

# DEATH GUARD

## ARMY RULE

The Death Guard are carriers of countless infections and contagions, each a gift from Nurgle. Whenever they march to war, they contaminate all around them, overwhelming their victims' immune systems and undoing metallic bonds, alien psychic materials and all manner of other components, rendering even armoured vehicles vulnerable.

### NURGLE'S GIFT (AURA)

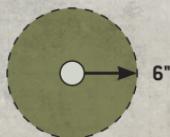
If your Army Faction is **DEATH GUARD**, while an enemy unit is within Contagion Range of this unit, subtract 1 from the Toughness characteristic of models in that enemy unit. Contagion Range changes over the course of the battle, as shown below.

### CONTAGION RANGE

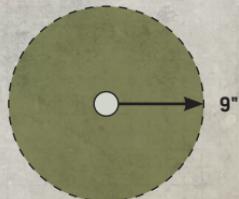
**1st Battle Round:** Contagion Range = 3"



**2nd Battle Round:** Contagion Range = 6"



**3rd Battle Round Onwards:** Contagion Range = 9"



# DEATH GUARD – PLAGUE COMPANY DETACHMENT RULE

If your Army Faction is **DEATH GUARD**, you can use this Plague Company Detachment rule.

## SPREAD THE SICKNESS

*To the Death Guard, spreading Nurgle's gifts goes beyond the beings they fight – even the landscapes they tread upon they seek to corrupt, cultivating Nurgle's garden as widely as possible.*

During the Declare Battle Formations step, select one of the Sickesses below. Until the end of the battle, all units from your army with the Nurgle's Gift ability gain the selected Sickness.

- **Skullsquirm Blight (Aura):** While an enemy unit is within Contagion Range of this unit, worsen the Ballistic Skill and Weapon Skill characteristics of weapons equipped by models in that enemy unit by 1.
- **Rattlejoint Ague (Aura):** While an enemy unit is within Contagion Range of this unit, worsen the Save characteristic of models in that enemy unit by 1.
- **Scabrous Soulrot (Aura):** While an enemy unit is within Contagion Range of this unit, worsen the Leadership and Objective Control characteristics of models in that enemy unit by 1 (to a minimum of 1).

If you control an objective marker at the end of your Command phase and a **DEATH GUARD** unit from your army is within range of that objective marker, that objective marker is said to be Infected and remains under your control even if you have no models within range of it, until your opponent controls it at the start or end of any turn. In addition, while an objective marker is Infected and under your control, it has the Nurgle's Gift ability as if it were a unit from your army (so enemy units within Contagion Range of it will have their characteristics modified).



# DEATH GUARD – PLAGUE COMPANY STRATAGEMS

If you are using the Plague Company Detachment rule, you can use these Plague Company Stratagems.

## FERRIC BLIGHT

PLAQUE COMPANY – BATTLE TACTIC STRATAGEM

*The spreading rust of the Ferric Blight can reduce armour of all kinds to nothing.*

**WHEN:** Your Shooting phase or the Fight phase.

**TARGET:** One DEATH GUARD unit from your army that has not been selected to shoot or fight this phase.

**EFFECT:** Until the end of the phase, each time a model in your unit makes an attack, improve the Armour Penetration characteristic of that attack by 1. If the target of that attack is within Contagion Range of an Infected objective marker you control and a Critical Wound is scored for that attack, improve the Armour Penetration characteristic of that attack by 2 instead.

## SANGUOUS FLUX

PLAQUE COMPANY – BATTLE TACTIC STRATAGEM

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

**WHEN:** Fight phase.

**TARGET:** One DEATH GUARD unit from your army that has not been selected to fight this phase.

**EFFECT:** Until the end of the phase, weapons equipped by models in your unit have the [SUSTAINED HITS 1] ability. While your unit is within range of an Infected objective marker you control, those weapons have the [SUSTAINED HITS 2] ability instead.

## DISGUSTINGLY RESILIENT

PLAQUE COMPANY – BATTLE TACTIC STRATAGEM

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

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

**TARGET:** One DEATH GUARD unit from your army that was selected as the target of one or more of that enemy unit's attacks.

**EFFECT:** Until the end of the phase, each time an attack is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack.

## GIFTS OF DECAY

PLAQUE COMPANY – EPIC DEED STRATAGEM

*Nurgle is a generous god, and through worship and devotion his followers can gain mighty rewards as they spread sickness in his name.*

**WHEN:** Your Command phase.

**TARGET:** One DEATH GUARD model from your army.

**EFFECT:** Your model regains up to D3 lost wounds. If your model's unit is within Contagion Range of an Infected objective marker you control, your model regains up to 3 lost wounds instead.



# DEATH GUARD – PLAGUE COMPANY STRATAGEMS

If you are using the Plague Company Detachment rule, you can use these Plague Company Stratagems.

## BOILBLIGHT

### PLAQUE COMPANY – STRATEGIC PLOY STRATAGEM

The strange lumps that form on victims of Boilblight – also known as Nurgle's Fruit, Lumpen Splatter or the Crawling Pustulence – are easy to spot at a distance for the Death Guard.

1CP

**WHEN:** Your Shooting phase.

**TARGET:** One **DEATH GUARD** unit from your army, and one enemy unit within Contagion Range of that unit.

**EFFECT:** Until the end of the phase, each time a weapon equipped by a **DEATH GUARD** model from your army targets that enemy unit, that weapon has the [**HEAVY**] and [**IGNORES COVER**] abilities.

## CLOUD OF FLIES

### PLAQUE COMPANY – 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.

1CP

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

**TARGET:** One **DEATH GUARD** unit from your army that was selected as the target of one or more of that enemy unit's attacks.

**EFFECT:** Until the end of the phase, your unit has the Stealth ability.



# DEATH GUARD – PLAGUE COMPANY ENHANCEMENTS

If you are using the Plague Company Detachment rule, you can use these Plague Company Enhancements.

## LIVING PLAGUE

*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.*

**DEATH GUARD** model only. Add 3" to the range of the bearer's Aura abilities (including Nurgle's Gift).

## THE DRONING (AURA)

*This warrior is surrounded by a cloud of dreaded plague flies that harass the Death Guard's enemies and feed on their sanity.*

**DEATH GUARD** model only. While an enemy unit is within Contagion Range of the bearer, each time that unit fails a Battle-shock test, roll one D6: on a 2-5, that unit suffers 1 mortal wound; on a 6, that unit suffers D3 mortal wounds.

## DEADLY PATHOGEN

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

**DEATH GUARD** model only. Add 1 to the Strength and Attacks characteristics of the bearer's melee weapons. While the bearer is within range of an Infected objective marker you control, add 2 to the Strength and Attacks characteristics of the bearer's melee weapons instead.

## SHAMBLEROT

*The strains of the zombie virus carried by the Death Guard slowly but surely break mortals around them, sapping their strength and dexterity before consuming them utterly.*

**DEATH GUARD** model only. Each time the bearer's unit is selected as a target of an enemy unit's charge, until the end of the phase, subtract 2 from Charge rolls made for that enemy unit.





