he saw that the Dark Gods had even corrupted the God-Engines of the Adeptus Mechanicus.

'The strangest were those of what we now call the Dark Mechanicum. They have dabbled in forbidden lore and dark secrets. It was they who unleashed the things known as living rust, viral scrapcodes and machine-poxes upon us and our noble allies. Emperor and Primarch curse them.'

- Ultramarines Veteran Sergeant Tassius Albo



DEATH GUARD DAEMON PRINCE

8 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Death Guard Daemon Prince	8"	2+	2+	7	6	8	6	10	3+

A Death Guard Daemon Prince is equipped with: hellforged sword; malefic talons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plague spewer	12"	Heavy D6	5	-1	1	Plague Weapon (pg 62). Each time an attack is made with this weapon, that attack automatically hits the target.
Daemonic axe	Melee	Melee	+2	-2	3	-
Hellforged sword	Melee	Melee	+1	-3	3	-
Malefic talons	Melee	Melee	User	-1	2	Each time the bearer fights, it makes 1 additional attack with this weapon.

OTHER WARGEAR ABILITIES

Foetid wings The bearer has a Move characteristic of 10" and the FLY keyword.

WARGEAR OPTIONS

- If this model is equipped with a hellforged sword, it can be equipped with 1 plague spewer.
- If this model is not equipped with a plague spewer, its hellforged sword can be replaced with one of the following: 1 daemonic axe; 1 malefic talons.
- If this model is not equipped with a plague spewer, it can be equipped with foetid wings (Power Rating +2). If it is, it cannot be equipped with a plague spewer.

ABILITIES

Disgustingly Resilient, Contagions of Nurgle (pg 62-63)

Daemonic: This model has a 5+ invulnerable save.

Lord of the Death Guard (Aura): While a friendly <PLAGUE COMPANY> CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

PSYKER

This model can attempt to manifest one psychic power in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows Smite and one psychic power from the Contagion discipline (pg 51).

FACTION KEYWORDS: CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>
KEYWORDS: MONSTER, CHARACTER, PSYKER, DAEMON, BUBONIC ASTARTES, LORD OF THE DEATH GUARD, DAEMON PRINCE



Lords of Contagion are the most aggressive Death Guard lords. Their tactics are as brutal and blunt as they are effective. Striding unharmed through torrents of enemy fire in their nigh-impregnable Cataphractii Terminator plate, they sweep aside foes in violent bursts of gore with their snarl-toothed axes or corroded scythes.

LORD OF CONTAGION

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sw
1	Lord of Contagion	5"	2+	2+	4	5	6	5	9	2+

A Lord of Contagion is equipped with: plaguereaper.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Manreaper	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Cleave	Melee	Melee	+3	-3	2	Plague Weapon (pg 62). Each time an attack is made with this weapon profile, subtract 1 from that attack's hit roll.
- Scythe	Melee	Melee	+1	-1	1	Plague Weapon (pg 62). Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.
Plaguereaper	Melee	Melee	x2	-3	3	Plague Weapon (pg 62). Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Orb of desiccation	6"	Grenade 3D3	4	-1	2	Blast. Plague Weapon (pg 62). The bearer can only shoot with this weapon once per battle.

WARGEAR OPTIONS

- This model's plaguereaper can be replaced with 1 manreaper and 1 orb of desiccation.

ABILITIES

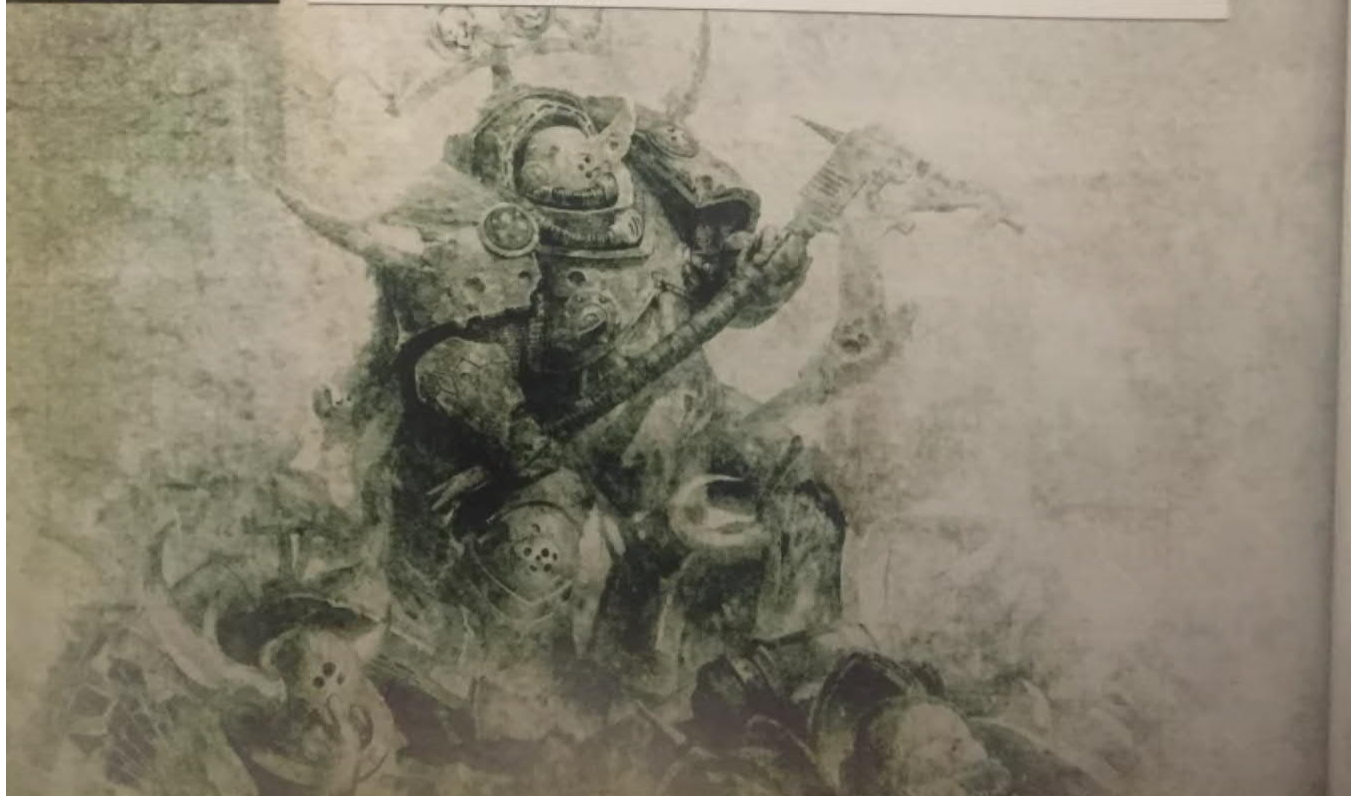
Disgustingly Resilient, Contagions of Nurgle, Teleport Strike (pg 62-63)

Vector of Disease: Add 3" to the Contagion range of all Contagion abilities (pg 63) this model has (to a maximum of 12").

Diseased Terminator Armour: This model has a 4+ invulnerable save.

