



# CODEX: DEATH GUARD

Indomitus Version 1.0

These documents collect amendments to the rules and present our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback; these can be identified by the presence of an asterisk before the page reference. At other times, these amendments are errata designed to correct mistakes or add clarity to a rule that is not as clear as it might be.

As they're revised regularly, each of these documents has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When a document is revised, the version number will be incremented and new updates will be highlighted in **blue**, while new errata and FAQs will be highlighted in **magenta**.

## UPDATES & ERRATA

### Page 47 – Flash Outbreak

Change the second sentence to:

'Select one **<PLAGUE COMPANY>** unit with the Contagions of Nurgle ability from your army.'

### Page 64 – Death Guard Daemon Prince, Keywords

Remove '**LORD OF THE DEATH GUARD**'.

## FAQS

*Q. Does the movement penalty from Difficult Ground reduce the distance moved by a model with the Inexorable Advance ability?*

A. Yes. Difficult Ground reduces the distance the model can move; it does not modify the model's Move characteristic, which is what Inexorable Advance ignores.