# DEATH GUARD DAEMON PRINCE

M	T	SV	W	LD	OC
7"	11	2+	10	6+	3

## RANGED WEAPONS

Plague spewer [ANTI-INFANTRY 2+, IGNORES COVER, TORRENT]	RANGE	A	BS	S	AP	D
	12"	D6	N/A	5	-1	1

## MELEE WEAPONS

Hellforged weapons – strike	RANGE	A	WS	S	AP	D
	Melee	6	2+	8	-2	3

Hellforged weapons – sweep	RANGE	A	WS	S	AP	D
	Melee	14	2+	6	0	1

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: MONSTER, CHARACTER, CHAOS, NURGLE, PSYKER, DAEMON, DAEMON PRINCE



FACTION KEYWORDS:  
DEATH GUARD

## ABILITIES

CORE: Deadly Demise D3

FACTION: Nurgle's Gift [Aura]

Grandfather's Blessing [Aura, Psychic]: While a friendly DEATH GUARD INFANTRY unit is within Contagion Range of this model, models in that unit have the Feel No Pain 6+ ability.

INVULNERABLE SAVE

4+

# DEATH GUARD DAEMON PRINCE

*Daemonhood is the ultimate goal for a great many Heretic Astartes. Those Nurgle worshippers who succeed are lumbering monstrosities with formidable resilience, corroded armour and bloated flesh. They command sepsis cohorts and vectoriums, having retained all their tactical acumen and martial skill.*

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Death Guard Daemon Prince

This model is equipped with: plague spewer; hellforged weapons.

KEYWORDS: MONSTER, CHARACTER, CHAOS, NURGLE, PSYKER, DAEMON, DAEMON PRINCE



FACTION KEYWORDS:  
DEATH GUARD

# DEATH GUARD DAEMON PRINCE WITH WINGS

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

## RANGED WEAPONS

Plague spewer [ANTI-INFANTRY 2+, IGNORES COVER, TORRENT]	RANGE	A	BS	S	AP	D
	12"	D6	N/A	5	-1	1

## MELEE WEAPONS

Hellforged weapons – strike	RANGE	A	WS	S	AP	D
	Melee	6	2+	8	-2	3

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Hellforged weapons – sweep	RANGE	A	WS	S	AP	D
	Melee	14	2+	6	0	1

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

**KEYWORDS:** MONSTER, CHARACTER, FLY, CHAOS, NURGLE, PSYKER, DAEMON, DAEMON PRINCE WITH WINGS



**FACTION KEYWORDS:**  
DEATH GUARD

## ABILITIES

**CORE:** Deadly Demise D3, Deep Strike

**FACTION:** Nurgle's Gift [Aura]

**Warp Horror (Psychic):** Each time this model ends a Charge move, select one enemy unit within Engagement Range of it. That unit must take a Battle-shock test.

**Devastating Assault:** Each time this model ends a Charge move, until the end of the turn, its hellforged weapons have the [DEVASTATING WOUNDS] ability.

## INVULNERABLE SAVE

4+

# DEATH GUARD DAEMON PRINCE WITH WINGS

The wings that sprout from the backs of chosen Death Guard may resemble the buzzing appendages of bloated flies, or take a pocked and diseased chiropteran form. Regardless of their shape, they bear the Daemon Prince aloft, allowing him to descend upon his luckless foes from above and spread fearsome maladies over the battlefield with ease.

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Death Guard Daemon Prince with Wings

This model is equipped with: plague spewer; hellforged weapons.

KEYWORDS: MONSTER, CHARACTER, FLY, CHAOS, NURGLE, PSYKER, DAEMON, DAEMON PRINCE WITH WINGS



FACTION KEYWORDS:  
DEATH GUARD

# TYPHUS

M	T	SV	W	LD	OC
5"	6	2+	6	6+	1



## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Master-crafted manreaper – strike [LETHAL HITS]	Melee	5	2+	9	-2	3
Master-crafted manreaper – sweep [LETHAL HITS]	Melee	10	2+	6	-1	1

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, CHAOS, NURGLE, PSYKER, TERMINATOR, TYPHUS

## ABILITIES

CORE: Deep Strike, Leader

FACTION: Nurgle's Gift (Aura)

**The Destroyer Hive:** While this model is leading a unit, each time a melee attack targets that unit, subtract 1 from the Hit roll.

**The Eater Plague (Psychic):** In your Shooting phase, you can select one enemy unit within 18" of and visible to this PSYKER and roll one D6: on a 1, this PSYKER's unit suffers D3 mortal wounds; on a 2-5, that enemy unit suffers D6 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.

## INVULNERABLE SAVE

4+



FACTION KEYWORDS:  
DEATH GUARD

# TYPHUS

*Host of the Destroyer Hive, for millennia Typhus 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.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Typhus – EPIC HERO

This model is equipped with: master-crafted manreaper.

## LEADER

This model can be attached to the following units:

- BLIGHTLORD TERMINATORS
- DEATHSHROUD TERMINATORS
- POXWALKERS

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, CHAOS, NURGLE, PSYKER,  
TERMINATOR, TYPHUS



FACTION KEYWORDS:  
DEATH GUARD

# DEATH GUARD CHAOS LORD

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

## RANGED WEAPONS

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

## MELEE WEAPONS

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

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, CHAOS, NURGLE, GRENADES, CHAOS LORD



FACTION KEYWORDS:  
DEATH GUARD

## ABILITIES

CORE: Leader

FACTION: Nurgle's Gift [Aura]

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

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

INVULNERABLE SAVE

4+

# 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 Nurgl's blessings.*

## WARGEAR OPTIONS

- This model's plague bolt pistol can be replaced with one of the following:
  - 1 combi-weapon
  - 1 plague combi-bolter
  - 1 plague fist
  - 1 plague-encrusted exalted weapon
  - 1 plasma pistol
- This model's Astartes chainsword can be replaced with one of the following:
  - 1 plague fist
  - 1 plague-encrusted exalted weapon
- This model's plague bolt pistol and Astartes chainsword can be replaced with 1 twin lighting claws.

## UNIT COMPOSITION

- 1 Death Guard Chaos Lord

This model is equipped with: plague bolt pistol; Astartes chainsword.

## LEADER

This model can be attached to the following unit:

- PLAGUE MARINES

KEYWORDS: INFANTRY, CHARACTER, CHAOS, NURGLE, GRENADES, CHAOS LORD



FACTION KEYWORDS:  
DEATH GUARD

# DEATH GUARD CHAOS LORD IN TERMINATOR ARMOUR

M    T    SV    W    LD    OC

4"	6	2+	6	6+	1
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## RANGED WEAPONS

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

## MELEE WEAPONS

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

## ABILITIES

CORE: Deep Strike, Leader

FACTION: Nurgle's Gift [Aura]

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

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

## INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, CHAOS, NURGLE, TERMINATOR, CHAOS LORD



FACTION KEYWORDS:  
**DEATH GUARD**

# DEATH GUARD CHAOS LORD IN TERMINATOR ARMOUR

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.

## WARGEAR OPTIONS

- This model's plague combi-bolter can be replaced with one of the following:
  - 1 combi-weapon
  - 1 plague-encrusted exalted weapon
- This model's plague-encrusted exalted weapon can be replaced with one of the following:
  - 1 chainfist
  - 1 plague fist
- This model's plague combi-bolter and plague-encrusted exalted weapon can be replaced with 1 twin lighting claws.