Lord of the Death Guard (Aura): While a friendly <PLAGUE COMPANY> CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

FACTION KEYWORDS: CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>
KEYWORDS: INFANTRY, CHARACTER, BUBONIC ASTARTES, TERMINATOR, LORD OF THE DEATH GUARD, LORD OF CONTAGION



DEATH GUARD CHAOS LORD IN TERMINATOR ARMOUR 6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Death Guard Chaos Lord in Terminator Armour	5"	2+	2+	4	5	6	5	9	2+

A Death Guard Chaos Lord in Terminator Armour is equipped with: combi-bolter; power axe.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Power axe	Melee	Melee	+2	-2	1	-

WARGEAR OPTIONS

- This model's combi-bolter can be replaced with one of the following: 1 combi-melta; 1 lightning claw.
- This model's power axe can be replaced with one of the following: 1 chainfist; 1 lightning claw; 1 power fist.

ABILITIES

Malicious Volleys, Disgustingly Resilient, Contagions of Nurgle, Teleport Strike (pg 62-63)

Sigil of Corruption: This model has a 4+ invulnerable save.

Lord of the Death Guard (Aura): While a friendly <PLAGUE COMPANY> CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

FACTION KEYWORDS: CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>
KEYWORDS: INFANTRY, CHARACTER, BUBONIC ASTARTES, TERMINATOR, LORD OF THE DEATH GUARD, CHAOS LORD

Every Death Guard lord is a formidable opponent, dripping with infectious disease and armed to the teeth with toxin-smeared weaponry. Those clad in diseased Terminator armour are yet more deadly. Their nigh on impregnable plate is fused with their flesh, bulging and hardened thanks to Nurgle's blessings, making them even more durable.

LORD OF VIRULENCE 6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Lord of Virulence	5"	2+	2+	4	5	6	5	9	2+

A Lord of Virulence is equipped with: twin plague spewer; plague claw; blight grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin plague spewer	12"	Heavy 2D6	5	-1	1	Plague Weapon (pg 62). Each time an attack is made with this weapon, that attack automatically hits the target.
Plague claw	Melee	Melee	x2	-3	2	Plague Weapon (pg 62). Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

ABILITIES

Disgustingly Resilient, Contagions of Nurgle, Teleport Strike (pg 62-63)

Diseased Terminator Armour: This model has a 4+ invulnerable save.

Lord of the Death Guard (Aura): While a friendly <PLAGUE COMPANY> CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Master of Destruction (Aura): While a friendly <PLAGUE COMPANY> CORE unit is within 6" of this model, each time a model in that unit makes a ranged attack with a Plague Weapon (pg 62), on an unmodified wound roll of 6, improve the Armour Penetration characteristic of that attack by 1.

FACTION KEYWORDS: CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>
KEYWORDS: INFANTRY, CHARACTER, BUBONIC ASTARTES, TERMINATOR, LORD OF THE DEATH GUARD, LORD OF VIRULENCE

Tubes and pipes erupt in profusion from the Lord of Virulence's armour. From these gout noxious fumes, putrid eruptions whose hue and stench guide the fire of artillery engines behind the lines. Behind them their flensefrond cloaks leave a trail of sickening mucosal slime for hungry Daemon Engines to follow.

DEATH GUARD SORCERER IN TERMINATOR ARMOUR 6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Death Guard Sorcerer in Terminator Armour	5"	3+	3+	4	5	5	4	9	2+

A Death Guard Sorcerer in Terminator Armour is equipped with: combi-bolter; force stave.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Force stave	Melee	Melee	+3	-1	D3	-

WARGEAR OPTIONS

- This model's combi-bolter can be replaced with one of the following: 1 combi-melta; 1 lightning claw.
- This model's force stave can be replaced with one of the following: 1 chainfist; 1 force axe; 1 lightning claw; 1 power fist.

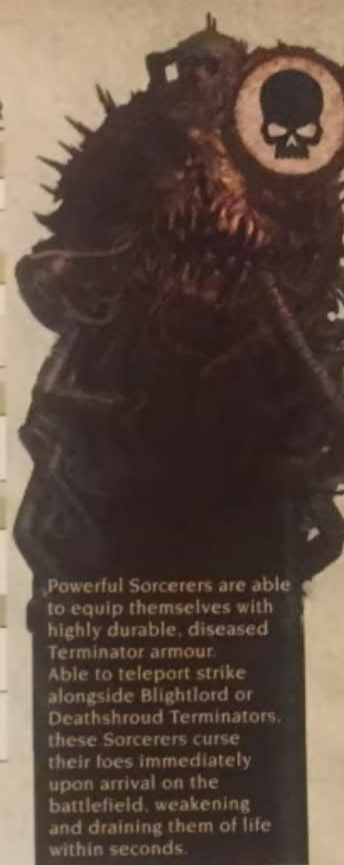
ABILITIES

Malicious Volleys, Disgustingly Resilient, Contagions of Nurgle, Teleport Strike [pg 62-63] Terminator Armour: This model has a 5+ invulnerable save.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows Smite and two psychic powers from the Contagion discipline [pg 51].

FACTION KEYWORDS: CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>
KEYWORDS: INFANTRY, CHARACTER, PSYKER, BUBONIC ASTARTES, TERMINATOR, SORCERER



Powerful Sorcerers are able to equip themselves with highly durable, diseased Terminator armour. Able to teleport strike alongside Blightlord or Deathshroud Terminators, these Sorcerers curse their foes immediately upon arrival on the battlefield, weakening and draining them of life within seconds.

MALIGNANT PLAGUECASTER 5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Malignant Plaguecaster	5"	3+	3+	4	5	4	4	8	3+

A Malignant Plaguecaster is equipped with: corrupted staff; blight grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Corrupted staff	Melee	Melee	+3	-1	D3	Plague Weapon [pg 62]

WARGEAR OPTIONS

- This model can be equipped with 1 bolt pistol.

ABILITIES

Disgustingly Resilient, Contagions of Nurgle [pg 62-63]

Pestilential Fallout: Each time this model successfully manifests a psychic power, if the result of the Psychic test was 7 or more, the closest enemy unit within 12" suffers 1 mortal wound.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows Smite and two psychic powers from the Contagion discipline [pg 51].

FACTION KEYWORDS: CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>
KEYWORDS: INFANTRY, CHARACTER, PSYKER, BUBONIC ASTARTES, MALIGNANT PLAGUECASTER



Every loetid fibre of a Malignant Plaguecaster's body is rotted and decayed. They are living conduits for the Garden of Nurgle's miasmas and maladies. Foul blights reside within their roiling, bloated frames, and when they are unleashed in an eruption of vomit and gases they liquify metal.

TYPHUS

9 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Typhus	5"	2+	2+	4	5	6	6	9	2+

Typhus is equipped with: master-crafted manreaper; blight grenades. Your army can only include one TYPHUS model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Master-crafted manreaper						Each time an attack is made with this weapon, select one of the profiles below to make that attack with.
- Cleave	Melee	Melee	+3	-3	3	Plague Weapon (pg 62). Each time an attack is made with this weapon profile, subtract 1 from that attack's hit roll.
- Scythe	Melee	Melee	+1	-1	1	Plague Weapon (pg 62). Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.

ABILITIES

Disgustingly Resilient, Contagions of Nurgle, Teleport Strike (pg 62-63)

Diseased Terminator Armour: This model has a 4+ invulnerable save.

Host of the Destroyer Hive: In your Command phase, you can select one enemy unit within 6" of this model and roll one D6: on a 2+, that unit suffers D3 mortal wounds.