## UNIT COMPOSITION

- 1 Death Guard Chaos Lord in Terminator Armour

This model is equipped with: plague combi-bolter; plague-encrusted exalted weapon.

## LEADER

This model can be attached to the following units:

- BLIGHTLORD TERMINATORS
- DEATHSHROUD TERMINATORS

KEYWORDS: INFANTRY, CHARACTER, CHAOS, NURGLE, TERMINATOR, CHAOS LORD



FACTION KEYWORDS:  
**DEATH GUARD**

# LORD OF VIRULENCE

M    T    SV    W    LD    OC

4"	6	2+	6	6+	1
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## RANGED WEAPONS

RANGE	A	BS	S	AP	D
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Twin plague spewer  
[ANTI-INFANTRY 2+, IGNORES COVER, TORRENT, TWIN-LINKED]

12"	D6	N/A	5	-1	1
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## MELEE WEAPONS

RANGE	A	WS	S	AP	D
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Heavy plague fist [LETHAL HITS]

Melee	5	3+	8	-2	2
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## ABILITIES

CORE: Deep Strike, Leader

FACTION: Nurgle's Gift (Aura)

**Master of Destruction:** While this model is leading a unit, each time a model in that unit makes a ranged attack, you can re-roll the Wound roll.

**Blight Bombardment:** Each time a friendly DEATH GUARD model makes an attack with a Blast weapon that targets a unit that is visible to this model, add 1 to the Hit roll and that attack has the [IGNORES COVER] ability.

INVULNERABLE SAVE

4+

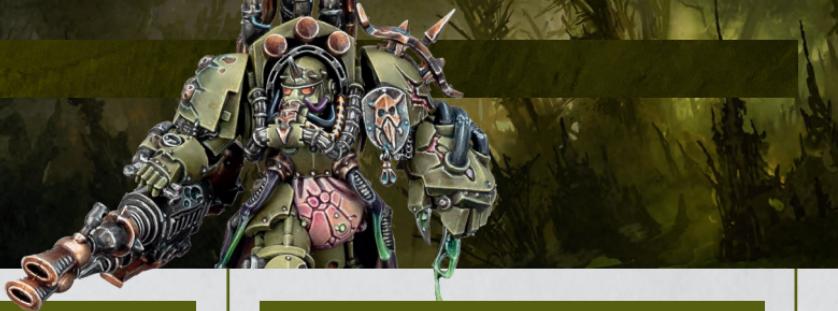
KEYWORDS: INFANTRY, CHARACTER, CHAOS, NURGLE, TERMINATOR,  
LORD OF VIRULENCE



FACTION KEYWORDS:  
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.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Lord of Virulence

This model is equipped with: twin plague spewer, heavy plague fist.

## LEADER

This model can be attached to the following units:

- BLIGHTLORD TERMINATORS
- DEATHSHROUD TERMINATORS

KEYWORDS: INFANTRY, CHARACTER, CHAOS, NURGLE, TERMINATOR,  
LORD OF VIRULENCE



FACTION KEYWORDS:  
DEATH GUARD

# LORD OF CONTAGION

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



## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Plagueblade – strike [LETHAL HITS]	Melee	5	2+	8	-2	3
Plagueblade – sweep [LETHAL HITS]	Melee	10	2+	5	0	1

Before selecting targets for this weapon, select one of its profiles to make attacks with.

**KEYWORDS:** INFANTRY, CHARACTER, CHAOS, NURGLE, TERMINATOR, GRENADES, LORD OF CONTAGION

## ABILITIES

**CORE:** Deep Strike, Leader

**FACTION:** Nurgle's Gift (Aura)

**Vector of Disease:** While this model is leading a unit, each time a model in that unit makes a melee attack, you can re-roll the Hit roll.

**Abundance of Sickness:** In the Fight phase, each time this model loses a wound, roll one D6: on a 4+, the closest enemy unit within Engagement Range of this model suffers 1 mortal wound.

## INVULNERABLE SAVE

4+



**FACTION KEYWORDS:**  
DEATH GUARD

# LORD OF CONTAGION

*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 and corroded blades.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Lord of Contagion

This model is equipped with: plagueblade.

## LEADER

This model can be attached to the following units:

- BLIGHTLORD TERMINATORS
- DEATHSHROUD TERMINATORS

KEYWORDS: INFANTRY, CHARACTER, CHAOS, NURGLE, TERMINATOR, GRENADES,  
LORD OF CONTAGION



FACTION KEYWORDS:  
DEATH GUARD

# DEATH GUARD SORCERER IN TERMINATOR ARMOUR

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

## RANGED WEAPONS

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

## MELEE WEAPONS

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

Before selecting targets for this weapon, select one of its profiles to make attacks with.

**KEYWORDS:** INFANTRY, CHARACTER, PSYKER, CHAOS, NURGLE, TERMINATOR, SORCERER



**FACTION KEYWORDS:**  
**DEATH GUARD**

## ABILITIES

**CORE:** Deep Strike, Leader

**FACTION:** Nurgle's Gift (Aura)

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

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

**Designer's Note:** Place a Pestilent Familiar token next to this model, removing it once this ability has been used.

## INVULNERABLE SAVE

4+

# DEATH GUARD SORCERER IN TERMINATOR ARMOUR

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.



## WARGEAR OPTIONS

- This model's plague combi-bolter can be replaced with one of the following:
  - 1 combi-weapon
  - 1 plague-encrusted exalted weapon
- This model's force weapon can be replaced with one of the following:
  - 1 chainfist
  - 1 plague fist
  - 1 plague-encrusted exalted weapon
- This model's plague combi-bolter and force weapon can be replaced with 1 twin lighting claws.

## UNIT COMPOSITION

- 1 Death Guard Sorcerer in Terminator Armour

This model is equipped with: Curse of the Leper; plague combi-bolter; force weapon.

## LEADER

This model can be attached to the following units:

- BLIGHTLORD TERMINATORS
- DEATHSHROUD TERMINATORS

KEYWORDS: INFANTRY, CHARACTER, PSYKER, CHAOS, NURGLE, TERMINATOR, SORCERER



FACTION KEYWORDS:  
DEATH GUARD

# MALIGNANT PLAGUECASTER



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

## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Plague bolt pistol [LETHAL HITS, PISTOL]	12"	1	3+	4	0	1
Plague Wind – witchfire [PSYCHIC, TORRENT]	12"	D6	N/A	4	-1	D3
Plague Wind – focused witchfire [HAZARDOUS, PSYCHIC, TORRENT]	12"	D6+3	N/A	6	-2	D3

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Corrupted staff [LETHAL HITS, PSYCHIC]	Melee	4	3+	6	-1	D3

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

**KEYWORDS:** INFANTRY, CHARACTER, CHAOS, NURGLE, PSYKER,  
MALIGNANT PLAGUECASTER

## ABILITIES

CORE: Leader

FACTION: Nurgle's Gift (Aura)

**Gift of Contagion (Psychic):** In your Shooting phase, you can select one enemy unit within 18" of and visible to this PSYKER and roll one D6: on a 1, this PSYKER's unit suffers D3 mortal wounds; on a 2+, until the start of your next Shooting phase, each time a model in that enemy unit makes a melee attack, subtract 1 from the Wound roll.