Master of the Dead Who Walk (Aura): While a friendly POXWALKERS unit is within 6" of this model, each time a model in that unit makes an attack, add 1 to the Strength characteristic of that attack.

Lord of the Death Guard (Aura): While a friendly DEATH GUARD CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Vector of Disease: Add 3" to the Contagion range of all Contagion abilities (pg 63) this model has (to a maximum of 12").

Herald of Nurgle: This model can be included in any DEATH GUARD Detachment without preventing other units in that Detachment from carrying a Plague Company Contagion. This model can only carry a Plague Company Contagion if it is in a HARBINGERS Detachment.

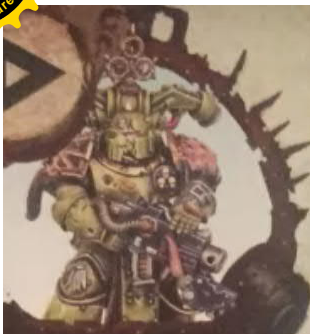
PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Contagion discipline (pg 51).

FACTION KEYWORDS: CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, HARBINGERS
KEYWORDS: INFANTRY, CHARACTER, PSYKER, BUBONIC ASTARTES, TERMINATOR, LORD OF THE DEATH GUARD, LORD OF CONTAGION, TYPHUS

Host of the Destroyer Hive, for millennia Typhu has travelled the galaxy, spreading Nurgle's Rot and killing billions. When he takes to the field, he slices apart countless foes with his filth-encrusted power scythe and unleashes the swarming horror of his Destroyer Hive to engulf them in murderous plague-flies.





PLAGUE MARINES

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Plague Marine	5"	3+	3+	4	5	2	2	7	3+
1	Plague Champion	5"	3+	3+	4	5	2	3	8	3+

If this unit contains 6 or more models, it has **Power Rating 12**. Every model is equipped with: boltgun; plague knife; blight grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blight launcher	24"	Assault 2	6	-2	2	Plague Weapon [pg 62]
Boltgun	24"	Rapid Fire 1	4	0	1	-
Plague belcher	12"	Assault D6	4	0	1	Plague Weapon [pg 62]. Each time an attack is made with this weapon, that attack automatically hits the target.
Plague spewer	12"	Heavy D6	5	-1	1	Plague Weapon [pg 62]. Each time an attack is made with this weapon, that attack automatically hits the target.
Bubotic axe	Melee	Melee	+2	-2	1	Plague Weapon [pg 62]
Flail of corruption	Melee	Melee	+1	-2	2	Plague Weapon [pg 62]. Each time an attack is made with this weapon, make 2 hit rolls instead of 1.
Great plague cleaver	Melee	Melee	x2	-3	D6	Plague Weapon [pg 62]. Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Mace of contagion	Melee	Melee	+2	-1	3	Plague Weapon [pg 62]. Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Plague knife	Melee	Melee	User	-1	1	Plague Weapon [pg 62]
Daemonic plague blade	Melee	Melee	+1	-1	1	Plague Weapon [pg 62]
Power fist	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

OTHER WARGEAR ABILITIES

Icon of despair	In your Morale phase, roll one D6 for each enemy unit within Engagement Range of the bearer's unit: on a 4+, that enemy unit suffers 1 mortal wound.
Sigil of decay	Each time an attack is made with a bolt weapon [pg 88] by a model in the bearer's unit, an unmodified hit roll of 6 automatically wounds the target.

WARGEAR OPTIONS

- The Plague Champion's plague knife can be replaced with 1 daemonic plague blade.
- The Plague Champion's boltgun can be replaced with one of the following: 1 bolt pistol; 1 plasma gun; 1 plasma pistol.
- The Plague Champion can be equipped with 1 power fist.
- 1 Plague Marine's boltgun can be replaced with 1 blight launcher.
- 1 Plague Marine's boltgun can be replaced with 1 plague spewer.
- If this unit contains 10 models, 1 additional Plague Marine's boltgun can be replaced with one of the following: 1 blight launcher; 1 plague spewer.
- For every 5 models in this unit, 1 Plague Marine's boltgun can be replaced with one of the following: 1 meltagun; 1 plague belcher; 1 plasma gun.
- For every 5 models in this unit, 1 Plague Marine's boltgun can be replaced with 1 plague knife.
- For every 5 models in this unit, 1 Plague Marine's boltgun can be replaced with 1 bubotic axe.
- For every 5 models in this unit, 1 Plague Marine's boltgun can be replaced with 1 mace of contagion and 1 bubotic axe.
- For every 5 models in this unit, 1 Plague Marine's boltgun can be replaced with 1 flail of corruption.
- For every 5 models in this unit, 1 Plague Marine's boltgun can be replaced with 1 great plague cleaver.
- 1 Plague Marine that is equipped with a boltgun can be equipped with 1 icon of despair. That boltgun cannot be replaced.
- 1 Plague Marine that is equipped with a boltgun can be equipped with 1 sigil of decay. That boltgun cannot be replaced.

ABILITIES

Malicious Volleys, Remorseless, Disgustingly Resilient, Contagions of Nurgle [pg 62-63]
Vectors of Death: A Plague Marine equipped with two Melee plague weapons [pg 88] has an Attacks characteristic of 3.

FACTION KEYWORDS: CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>
KEYWORDS: INFANTRY, CORE, BUBONIC ASTARTES, PLAGUE MARINES

The mainstay of Death Guard vectoriums, Plague Marines excel in short-ranged firefights and relentless assaults that grind the enemy down. They are tactically astute, deploying plague spewers to drown hordes of enemies in noxious slime, and blight launchers to release crippling ironblight into armoured vehicles.



On every Human world there is disease. Therefore the potential for cults of Nurgle to arise is ever present, the worshippers taking a perverse pride in their maladies and disfigurements. When these cultists strike their enemies, they do so in massed numbers, lured to pain and deranged by their fevered minds.



Poxwalkers are victims of the Walking Pox, a cruel virulence that rots the infected to death whilst keeping them conscious. They are terror troops, their ceaseless groaning the vector by which they infect the living. In battle they drown their foes in a sea of decaying flesh, clawing hands and gnashing teeth.

DEATH GUARD CULTISTS

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
9-29	Death Guard Cultist	6"	4+	4+	3	3	1	1	5	6+
1	Death Guard Cultist Champion	6"	4+	4+	3	3	1	2	6	6+

If this unit contains between 11 and 20 models, it has **Power Rating 5**. If this unit contains 21 or more models, it has **Power Rating 8**. Every model is equipped with: autogun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	-
Autopistol	12"	Pistol 1	3	0	1	-
Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Heavy stubber	36"	Heavy 3	4	0	1	-
Shotgun	18"	Assault 2	3	0	1	-
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

WARGEAR OPTIONS

- Any number of models can each have their autogun replaced with 1 autopistol and 1 brutal assault weapon.
- For every 10 models this unit contains, 1 Death Guard Cultist's autogun can be replaced with one of the following: 1 flamer; 1 heavy stubber.
- The Death Guard Cultist Champion's autogun can be replaced with one of the following: 1 shotgun; 1 autopistol and 1 brutal assault weapon.

FACTION KEYWORDS: CHAOS, NURGLE, DEATH GUARD
KEYWORDS: INFANTRY, PLAGUE FOLLOWERS, CULTISTS

POXWALKERS

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
10-20	Poxwalker	4"	4+	-	3	4	1	2	4	7+

If this unit contains 11 or more models, it has **Power Rating 5**. Every model is equipped with: improvised weapon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Improvised weapon	Melee	Melee	User	0	1	-

ABILITIES

Contagions of Nurgle [pg 63]

Curse of the Walking Pox: Each time a melee attack is made by a model in this unit, if an enemy model is destroyed (excluding VEHICLE or MONSTER models), one of this unit's destroyed models is added back to it with 1 wound remaining. Models added back to this unit in this way can be set up within Engagement Range of enemy units that are already within Engagement Range of this unit.

Mindless Horde: This unit cannot perform actions (excluding the Spread the Sickness action, page 39). In addition, if this unit is included as part of a Crusade force, it can never gain experience points, it can never have any Battle Honours, and any Out of Action tests taken for it are automatically passed.

Fodder: Each time a Morale test is taken for this unit, it is automatically passed.

Unending Horde: Each time a model in this unit would lose a wound, roll one D6: on a 6, that wound is not lost.

FACTION KEYWORDS: CHAOS, NURGLE, DEATH GUARD, <PLAGUE COMPANY>
KEYWORDS: INFANTRY, POXWALKERS



BIOLOGUS PUTRIFIER

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Biologus Putrifier	5"	3+	3+	4	5	4	4	8	3+

A Biologus Putrifier is equipped with: injector pistol; plague knife; hyper blight grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Injector pistol	3"	Pistol 1	4	-1	1	Plague Weapon (pg 62). Each time an attack is made with this weapon against an INFANTRY , CAVALRY or BEASTS unit, if the attack successfully wounds the target, it inflicts D3 mortal wounds in addition to any normal damage.
Plague knife	Melee	Melee	User	-1	1	Plague Weapon (pg 62)
Hyper blight grenades	6"	Grenade D6	4	-1	2	Blast. Plague Weapon (pg 62)

ABILITIES

Disgustingly Resilient, Contagions of Nurgle (pg 62-63)

Blight Racks (Aura): While a friendly **BUBONIC ASTARTES** unit is within 6" of this model, blight grenades models in that unit are equipped have an **Armour Penetration** characteristic of -1 and a **Damage** characteristic of 2.

Putrid Explosion: When this model is destroyed, roll one D6 before removing it from play. On a 4+ it explodes, and each unit (excluding **NURGLE** units) within 6" suffers 1 mortal wound.

Foul Infusion: Once per turn, at the start of either your Charge phase or the Fight phase, you can select one friendly **<PLAGUE COMPANY> CORE** unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes a melee attack with a **Plague Weapon** (pg 62), an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage. Each unit can only be selected for this ability once per turn.

FACTION KEYWORDS: CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, **<PLAGUE COMPANY>**
KEYWORDS: INFANTRY, CHARACTER, BUBONIC ASTARTES, FOETID VIRION, BIOLOGUS PUTRIFIER

Biologus Putrifiers take obscene delight in developing myriad plagues to spread in battle. They carry all manner of blight grenades, bloated with the latest strains of blossoming contagions. With their injector pistols, Biologus Putrifiers implant killing maladies into the enemy before extracting samples of their ruined flesh.



TALLYMAN

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Tallyman	5"	3+	3+	4	5	4	4	8	3+

A Tallyman is equipped with: plasma pistol; blight grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	12"	Pistol 1	7	-3	1	
- Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

ABILITIES

Disgustingly Resilient, Contagions of Nurgle (pg 62-63)

Malicious Calculation: In your Command phase, this model can tally for one friendly **<PLAGUE COMPANY> CORE** unit within 6" of it. Until the start of your next Command phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll. Each unit can only be tallied for once per turn.

The Seven-fold Chant: At the start of the Command phase, if this model is on the battlefield, roll 2D6: on a 7+, you gain 1 Command point.

FACTION KEYWORDS: CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, **<PLAGUE COMPANY>**
KEYWORDS: INFANTRY, CHARACTER, BUBONIC ASTARTES, FOETID VIRION, TALLYMAN

The Tallymen are the preachers of Nurgle's sevenfold doctrine. They are bedecked with rotten scrolls covered in frenzied scrawls and tallies. Nurglings crawl around them, bearing more tomes and parchments. Through gigantic vox speakers Tallymen bellow incantations, spurring on the Death Guard.

DEATH GUARD POSSESSED

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
5-10	Death Guard Possessed	7"	3+	3+	5	5	2	4	8	3+

If this unit contains between 6 and 10 models, it has **Power Rating 12**. Every model is equipped with: horrifying mutations.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Horrifying mutations	Melee	Melee	User	-2	1	Plague Weapon (pg 62)

ABILITIES

Disgustingly Resilient, Remorseless, Contagions of Nurgle (pg 62-63)

Daemonic: Models in this unit have a 5+ invulnerable save.

FACTION KEYWORDS: CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>

KEYWORDS: INFANTRY, CORE, DAEMON, BUBONIC ASTARTES, DEATH GUARD POSSESSED

Some Death Guard open their bodies to possession by daemons in exchange for power. This trade inevitably results in their damnation and death. Before this, however, they sprout single horns or antlers, their flesh becomes bloated and rotten, and toxic fungi sprouts all over their bodies.

CHAOS SPAWN

1 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-5	Chaos Spawn	7"	4+	-	5	5	4	203	9	5+

If this unit contains 2 models, it has **Power Rating 2**. If this unit contains 3 models, it has **Power Rating 3**. If this unit contains 4 models, it has **Power Rating 4**. If this unit contains 5 models, it has **Power Rating 5**. Every model is equipped with: hideous mutations.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hideous mutations	Melee	Melee	User	-2	2	-

ABILITIES

Contagions of Nurgle (pg 63)

Fearsome (Aura): While an enemy unit is within 6" of this unit, subtract 1 from the Leadership characteristic of models in that enemy unit.

Mutated Beyond Reason: The first time this unit is selected to fight in each Fight phase, roll one D3 and consult the table below:

D3	Result
1	Razor Claws : Until the end of the phase, hideous mutations models in this unit are equipped with have an Armour Penetration characteristic of -4.
2	Grasping Pseudopods : Until the end of the phase, models in this unit have an Attacks characteristic of 303.
3	Toxic Haemorrhage : Until the end of the phase, each time a model in this unit makes an attack, you can re-roll the wound roll.

FACTION KEYWORDS: CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>
KEYWORDS: BEAST, CHAOS SPAWN

Many of Nurgle's gifts take the form of metaphysical maladies, parasitic infestations or physical mutations. Some become so overburdened by them that they suddenly and horrifically change in the rupture of bulged arms and skin. All that is left of them is a Chaos Spawn, a crazed monstrosity.

PLAGUE SURGEON

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Plague Surgeon	5"	3+	3+	4	5	4	4	8	3+

A Plague Surgeon is equipped with: bolt pistol; balesword; blight grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Balesword	Melee	Melee	+1	-3	1	Plague Weapon [pg 62]

ABILITIES

Disgustingly Resilient, Contagions of Nurgle [pg 62-63]

Revitalising Malignancy: At the end of your Movement phase, this model can heal one friendly **BUBONIC ASTARTES INFANTRY** model whose unit is within 3" of it. That model regains up to D3 lost wounds. Each model can only be healed once per turn.