**Pestilent Fallout (Psychic):** In your Shooting phase, after this model has shot, if one or more of those attacks made with its Plague Wind scored a wound against an enemy INFANTRY unit, until the start of your next turn, subtract 2 from that unit's Move characteristic and subtract 2 from Advance and Charge rolls made for that unit.



**FACTION KEYWORDS:**  
DEATH GUARD

# MALIGNANT PLAGUECASTER

Every foetid 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 liquefy metal, stone and flesh.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Malignant Plaguecaster

This model is equipped with: plague bolt pistol; Plague Wind; corrupted staff.

## LEADER

This model can be attached to the following unit:

- PLAGUE MARINES

KEYWORDS: INFANTRY, CHARACTER, CHAOS, NURGLE, PSYKER,  
MALIGNANT PLAGUECASTER



FACTION KEYWORDS:  
DEATH GUARD

# PLAQUE MARINES

M      T      SV      W      LD      OC

5"      5      3+      2      6+      2



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Blight launcher [LETHAL HITS]	24"	2	3+	6	-1	2
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
Plague belcher [ANTI-INFANTRY 4+, IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Plague bolt pistol [LETHAL HITS, PISTOL]	12"	1	2+	4	0	1
Plague boltgun [LETHAL HITS]	24"	2	3+	4	0	1
Plague spewer [ANTI-INFANTRY 2+, IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Plasma gun – standard [RAPID FIRE 1]	24"	1	3+	7	-2	1
Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]	24"	1	3+	8	-3	2
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Bubotic weapons [LETHAL HITS]	Melee	4	3+	5	-2	1
Heavy plague weapon [LETHAL HITS]	Melee	3	4+	8	-2	2
Plague knives [LETHAL HITS]	Melee	3	3+	4	0	1

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHAOS, NURGLE, GRENADES, BATTLELINE, PLAGUE MARINES

## ABILITIES

FACTION: Nurgle's Gift (Aura)

**Remorseless:** While this unit is within range of an objective marker you control, each time you take a Battle-shock test for this unit, add 1 to that test.



FACTION KEYWORDS:  
DEATH GUARD

# PLAQUE 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.



## WARGEAR OPTIONS

- The Plague Champion's plague boltgun can be replaced with one of the following:
  - 1 plague bolt pistol
  - 1 plasma gun
  - 1 plasma pistol
- The Plague Champion's plague knives can be replaced with one of the following:
  - 1 bubotic weapons
  - 1 heavy plague weapon
- For every 5 models in this unit, 1 Plague Marine's plague boltgun can be replaced with 1 blight launcher.
- For every 5 models in this unit, 1 Plague Marine's plague boltgun can be replaced with 1 plague spewer.
- For every 5 models in this unit, 1 Plague Marine's plague boltgun can be replaced with one of the following:
  - 1 meltagun
  - 1 plague belcher
  - 1 plasma gun
- For every 5 models in this unit, up to 2 Plague Marines can each have their plague boltgun replaced with 1 bubotic weapons.
- For every 5 models in this unit, up to 2 Plague Marines can each have their plague boltgun replaced with 1 heavy plague weapon.

## UNIT COMPOSITION

- 1 Plague Champion
- 4-9 Plague Marines

Every model is equipped with: plague boltgun; plague knives.

KEYWORDS: INFANTRY, CHAOS, NURGLE, GRENADES, BATTLELINE, PLAGUE MARINES



FACTION KEYWORDS:  
DEATH GUARD

# DEATH GUARD CULTISTS

M      T      SV      W      LD      OC

**6"**      **3**      **6+**      **1**      **7+**      **1**



## RANGED WEAPONS

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

## MELEE WEAPONS

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

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHAOS, NURGLE, CULTISTS

## ABILITIES

CORE: Scouts 6"

FACTION: Nurgle's Gift [Aura]



FACTION KEYWORDS:  
DEATH GUARD

# DEATH GUARD CULTISTS

*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, inured to pain and deranged by their fevered minds.*



## WARGEAR OPTIONS

- For every 10 models in the unit, 1 Death Guard Cultist's Cultist firearm can be replaced with 1 flamer.
- For every 10 models in the unit, 1 Death Guard Cultist's Cultist firearm can be replaced with 1 heavy stubber.
- For every 10 models in the unit, 1 Death Guard Cultist's Cultist firearm can be replaced with 1 grenade launcher.

## UNIT COMPOSITION

- 1 Death Guard Cultist Champion
- 9-19 Death Guard Cultists

**Every model is equipped with:** Cultist firearm; brutal assault weapon.

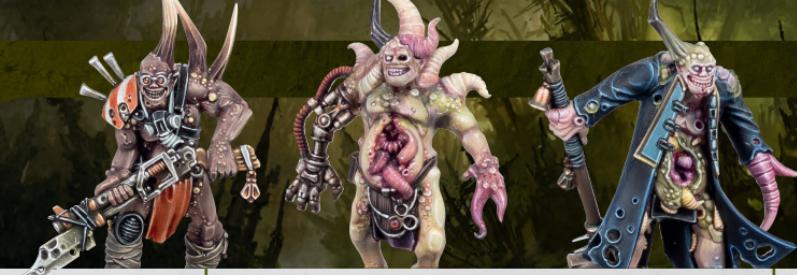
KEYWORDS: INFANTRY, CHAOS, NURGLE, CULTISTS



FACTION KEYWORDS:  
**DEATH GUARD**

# POXWALKERS

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



## MELEE WEAPONS

Improvised weapon [LETHAL HITS]

## RANGE

Melee

A	WS	S	AP	D
2	5+	3	0	1

## ABILITIES

CORE: Feel No Pain 5+

FACTION: Nurgle's Gift [Aura]

**Curse of the Walking Pox:** Each time a model in this unit makes an attack that destroys an enemy model (excluding MONSTER and VEHICLE models), you can return one destroyed Poxwalker model to this unit.

While **TYPHUS** is leading this unit, enemy models destroyed as a result of **TYPHUS'** The Eater Plague ability count as enemy models destroyed by an attack made by a model in this unit for the purposes of this ability.

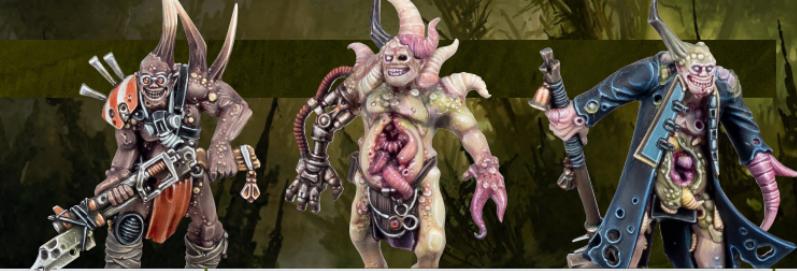
KEYWORDS: INFANTRY, CHAOS, NURGLE, POXWALKERS



FACTION KEYWORDS:  
DEATH GUARD

# POXWALKERS

Poxwalkers are victims of the Walking Pax, a cruel virulence that rots the infected to death while 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.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 10-20 Poxwalkers

Every model is equipped with: improvised weapon.