Tainted Narthecium (Aura): While a friendly **BUBONIC ASTARTES INFANTRY** unit is within 3" of this model, each time a model in that unit would lose a wound, roll one D6: on a 6, that wound is not lost.

FACTION KEYWORDS: CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>
KEYWORDS: INFANTRY, CHARACTER, BUBONIC ASTARTES, FOETID VIRION, PLAGUE SURGEON

Equipped with narthe like instruments around which form filthy miasma. Plague Surgeons carry vials and alembics full of boosters and macro stimulants for countless plagues. By such means do they give Death Guard renewed strength and resilience whilst inflame the enemy's infection to agonising degrees.

NAUSEOUS ROTBONE

The name of Nauseous Rotbone is infamous throughout the Death Guard and beyond, for this accomplished Plague Surgeon is the personal physician of Mortarion himself. It is Rotbone who sees to the virulence of the plague censers borne into battle at Mortarion's feet, and the putrid feculence of the daemon mites that bear them. It is he that draws his Primarch's daemonic ichor with needles and grizzle-leeches for use in gruesome rituals and unclean rites. Rotbone listens to his gene-sire's embittered rants with a doctor's wry patience, and is one of the few individuals in the galaxy who Mortarion will permit to disagree with his pronouncements or challenge his plans. Originally, Rotbone belonged to the Sons of Sorrow, a vectorium of the 7th Plague Company. Since being chosen and elevated by Mortarion – seemingly on a whim – he has fought alongside, and even led, forces from all the different plague companies. He is the keeper of the surgical dungeons deep within Mortarion's Black Manse, wherein the Death Guard keep their stocks of tainted gene-seed, and Rotbone's assaults into realspace are most often launched to gather new samples for this genetic treasure trove, with which he delights in tinkering.



DEATHSHROUD TERMINATORS

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
2-5	Deathshroud Terminator	5"	2+	3+	4	5	3	4	8	2+
1	Deathshroud Champion	5"	2+	3+	4	5	3	5	9	2+

If this unit contains 4 or more models, it has **Power Rating 14**. Every model is equipped with: plaguespurt gauntlet, manreaper.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plaguespurt gauntlet	12"	Pistol D6	3	0	1	Plague Weapon (pg 62). Each time an attack is made with this weapon, that attack automatically hits the target.
Manreaper	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Cleave	Melee	Melee	+3	-3	2	Plague Weapon (pg 62). Each time an attack is made with this weapon profile, subtract 1 from that attack's hit roll.
- Scythe	Melee	Melee	+1	-1	1	Plague Weapon (pg 62). Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.

OTHER WARGEAR ABILITIES

Chimes of contagion	Add 3" to the Contagion Range of all Contagion abilities (pg 63) that the bearer's unit has (to a maximum of 12").
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WARGEAR OPTIONS

- The Deathshroud Champion can be equipped with 1 additional plaguespurt gauntlet.
- The Deathshroud Champion can be equipped with 1 chimes of contagion.

ABILITIES

Remorseless, Disgustingly Resilient, Contagions of Nurgle, Teleport Strike (pg 62-63)

Diseased Terminator Armour: Models in this unit have a 4+ invulnerable save.

Bodyguard (Aura): While a friendly <PLAGUE COMPANY> CHARACTER unit that has a Wounds characteristic of 9 or less is within 3" of this unit, enemy models cannot target that CHARACTER unit with ranged attacks.

FACTION KEYWORDS: CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>
KEYWORDS: INFANTRY, CORE, BUBONIC ASTARTES, TERMINATOR, DEATHSHROUD TERMINATORS

Deathshroud Terminators are swollen with the fell powers of their diseased patron. With every swing of their huge scythes they decapitate and disembowel their foes, their speed belied by their bloated mass. They fight in ominous silence, embodying the inevitable onset of their enemies' death.





The most terribly wounded Death Guard are interred within the armoured sarcophagus of a Helbrute. Plague Surgeons take deep pleasure in sealing rivals and superiors inside these madness-inducing and agony-inflicting shells. In battle they are living, enraged battering rams, flushed with the blessings of Nurgle.

HELBRUTE

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Helbrute	6"	3+	3+	6	7	8	5	8	3+

A Helbrute is equipped with: multi-melta; Helbrute fist.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Helbrute plasma cannon	36"	Heavy D3	8	-3	3	Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.
Missile launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag missile	48"	Heavy D6	4	0	1	Blast
- Krak missile	48"	Heavy 1	8	-2	D6	-
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Reaper autocannon	36"	Heavy 4	7	-2	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	2	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Helbrute fist	Melee	Melee	x2	-3	3	Each time the bearer fights, if it is equipped with 2 Helbrute fists, it makes 1 additional attack with this weapon.
Helbrute hammer	Melee	Melee	x2	-4	D6	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Power scourge	Melee	Melee	+1	-2	2	Each time the bearer fights, it makes 3 additional attacks with this weapon.

WARGEAR OPTIONS

- This model's multi-melta can be replaced with one of the following: 1 Helbrute plasma cannon; 1 twin heavy bolter; 1 twin lascannon; 1 reaper autocannon; 1 Helbrute fist.
- 1 of this model's Helbrute fists can be replaced with 1 missile launcher.
- 1 of this model's Helbrute fists can be replaced with one of the following: 1 Helbrute hammer; 1 power scourge.
- For each Helbrute fist this model is equipped with, it can be equipped with one of the following: 1 combi-bolter; 1 heavy flamer. That Helbrute fist cannot then be replaced.

ABILITIES

Contagions of Nurgle [pg 63]

Monstrous Resilience: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

Frenzy: Each time this model makes an attack, if it has 7 or fewer wounds remaining, re-roll a wound roll of 1.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

FACTION KEYWORDS: CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>
KEYWORDS: VEHICLE, CORE, BUBONIC ASTARTES, HELBRUTE

NOXIOUS BLIGHTBRINGER

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Noxious Blightbringer	5"	3+	3+	4	5	4	4	8	3+

A Noxious Blightbringer is equipped with: plasma pistol; cursed plague bell; blight grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Cursed plague bell	Melee	Melee	User	-1	2	Plague Weapon [pg 62]

ABILITIES

Disgustingly Resilient, Contagions of Nurgle [pg 62-63]

Sickenng Vitality (Aura): While a friendly <PLAGUE COMPANY> CORE or <PLAGUE COMPANY> FOETID VIRION unit is within 6" of this model, each time that unit is selected to make a Normal Move or Advance, until the end of the phase, add 1" to the Move characteristic of models in that unit.

Tocsin of Misery (Aura): While an enemy unit is within 6" of this model, subtract 1 from Combat Attrition tests taken for that unit.

Empyric Malaise (Aura): While an enemy PSYKER unit is within 6" of this model, subtract 1 from Psychic tests taken for that unit.

FACTION KEYWORDS: CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>
KEYWORDS: INFANTRY, CHARACTER, BUBONIC ASTARTES, FOETID VIRION, NOXIOUS BLIGHTBRINGER

Cursed plague bells tolling. Noxious Blightbringers sow weakness among the enemy. Each rippling sound wave erodes the enemy's will to fight and spawns maggots in the minds of psykers. To the Death Guard the sound is beautiful, and upon hearing it they surge eagerly into the fray.

FOUL BLIGHTSPAWN

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Foul Blightspawn	5"	3+	3+	4	5	4	4	8	3+

A Foul Blightspawn is equipped with: plague sprayer; blight grenades; krak grenades; unholy death's head grenade.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plague sprayer	12"	Assault D6	7	-3	2	Plague Weapon [pg 62]. Each time an attack is made with this weapon, that attack automatically hits the target.
Unholy death's head grenade	6"	Grenade 2D6	5	-1	1	Blast. Plague Weapon [pg 62]. The bearer can only shoot with this weapon once per battle.

ABILITIES

Disgustingly Resilient, Contagions of Nurgle [pg 62-63]

Putrefying Stink: At the start of the Fight phase, you can select one enemy unit within 3" of this model. That unit is not eligible to fight this phase until after all eligible units from your army have done so.

FACTION KEYWORDS: CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>
KEYWORDS: INFANTRY, CHARACTER, BUBONIC ASTARTES, FOETID VIRION, FOUL BLIGHTSPAWN

Upon a Foul Blightspawn's back is a malignant churn. As he cranks its rusted handle, he mixes a foul concoction of bubbling diseases and pollutants. Once satisfied his burbling blend of choking stew is ready, he levels his plague sprayer at the foe. Out his mixture surges like projectile vomit, melting



Blightlord Terminators are formidably tough thanks to their Cataphractii plate and Nurgle's gifts, and are experts in breach assaults, boarding actions and sudden teleport strikes. Due to long periods spent aboard pox-ridden warships, they are saturated with foulness, which pours off them to rot flesh and corrode metal.

BLIGHTLORD TERMINATORS

10 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Blightlord Terminator	5"	3+	3+	4	5	3	3	8	2+
1	Blightlord Champion	5"	3+	3+	4	5	3	4	9	2+

If this unit contains 6 or more models, it has **Power Rating 20**. Every model is equipped with: combi-bolter; balesword.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blight launcher	24"	Assault 2	6	-2	2	Plague Weapon (pg 62)
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Plague spewer	12"	Heavy D6	5	-1	1	Plague Weapon (pg 62). Each time an attack is made with this weapon, that attack automatically hits the target.
Reaper autocannon	36"	Heavy 4	7	-2	1	-
Balesword	Melee	Melee	+1	-3	1	Plague Weapon (pg 62)
Bubotic axe	Melee	Melee	+2	-2	1	Plague Weapon (pg 62)
Flail of corruption	Melee	Melee	+1	-2	2	Plague Weapon (pg 62). Each time an attack is made with this weapon, make 2 hit rolls instead of 1.

WARGEAR OPTIONS

- Any number of models can each have their balesword replaced with 1 bubotic axe.
- For every five models in this unit, 1 model's combi-bolter can be replaced with 1 combi-flamer.
- For every five models in this unit, 1 model's combi-bolter can be replaced with 1 combi-melta.
- For every five models in this unit, 1 model's combi-bolter can be replaced with 1 combi-plasma.
- For every five models in this unit, 1 Blightlord Terminator's combi-bolter can be replaced with one of the following: 1 blight launcher; 1 reaper autocannon.
- For every five models in this unit, 1 Blightlord Terminator's combi-bolter can be replaced with 1 plague spewer.
- For every five models in this unit, 1 Blightlord Terminator's combi-bolter and balesword can be replaced with 1 flail of corruption.

ABILITIES

Malicious Volleys, Remorseless, Disgustingly Resilient, Contagions of Nurgle, Teleport Strike (pg 62-63)

Diseased Terminator Armour: Models in this unit have a 4+ invulnerable save.

FACTION KEYWORDS: CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>
KEYWORDS: INFANTRY, CORE, BUBONIC ASTARTES, TERMINATOR, BLIGHTLORD TERMINATORS



Blightlord Terminator with reaper autocannon and balesword



Blightlord Terminator with blight launcher and bubotic axe



Blightlord Terminator with flail of corruption



Belching stinking gases that hang thick in the air, Myphitic Blight-haulers provide advancing Death Guard with banks of defensive smog for use as cover. With all-terrain mobility and heavy armaments, these Daemon Engines are adept at tank hunting and providing fire support even in the most dangerous environments.

MYPHITIC BLIGHT-HAULERS

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Myphitic Blight-hauler	10"	3+	3+	6	7	9	4	8	3+

If this unit contains 2 models, it has **Power Rating 14**. If this unit contains 3 models, it has **Power Rating 21**. Every model is equipped with: bile spurt; missile launcher; multi-melta; gnashing maw.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bile spurt	12"	Assault D3	6	-1	1	Blast. Plague Weapon [pg 62]. This weapon can be used to make attacks against an enemy unit within Engagement Range of the bearer's unit.
Missile launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag missile	48"	Heavy D6	4	0	1	Blast
- Krak missile	48"	Heavy 1	8	-2	D6	-
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Gnashing maw	Melee	Melee	User	-2	1	Plague Weapon [pg 62]

ABILITIES

Remorseless, Disgustingly Resilient, Contagions of Nurgle [pg 62-63]

Putrid Explosion: Each time a model in this unit is destroyed, roll one D6 before removing it from play. On a 4+ it explodes, and each unit (excluding **NURGLE** units) within 6" suffers 1 mortal wound.

Daemonic: Models in this unit have a 5+ invulnerable save.

Foul Stench: Each time a melee attack is made against this unit, subtract 1 from that attack's hit roll.

FACTION KEYWORDS: CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>
KEYWORDS: VEHICLE, DAEMON, DAEMON ENGINE, MYPHITIC BLIGHT-HAULERS



The Foetid Bloat-drones' trailing tubules suckle filth from the ground they hover over. They churn this substance before squirting the thick concoction over the enemy with plaguespitters, inflicting terrible maladies. Those with heavy blight launchers bombard foes with disease-ridden shells that can even rot heavy tanks.

FOETID BLOAT-DRONE

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Foetid Bloat-drone	10"	3+	3+	6	7	9	4	8	3+

A Foetid Bloat-drone is equipped with: fleshmower; plague probe.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy blight launcher	36"	Assault 6	6	-3	2	Plague Weapon [pg 62]
Plaguespitter	12"	Assault D6	6	-1	1	Plague Weapon [pg 62]. Each time an attack is made with this weapon, that attack automatically hits the target.
Fleshmower	Melee	Melee	+1	-2	2	Plague Weapon [pg 62]. Each time an attack is made with this weapon, make 3 hit rolls instead of 1.
Plague probe	Melee	Melee	User	-2	1	Plague Weapon [pg 62]

WARGEAR OPTIONS

- This model's fleshmower can be replaced with one of the following: 2 plaguespitters; 1 heavy blight launcher.

ABILITIES

Disgustingly Resilient, Contagions of Nurgle [pg 63]

Daemonic: This model has a 5+ invulnerable save.

Putrid Explosion: When this model is destroyed, roll one D6 before removing it from play. On a 4+ it explodes, and each unit (excluding **NURGLE** units) within 6" suffers 1 mortal wound.

FACTION KEYWORDS: CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>
KEYWORDS: VEHICLE, FLY, DAEMON, DAEMON ENGINE, FOETID BLOAT-DRONE

DEFILER

10 POWER

Some of this model's characteristics change as it suffers damage, as shown below.