KEYWORDS: INFANTRY, CHAOS, NURGLE, POXWALKERS



FACTION KEYWORDS:  
DEATH GUARD

# NOXIOUS BLIGHTBRINGER

M      T      SV      W      LD      OC

5"	5	3+	4	6+	1
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## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [PISTOL, HAZARDOUS]	12"	1	3+	8	-3	2

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Cursed plague bell [LETHAL HITS]	Melee	5	3+	4	0	2

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, CHAOS, NURGLE, NOXIOUS BLIGHTBRINGER



FACTION KEYWORDS:  
DEATH GUARD

# 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.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Noxious Blightbringer

This model is equipped with: plasma pistol; cursed plague bell.

## LEADER

This model can be attached to the following unit:

- PLAGUE MARINES

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

KEYWORDS: INFANTRY, CHARACTER, CHAOS, NURGLE, NOXIOUS BLIGHTBRINGER



FACTION KEYWORDS:  
DEATH GUARD

# FOUL BLIGHTSPAWN

M    T    SV    W    LD    OC

5"    5    3+    4    6+    1



## RANGED WEAPONS

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

## MELEE WEAPONS

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

## ABILITIES

CORE: Leader

FACTION: Nurgle's Gift [Aura]

**Putrefying Stink:** While this model is leading a unit, models in that unit have the Fights First ability.

KEYWORDS: INFANTRY, CHARACTER, CHAOS, NURGLE, GRENADES, FOUL BLIGHTSPAWN



FACTION KEYWORDS:  
DEATH GUARD

# 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 whatever it touches.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Foul Blightspawn

This model is equipped with: plague sprayer; close combat weapon.

## LEADER

This model can be attached to the following unit:

- PLAGUE MARINES

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

KEYWORDS: INFANTRY, CHARACTER, CHAOS, NURGLE, GRENADES, FOUL BLIGHTSPAWN



FACTION KEYWORDS:  
DEATH GUARD

# BIOLOGUS PUTRIFIER

M    T    SV    W    LD    OC

5"    5    3+    4    6+    1



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Hyper blight grenades [ASSAULT, BLAST, LETHAL HITS]	12"	D6	3+	5	-1	2
Injector pistol [PISTOL]	3"	1	3+	4	-1	3

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Plague knives [LETHAL HITS]	Melee	4	3+	4	0	1

## ABILITIES

CORE: Deadly Demise 1, Leader

FACTION: Nurgle's Gift [Aura]

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

**Explosive Maladies:** In your Shooting phase, you can select one model from your army with this ability as the target of the Grenade Stratagem for OCP, and can do so even if you have already targeted a different unit with that Stratagem this phase. Each model can only be selected for this ability once per battle.

KEYWORDS: INFANTRY, CHARACTER, CHAOS, NURGLE, GRENADES, BIOLOGUS PUTRIFIER



FACTION KEYWORDS:  
DEATH GUARD

# 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.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Biologus Putrifier

**This model is equipped with:** hyper blight grenades; injector pistol; plague knives.

## LEADER

This model can be attached to the following unit:

- PLAGUE MARINES

*You can attach this model to a PLAGUE MARINES unit, even if one other Leader unit has already been attached to it [you cannot attach more than one of the same leader to the same unit]. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

KEYWORDS: INFANTRY, CHARACTER, CHAOS, NURGLE, GRENADES,  
BIOLOGUS PUTRIFIER



FACTION KEYWORDS:  
DEATH GUARD

# TALLYMAN

M    T    SV    W    LD    OC

5"	5	3+	4	6+	1
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## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Infected plasma pistol – standard [PISTOL, SUSTAINED HITS D3]	12"	1	3+	7	-2	1
Infected plasma pistol – supercharge [HAZARDOUS, PISTOL, SUSTAINED HITS D3]	12"	1	3+	8	-3	2

## MELEE WEAPONS

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

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, CHAOS, NURGLE, TALLYMAN

## ABILITIES

CORE: Leader

FACTION: Nurgle's Gift [Aura]

**Malicious Calculations:** While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll.

**The Seven-fold Chant:** In your Command phase, if this model is on the battlefield, roll 2D6: on a 7+, you gain 1CP.



FACTION KEYWORDS:  
DEATH GUARD

# 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.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Tallyman

This model is equipped with: infected plasma pistol; close combat weapon.

## LEADER

This model can be attached to the following unit:

- PLAGUE MARINES

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

KEYWORDS: INFANTRY, CHARACTER, CHAOS, NURGLE, TALLYMAN



FACTION KEYWORDS:  
DEATH GUARD

# PLAQUE SURGEON

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



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Plague bolt pistol [LETHAL HITS, PISTOL]	12"	1	3+	4	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Balesword [LETHAL HITS]	Melee	4	3+	5	-2	2

## ABILITIES

CORE: Leader

FACTION: Nurgle's Gift [Aura]

**Tainted Narthecium:** While this model is leading a unit, in your Command phase, you can return 1 destroyed Bodyguard model to that unit.

**Diseased Healing:** At the end of your Movement phase, you can select one friendly DEATH GUARD INFANTRY CHARACTER model within 3" of this model. That model regains up to 3 lost wounds. Each model can only be selected for this ability once per turn.

KEYWORDS: INFANTRY, CHARACTER, CHAOS, NURGLE, PLAGUE SURGEON



FACTION KEYWORDS:  
DEATH GUARD

# PLAQUE SURGEON

Equipped with narthecium-like instruments around which form filthy miasmas, Plague Surgeons carry vials and alembics full of boosters and macro-stimulants for countless plagues. By such means do they give the Death Guard renewed strength and resilience while inflaming the enemy's infections to agonising degrees.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Plague Surgeon

This model is equipped with: plague bolt pistol; balesword.

## LEADER

This model can be attached to the following unit:

- PLAGUE MARINES

You can attach this model to a PLAGUE MARINES unit, even if one other Leader unit has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

KEYWORDS: INFANTRY, CHARACTER, CHAOS, NURGLE, PLAGUE SURGEON



FACTION KEYWORDS:  
DEATH GUARD

# BLIGHTLORD TERMINATORS

M	T	SV	W	LD	OC
4"	6	2+	3	6+	1



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Blight launcher [LETHAL HITS]	24"	2	3+	6	-1	2
Combi-weapon	24"	1	4+	4	0	1
[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]						
Plague combi-bolter [LETHAL HITS, RAPID FIRE 2]	24"	2	3+	4	0	1
Plague spewer [ANTI-INFANTRY 2+, IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Reaper autocannon	36"	4	3+	7	-1	1
[DEVASTATING WOUNDS, SUSTAINED HITS 1]						

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Bubotic blade [LETHAL HITS]	Melee	4	3+	5	-2	1
Flail of corruption [LETHAL HITS]	Melee	6	3+	5	-1	2

## ABILITIES

CORE: Deep Strike

FACTION: Nurgle's Gift [Aura]

**Blistering Fusillade:** Each time a model in this unit makes a ranged attack, if it targets the closest eligible enemy unit, re-roll a Wound roll of 1.

## INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHAOS, NURGLE, TERMINATOR, BLIGHTLORD TERMINATORS



FACTION KEYWORDS:  
DEATH GUARD

# BLIGHTLORD TERMINATORS

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.



## WARGEAR OPTIONS

- For every 5 models in this unit:
  - Up to 3 models' plague combi-bolters can each be replaced with 1 combi-weapon.
  - 1 Blightlord Terminator's plague combi-bolter can be replaced with one of the following:  
1 blight launcher; 1 reaper autocannon.
  - 1 Blightlord Terminator's plague combi-bolter can be replaced with 1 plague spewer.
  - 1 Blightlord Terminator's plague combi-bolter and bubotic blade can be replaced with 1 flail of corruption.

## UNIT COMPOSITION

- 1 Blightlord Champion
- 4-9 Blightlord Terminators

Every model is equipped with: plague combi-bolter; bubotic blade.

KEYWORDS: INFANTRY, CHAOS, NURGLE, TERMINATOR, BLIGHTLORD TERMINATORS



FACTION KEYWORDS:  
**DEATH GUARD**

# DEATHSHROUD TERMINATORS

M	T	SV	W	LD	OC
4"	6	2+	3	6+	1



## RANGED WEAPONS

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

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Manreaper – strike [LETHAL HITS]	Melee	4	2+	8	-2	2
Manreaper – sweep [LETHAL HITS]	Melee	6	2+	5	0	1

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHAOS, NURGLE, TERMINATOR, DEATHSHROUD TERMINATORS



FACTION KEYWORDS:  
**DEATH GUARD**

## ABILITIES

CORE: Deep Strike

FACTION: Nurgle's Gift (Aura)

**Silent Bodyguard:** While a CHARACTER model is leading this unit, each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic, subtract 1 from the Wound roll.

INVULNERABLE SAVE

4+

# 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.



## WARGEAR OPTIONS

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

## UNIT COMPOSITION

- 1 Deathshroud Champion
- 2-5 Deathshroud Terminators

Every model is equipped with: plaguespurt gauntlet; manreaper.

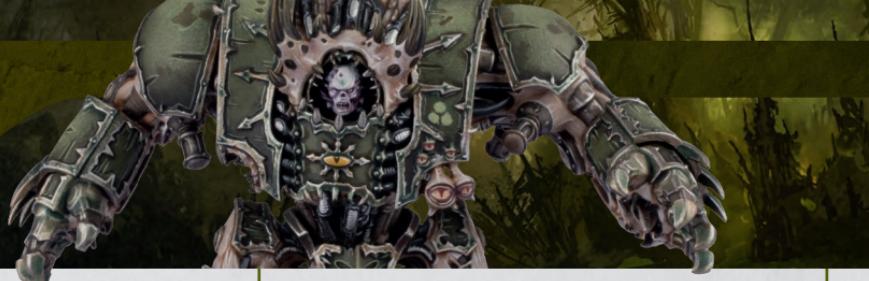
KEYWORDS: INFANTRY, CHAOS, NURGLE, TERMINATOR, DEATHSHROUD TERMINATORS



FACTION KEYWORDS:  
DEATH GUARD

# DEATH GUARD HELBRUTE

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



## RANGED WEAPONS

RANGE A BS S AP D

Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Helbrute plasma cannon [BLAST, HAZARDOUS]	36"	D3	3+	8	-3	3
Missile launcher – frag [BLAST]	48"	D6	3+	4	0	1
Missile launcher – krak	48"	1	3+	9	-2	D6
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Plague combi-bolter [LETHAL HITS, RAPID FIRE 2]	24"	2	3+	4	0	1
Twin autocannon [TWIN-LINKED]	48"	2	3+	9	-1	3
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1
Twin plague heavy bolter [LETHAL HITS, SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2

## MELEE WEAPONS

RANGE A WS S AP D

Close combat weapon	Melee	5	3+	6	0	1
Helbrute fist	Melee	5	3+	12	-2	3
Helbrute hammer	Melee	5	4+	14	-3	D6+1
Power scourge	Melee	8	3+	7	-1	2

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, CHAOS, NURGLE, HELBRUTE

## ABILITIES

CORE: Deadly Demise 1

FACTION: Nurgle's Gift (Aura)

**Infused with the Blessings of Nurgle:** Each time this model is selected to shoot or fight, after it has finished making its attacks, select one enemy unit that was hit by one or more of those attacks. Until the start of your next turn, that enemy unit is always considered to be within Contagion Range of this model.

**Enraged Impact:** Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds.

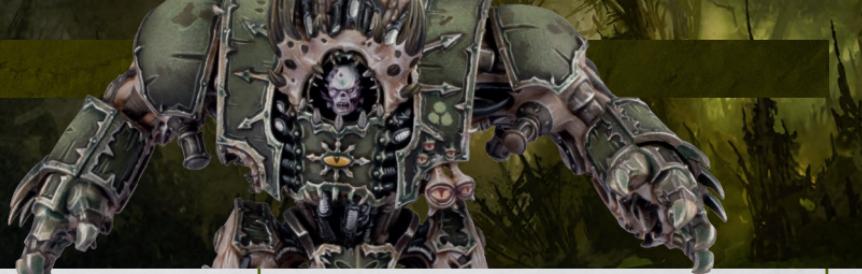
**Helbrute Fists:** If this model is equipped with two Helbrute fists, those weapons have the [TWIN-LINKED] ability.



FACTION KEYWORDS:  
DEATH GUARD

# DEATH GUARD HELBRUTE

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.



## WARGEAR OPTIONS

- This model's multi-melta can be replaced with one of the following:
  - 1 Helbrute plasma cannon
  - 1 twin autocannon
  - 1 twin lascannon
  - 1 twin plague heavy bolter
  - 1 Helbrute fist
- This model's missile launcher can be replaced with one of the following:
  - 1 Helbrute fist
  - 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 plague combi-bolter
  - 1 heavy flamer

## UNIT COMPOSITION

- 1 Death Guard Helbrute

This model is equipped with: multi-melta; missile launcher; close combat weapon.

KEYWORDS: VEHICLE, WALKER, CHAOS, NURGLE, HELBRUTE



FACTION KEYWORDS:  
DEATH GUARD

# DEATH GUARD CHAOS SPAWN

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



## MELEE WEAPONS

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

## ABILITIES

CORE: Feel No Pain 5+

FACTION: Nurgle's Gift [Aura]

**Regenerating Monstrosities:** At the start of each player's Command phase, one model in this unit regains up to D3 lost wounds.

KEYWORDS: BEAST, CHAOS, NURGLE, SPAWN



FACTION KEYWORDS:  
**DEATH GUARD**

# DEATH GUARD 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 a rupture of bulged armour and skin. All that is left of them is a Chaos Spawn, a crazed monstrosity that lives only to kill and feed.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 2 Chaos Spawn

Every model is equipped with: hideous mutations.