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Defiler (8+ wounds remaining)	8"	3+	3+	8	7	14	5	8	3+
	Defiler (4-7 wounds remaining)	6"	4+	4+	8	7	N/A	5	8	3+
	Defiler (1-3 wounds remaining)	4"	5+	5+	8	7	N/A	5	8	3+

A Defiler is equipped with: Defiler cannon; reaper autocannon; twin heavy flamer; Defiler claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Defiler cannon	72"	Heavy D6	8	-2	3	Blast
Havoc launcher	48"	Heavy D6	5	0	1	Blast
Reaper autocannon	36"	Heavy 4	7	-2	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	2	-
Twin heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Defiler claws	Melee	Melee	x2	-3	D6	-
Defiler scourge	Melee	Melee	+4	-2	2	Each time the bearer fights, it makes 3 additional attacks with this weapon.

WARGEAR OPTIONS

- This model's twin heavy flamer can be replaced with one of the following: 1 havoc launcher; 1 defiler scourge.
- This model's reaper autocannon can be replaced with one of the following: 1 twin heavy bolter; 1 twin lascannon.
- This model can be equipped with 1 of the following: 1 combi-bolter; 1 combi-flamer; 1 combi-melta; 1 combi-plasma.

ABILITIES

Contagions of Nurgle (pg 63)

Infernal Regeneration: In your Command phase, this model regains 1 lost wound.

Daemonic: This model has a 5+ invulnerable save.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>
KEYWORDS: VEHICLE, DAEMON, DAEMON ENGINE, SMOKESCREEN, DEFILER

The Nurgle Daemons trapped within Defilers adapt unusually well to their metallic prisons. Many gleefully realise the terrible mayhem they can inflict as they stomp on piston-driven legs across, ripping open tanks with their massive claws or blowing apart enemy formations with volleys from their battle cannons.



Equipped with a fearsome arsenal of weapons and large transport capacity, Land Raiders are destructive and versatile vehicles. Death Guard Land Raiders are host to scores of varieties of scratching, biting parasites, are drenched in thick, stinking slime and sprout throbbing growths that emit fogs of foetid gas.

CHAOS LAND RAIDER

15 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Chaos Land Raider (9+ wounds remaining)	10*	6+	3+	8	8	16	6	9	2+
	Chaos Land Raider (5-8 wounds remaining)	5*	6+	4+	8	8	N/A	D6	9	2+
	Chaos Land Raider (1-4 wounds remaining)	3*	6+	5+	8	8	N/A	D3	9	2+

A Chaos Land Raider is equipped with: twin heavy bolter; 2 twin lascannons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Havoc launcher	48"	Heavy D6	5	0	1	Blast
Twin heavy bolter	36"	Heavy 6	5	-1	2	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

WARGEAR OPTIONS

- This model can be equipped with 1 of the following: 1 combi-bolter; 1 combi-flamer; 1 combi-melta; 1 combi-plasma.
- This model can be equipped with 1 havoc launcher.

ABILITIES

Contagions of Nurgle (pg 63)

Explodes: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

TRANSPORT

This model has a transport capacity of 10 <PLAGUE COMPANY> BUBONIC ASTARTES INFANTRY models. Each TERMINATOR and DEATH GUARD POSSESSED model takes up the space of 2 models.

FACTION KEYWORDS: CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>
KEYWORDS: VEHICLE, BUBONIC ASTARTES, TRANSPORT, MACHINE SPIRIT, SMOKESCREEN, CHAOS LAND RAIDER



PLAGUEBURST CRAWLER

9 POWER

Some of this model's characteristics change as it suffers damage, as shown below.

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Plagueburst Crawler (6+ wounds remaining)	9"	6+	3+	7	8	12	4	8	3+
	Plagueburst Crawler (3-5 wounds remaining)	6"	6+	4+	6	8	N/A	4	8	3+
	Plagueburst Crawler (1-2 wounds remaining)	4"	6+	5+	5	8	N/A	4	8	3+

A Plagueburst Crawler is equipped with: Plagueburst mortar; heavy slugger; 2 entropy cannons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Entropy cannon	36"	Heavy 1	8	-4	D3+3	Plague Weapon (pg 62)
Heavy slugger	36"	Heavy 4	5	-1	1	-
Plagueburst mortar	48"	Heavy D6	8	-2	2	Blast. Plague Weapon (pg 62). This weapon can target units that are not visible to the bearer.
Plaguespitter	12"	Assault D6	6	-1	1	Plague Weapon (pg 62). Each time an attack is made with this weapon, that attack automatically hits the target.
Rothail volley gun	24"	Rapid Fire 3	6	-1	1	-

WARGEAR OPTIONS

- This model's 2 entropy cannons can be replaced with 2 plaguespitters.
- This model's heavy slugger can be replaced with 1 rothail volley gun.

ABILITIES

Disgustingly Resilient, Contagions of Nurgle (pg 62-63)

Daemonic: This model has a 5+ invulnerable save.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>
KEYWORDS: VEHICLE, DAEMON, DAEMON ENGINE, PLAGUEBURST CRAWLER

The brainchild of Mortari himself, the Plagueburst Crawler is a hulking Daemon Engine possessed of huge ram-blades and thick armour plating that renders them incredibly resilient. Equipped with plagueburst mortars, the launch hideously powerful explosive shells that unleash clouds of corrosive spores upon detonation.



MIASMIC MALIGNIFIER

4 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Miasmic Malignifier (7+ wounds remaining)	-	-	6+	7	8	12	-	-	3+
	Miasmic Malignifier (4-6 wounds remaining)	-	-	6+	6	8	N/A	-	-	3+
	Miasmic Malignifier (1-3 wounds remaining)	-	-	6+	5	8	N/A	-	-	3+

A Miasmic Malignifier is equipped with: noxious stink.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Noxious stink	6"	Heavy D06	4	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.

ABILITIES

Disgustingly Resilient, Contagions of Nurgle (pg 62-63)

Toxic Presence: This model counts the battle round number as 4 for the purpose of determining the Contagion range of the Contagion abilities (pg 63) it has.