KEYWORDS: BEAST, CHAOS, NURGLE, SPAWN



FACTION KEYWORDS:  
DEATH GUARD

# MYPHITIC BLIGHT-HAULERS

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



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bile spurts [LETHAL HITS]	12"	3	3+	5	0	1
Missile launcher – frag [BLAST]	48"	D6	3+	4	0	1
Missile launcher – krak	48"	1	3+	9	-2	D6
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Gnashing maw [LETHAL HITS]	Melee	4	3+	6	-1	1

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, CHAOS, NURGLE, DAEMON, SMOKE, MYPHITIC BLIGHT-HAULERS



FACTION KEYWORDS:  
**DEATH GUARD**

## ABILITIES

CORE: Deadly Demise 1

FACTION: Nurgle's Gift (Aura)

Tank Hunters: Each time a model in this unit makes a ranged attack that targets a VEHICLE unit, add 1 to the Wound roll.

INVULNERABLE SAVE

5+

# MYPHITIC BLIGHT-HAULERS

*Belching stinking gases that hang thick in the air, Myphitic Blight-haulers use their all-terrain mobility and heavy armaments to hunt down the enemy's tanks and provide fire support even in the most dangerous environments. Should the enemy get too close, these Daemon Engines pounce with fanged maws and sprays of bile.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1-3 Myphitic Blight-haulers

**Every model is equipped with:** bile spurt; missile launcher; multi-melta; gnashing maw.

KEYWORDS: VEHICLE, CHAOS, NURGLE, DAEMON, SMOKE, MYPHITIC BLIGHT-HAULERS



FACTION KEYWORDS:  
**DEATH GUARD**

# FOETID BLOAT-DRONE

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



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Heavy blight launcher [LETHAL HITS]	36"	6	3+	8	-2	2
Plaguespitter [ANTI-INFANTRY 2+, IGNORES COVER, TORRENT]	12"	D6	N/A	6	-1	1

## MELEE WEAPONS

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

## ABILITIES

CORE: Deadly Demise 1

FACTION: Nurgle's Gift [Aura]

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

## INVULNERABLE SAVE

5+

KEYWORDS: VEHICLE, FLY, CHAOS, NURGLE, DAEMON, FOETID BLOAT-DRONE

FACTION KEYWORDS:  
DEATH GUARD



# FOETID BLOAT-DRONE

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.



## WARGEAR OPTIONS

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

## UNIT COMPOSITION

- 1 Foetid Bloat-drone

This model is equipped with: fleshmower; plague probe.

KEYWORDS: VEHICLE, FLY, CHAOS, NURGLE, DAEMON, FOETID BLOAT-DRONE



FACTION KEYWORDS:  
DEATH GUARD

# PLAGUEBURST CRAWLER

M	T	SV	W	LD	OC
10"	10	2+	12	6+	4



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Entropy cannon [LETHAL HITS]	24"	1	3+	10	-3	D6+1
Heavy slugger	36"	4	3+	5	-1	1
Plagueburst mortar [BLAST, INDIRECT FIRE, LETHAL HITS]	48"	D6+3	3+	8	-1	2
Plaguespitter [ANTI-INFANTRY 2+, IGNORES COVER, TORRENT]	12"	D6	N/A	6	-1	1
Rothail volley gun [LETHAL HITS, RAPID FIRE 3]	24"	3	3+	5	0	1

## MELEE WEAPONS

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

## ABILITIES

CORE: Deadly Demise D3

FACTION: Nurgle's Gift [Aura]

**Spore-laced Shock Waves:** In your Shooting phase, after this model has shot, if one or more of those attacks made with its Plagueburst mortar scored a hit against an enemy INFANTRY unit, that INFANTRY unit must take a Battle-shock test.

## DAMAGED: 1-4 WOUNDS REMAINING

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

## INVULNERABLE SAVE

5+

KEYWORDS: VEHICLE, CHAOS, NURGLE, DAEMON, PLAGUEBURST CRAWLER



FACTION KEYWORDS:  
DEATH GUARD

# PLAGUEBURST CRAWLER

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



## 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.

## UNIT COMPOSITION

- 1 Plagueburst Crawler

This model is equipped with: 2 entropy cannons; heavy slugger; Plagueburst mortar; armoured tracks.

KEYWORDS: VEHICLE, CHAOS, NURGLE, DAEMON, PLAGUEBURST CRAWLER



FACTION KEYWORDS:  
DEATH GUARD

# DEATH GUARD LAND RAIDER

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

## RANGED WEAPONS

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

## MELEE WEAPONS

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

## ABILITIES

CORE: Deadly Demise D6

FACTION: Nurgle's Gift [Aura]

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

## DAMAGED: 1-5 WOUNDS REMAINING

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

KEYWORDS: VEHICLE, CHAOS, NURGLE, TRANSPORT, SMOKE, LAND RAIDER



FACTION KEYWORDS:  
DEATH GUARD

# DEATH GUARD LAND RAIDER

Equipped with a fearsome arsenal of weapons and large transport capacity, Land Raiders are destructive and versatile vehicles.

Drenched in thick, stinking slime, Death Guard Land Raiders are host to scores of varieties of scratching, biting parasites, and sprout throbbing growths that emit fogs of foetid gas.



## WARGEAR OPTIONS

- This model can be equipped with one of the following:
  - 1 combi-weapon
  - 1 plague combi-bolter
- This model can be equipped with 1 havoc launcher.

## UNIT COMPOSITION

- 1 Death Guard Land Raider

This model is equipped with: 2 soulshatter lascannons; twin plague heavy bolter; armoured tracks.

## TRANSPORT

This model has a transport capacity of 12 DEATH GUARD INFANTRY models (excluding CULTIST and POXWALKER models). Each TERMINATOR model takes up the space of 2 models.

KEYWORDS: VEHICLE, CHAOS, NURGLE, TRANSPORT, SMOKE, LAND RAIDER



FACTION KEYWORDS:  
**DEATH GUARD**

# DEATH GUARD PREDATOR ANNIHILATOR

M	T	SV	W	LD	OC
10"	10	3+	11	6+	4



## RANGED WEAPONS

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

## MELEE WEAPONS

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

## ABILITIES

CORE: Deadly Demise D3

FACTION: Nurgle's Gift [Aura]

Annihilator: Each time this model makes a ranged attack that targets a MONSTER or VEHICLE unit, re-roll a Damage roll of 1.

## DAMAGED: 1-4 WOUNDS REMAINING

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

KEYWORDS: VEHICLE, CHAOS, NURGLE, SMOKE, PREDATOR ANNIHILATOR



FACTION KEYWORDS:  
**DEATH GUARD**

# DEATH GUARD PREDATOR ANNIHILATOR

Capable of firing with pinpoint accuracy, Predator Annihilators are precision tools that can eliminate key threats. In so doing they allow the Legion's infantry to advance into the fray and spread Nurgle's gifts.

## WARGEAR OPTIONS

- This model can be equipped with one of the following:
  - 2 lascannons
  - 2 plague heavy bolters
- This model can be equipped with one of the following:
  - 1 combi-weapon
  - 1 plague combi-bolter
- This model can be equipped with 1 havoc launcher.

## UNIT COMPOSITION

- 1 Death Guard Predator Annihilator

This model is equipped with: Predator twin lascannon; armoured tracks.