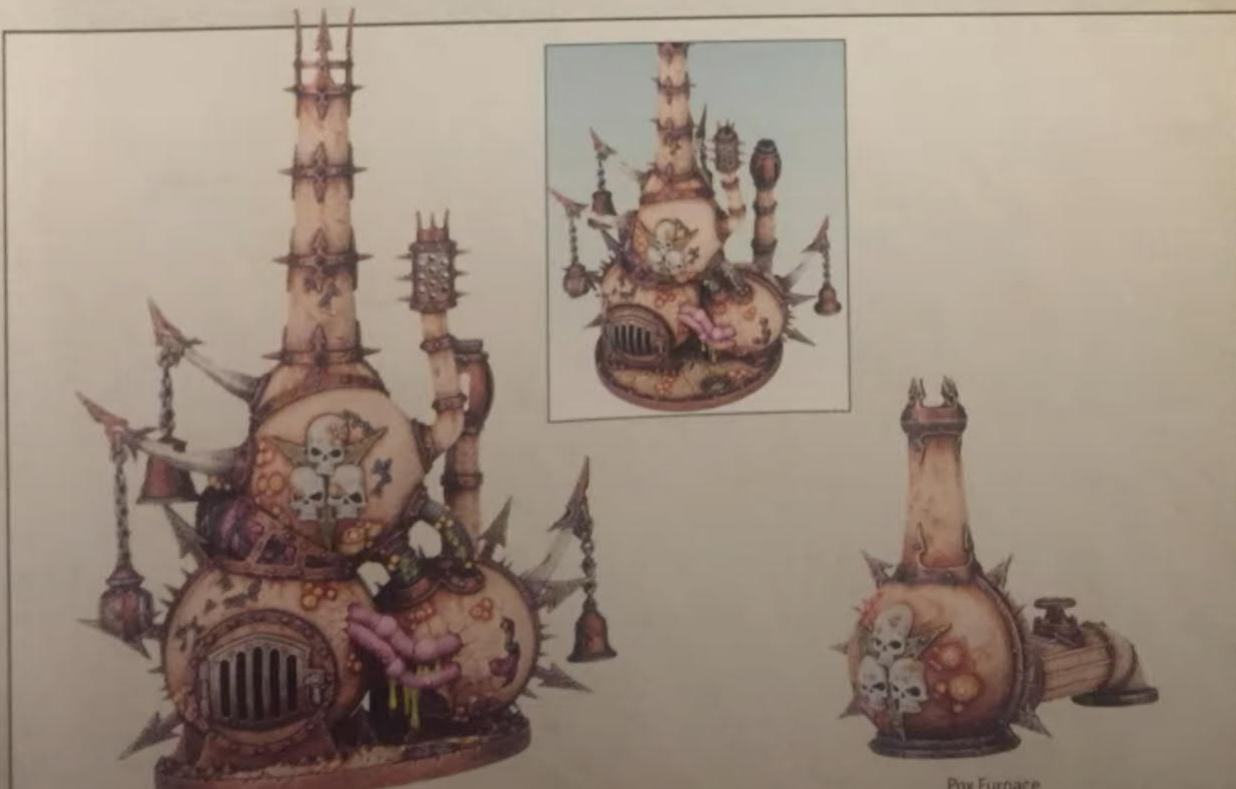
Putrid Explosion: When this model is destroyed, roll one D6 before removing it from play. On a 4+ it explodes, and each unit (excluding **NURGLE** units) within 6" suffers D3 mortal wounds.

Putrescent Fog (Aura): While a friendly **DEATH GUARD INFANTRY** unit is wholly within 6" of this model, it receives the benefits of Light Cover. If it was already receiving the benefits of Light Cover, then each time an attack is made against that unit, subtract 1 from that attack's hit roll.

Seeded Growths: During deployment, when you set up this model, it can be set up anywhere on the battlefield that is more than 12" away from the enemy deployment zone and any enemy models. After a Miasmic Malignifier is set up on the battlefield, you can then set up one Pox Furnace terrain feature wholly within 6" of it, and more than 12" away from the enemy deployment zone and any enemy models.

Pox Furnace: A Pox Furnace is an Obstacle Terrain feature with the following terrain traits, as described in the Warhammer 40,000 Core Book: Light Cover, Heavy Cover, Unstable Position, Difficult Ground. If a Miasmic Malignifier is destroyed, its Pox Furnace is also removed from the battlefield.

FACTION KEYWORDS: CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>
KEYWORDS (MIASMIC MALIGNIFIER): BUILDING, VEHICLE, SMOKESCREEN, MIASMIC MALIGNIFIER
KEYWORDS (POX FURNACE): TERRAIN, OBSTACLE, POX FURNACE





To stand in Mortarion's presence is lethal, such is the pestilential aura that surrounds him. Wielding his gigantic scythe, Silence, he cuts apart entire enemy squads in seconds. With furious blasts of Lantern, his devastating sidearm of unknown provenance, he disintegrates heavy infantry and armour alike.

MORTARION

25 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Mortarion (10+ wounds remaining)	12"	2+	2+	8	8	18	7	10	3+
	Mortarion (6-9 wounds remaining)	10"	2+	2+	8	8	N/A	6	10	3+
	Mortarion (1-5 wounds remaining)	8"	2+	2+	8	8	N/A	5	10	3+

Mortarion is equipped with: the Lantern; attendants' claws and teeth; Silence; phosphex bombs. Your army can only include one MORTARION model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Lantern	12"	Pistol 1	8	-3	3	Each time an attack is made with this weapon, if a hit is scored, draw a straight line between the closest point of this model's base (or hull) and that of the closest model in the target unit. Make one wound roll against the target unit, and each other unit this line passes over.
Attendants' claws and teeth	Melee	Melee	2	0	1	Plague Weapon [pg 62]. Each time the bearer fights, it makes D6 additional attacks with this weapon.
Silence	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Eviscerating blow	Melee	Melee	x2	-4	D3+3	Plague Weapon [pg 62]
- Reaping scythe	Melee	Melee	User	-2	1	Plague Weapon [pg 62]. Each time an attack is made with this weapon profile, make 3 hit rolls instead of 1.
Phosphex bombs	6"	Grenade 2D6	5	-1	1	Blast

ABILITIES

Disgustingly Resilient, Contagions of Nurgle [pg 62-63]

Primarch of the Death Guard: In your Command phase, select one friendly DEATH GUARD CORE or DEATH GUARD CHARACTER unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.

Lord of the Death Guard [Aura]: While a friendly DEATH GUARD CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Daemon Primarch: If your army is Battle-forged, this model must be your army's WARLORD. If more than one model in your army has a rule to this effect, then one of those models must be your army's WARLORD.

The Barbarian Plate: This model has a 4+ invulnerable save.

Host of Plagues: At the start of the first battle round, select one of the following Warlord Traits: Shamblerot; Ferric Blight; Gloaming Bloat; Eater Plague; Sanguous Flux; The Droning; Nurgle's Fruit [pg 41-43]. You cannot select a Warlord Trait that another model in your army already has. Until the end of the battle, this model gains the selected Warlord Trait in addition to any others it has, even if it is not your WARLORD.

Putrid Explosion: When this model is destroyed, roll one D6 before removing it from play. On a 4+ it explodes, and each unit (excluding NURGLE units) within 6" suffers D3 mortal wounds.

Toxic Presence: This model counts the battle round number as being 4 for the purposes of determining the Contagion range of the Contagion abilities [pg 63] it has.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny three psychic power in your opponent's Psychic phase. It knows *Smite* and three psychic powers from the Contagion discipline [pg 51].

FACTION KEYWORDS: CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD
KEYWORDS: MONSTER, CHARACTER, PSYKER, FLY, SUPREME COMMANDER, DAEMON, BUBONIC
ASTARTES, PRIMARCH, MORTARION

SILENCE

Mortarion wields a towering scythe named Silence, whose warped haft is as long as its wielder is tall. With its rusted razor edge and snarling chain-teeth, this huge weapon is capable of slicing through entire ranks of infantry. With Mortarion's unnatural might behind it, Silence has beheaded heroes and split tanks in two, eviscerated Greater Daemons and even hacked the leg from a Reaver Battle Titan. An endless parade of champions and war leaders has fallen to the manreaper's deadly blade. The blood of worlds stains its cutting edge. It is not just raw power that makes Silence such a fearsome weapon. A plague daemon dwells within the censer that tops its haft. This entity's fell power renders the slightest nick from the blade lethally poisonous. It also infests the leprous smog that billows in trails behind each swing of the scythe, rendering it anathema. Metal rusts and flesh rots at its mere touch, reducing the enemy to putrid ruin in moments.