KEYWORDS: VEHICLE, CHAOS, NURGLE, SMOKE, PREDATOR ANNIHILATOR



FACTION KEYWORDS:  
**DEATH GUARD**

# DEATH GUARD PREDATOR DESTRUCTOR

M	T	SV	W	LD	OC
10"	10	3+	11	6+	4



## RANGED WEAPONS

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

## MELEE WEAPONS

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

## ABILITIES

**CORE:** Deadly Demise D3

**FACTION:** Nurgle's Gift [Aura]

**Destructor:** Each time this model makes a ranged attack that targets an INFANTRY unit, improve the Armour Penetration characteristic of that attack by 1.

## DAMAGED: 1-4 WOUNDS REMAINING

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

KEYWORDS: VEHICLE, CHAOS, NURGLE, SMOKE, PREDATOR DESTROYER



FACTION KEYWORDS:  
**DEATH GUARD**

# DEATH GUARD PREDATOR DESTRUCTOR

These pustule-covered battle tanks provide mobile fire support for advancing infantry. They can shatter infantry formations and cripple enemy armour, all whilst shrugging off storms of return fire.

## WARGEAR OPTIONS

- This model can be equipped with one of the following:
  - 2 lascannons
  - 2 plague heavy bolters
- This model can be equipped with one of the following:
  - 1 combi-weapon
  - 1 plague combi-bolter
- This model can be equipped with 1 havoc launcher.

## UNIT COMPOSITION

- 1 Death Guard Predator Destructor

This model is equipped with: predator autocannon; armoured tracks.

KEYWORDS: VEHICLE, CHAOS, NURGLE, SMOKE, PREDATOR DESTROYER



FACTION KEYWORDS:  
**DEATH GUARD**

# DEATH GUARD DEFILER

M	T	SV	W	LD	OC
8"	10	3+	14	6+	5

## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Defiler cannon [BLAST]	48"	D6+3	3+	10	-1	3
Havoc launcher [BLAST]	48"	D6	3+	5	0	1
Plague combi-bolter [LETHAL HITS, RAPID FIRE 2]	24"	2	3+	4	0	1
Reaper autocannon [DEVASTATING WOUNDS, SUSTAINED HITS 1]	36"	4	3+	7	-1	1
Twin heavy flamer [TORMENT, IGNORES COVER, TWIN-LINKED]	12"	D6	N/A	5	-1	1
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1
Twin plague heavy bolter [LETHAL HITS, SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Defiler claws	Melee	5	3+	16	-3	D6+1
Defiler scourge [EXTRA ATTACKS]	Melee	3	3+	12	-1	2

## ABILITIES

CORE: Deadly Demise D3

FACTION: Nurgle's Gift [Aura]

**Scuttling Walker:** Each time this model makes a Normal, Advance or Fall Back move, it can move over friendly MONSTER and VEHICLE models and terrain features that are 4" or less in height as if they were not there.

## DAMAGED: 1-5 WOUNDS REMAINING

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

## INVULNERABLE SAVE

5+

KEYWORDS: VEHICLE, WALKER, CHAOS, NURGLE, DAEMON, SMOKE, DEFILER



FACTION KEYWORDS:  
DEATH GUARD

# DEATH GUARD 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, ripping open tanks with their massive claws or blowing apart enemy formations with volleys from their Defiler cannons.

## WARGEAR OPTIONS

- This model's twin heavy flamer can be replaced with one of the following:
  - 1 Defiler scourge
  - 1 havoc launcher
- This model's reaper autocannon can be replaced with one of the following:
  - 1 twin lascannon
  - 1 twin plague heavy bolter
- This model can be equipped with one of the following:
  - 1 combi-weapon
  - 1 plague combi-bolter

## UNIT COMPOSITION

- 1 Death Guard Defiler

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

KEYWORDS: VEHICLE, WALKER, CHAOS, NURGLE, DAEMON, SMOKE, DEFILER



FACTION KEYWORDS:  
DEATH GUARD

# DEATH GUARD RHINO

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

## RANGED WEAPONS

RANGE	A	BS	S	AP	D
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Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
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Havoc launcher [BLAST]	48"	D6	3+	5	0	1
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Plague combi-bolter [LETHAL HITS, RAPID FIRE 2]	24"	2	3+	4	0	1
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## MELEE WEAPONS

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

CORE: Deadly Demise D3, Firing Deck 2

FACTION: Nurgle's Gift [Aura]

Self Repair: At the start of your Command phase, this model regains 1 lost wound.

KEYWORDS: VEHICLE, CHAOS, NURGLE, TRANSPORT, DEDICATED TRANSPORT, SMOKE, RHINO



FACTION KEYWORDS:  
DEATH GUARD

# DEATH GUARD RHINO

*Clad in a cocoon of slime-smeared armour plating, Death Guard Rhinos are ubiquitous and versatile armoured transports. They can move Death Guard squads rapidly across the battlefield in their festering holds, to take them to new battlefronts, bear them through hostile terrain or support armoured offensives.*

## WARGEAR OPTIONS

- This model can be equipped with one of the following:
  - 1 combi-weapon
  - 1 additional plague combi-bolter
- This model can be equipped with 1 havoc launcher.

## UNIT COMPOSITION

- 1 Death Guard Rhino

This model is equipped with: plague combi-bolter; armoured tracks.

## TRANSPORT

This model has a transport capacity of 12 DEATH GUARD INFANTRY models. It cannot transport TERMINATOR, CULTIST or POXWALKER models.

KEYWORDS: VEHICLE, CHAOS, NURGLE, TRANSPORT, DEDICATED TRANSPORT, SMOKE, RHINO



FACTION KEYWORDS:  
DEATH GUARD

# MORTARION

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



## RANGED WEAPONS

RANGE	A	BS	S	AP	D
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Rotwind

[BLAST, DEVASTATING WOUNDS, LETHAL HITS, PSYCHIC]

18"	D6+3	2+	7	-2	1
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The Lantern [PISTOL, SUSTAINED HITS D3]

18"	1	2+	9	-3	3
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## MELEE WEAPONS

RANGE	A	WS	S	AP	D
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Silence – strike [LETHAL HITS]

Melee	5	2+	14	-3	4
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Silence – sweep [LETHAL HITS]

Melee	15	2+	7	-1	1
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## HOST OF PLAGUES

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

**Diseased Influence (Aura):** While a friendly DEATH GUARD unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a Wound roll of 1.

**Toxic Presence (Aura):** While a friendly DEATH GUARD unit is within 12" of this model, add 3" to the Contagion Range of that unit.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

**KEYWORDS:** MONSTER, PSYKER, FLY, CHARACTER, EPIC HERO, DAEMON, GRENADES, CHAOS, NURGLE, PRIMARCH, MORTARION

## ABILITIES

**CORE:** Deadly Demise D6, Feel No Pain 5+

**FACTION:** Nurgle's Gift (Aura)

**Host of Plagues:** At the start of the battle round, select one of the abilities in the Host of Plagues section (see left). Until the start of the next battle round, this model has that ability.

**Lord of the Death Guard (Aura):** While a friendly DEATH GUARD unit is within 6" of this model, that unit can ignore any or all modifiers to its characteristics and to any roll or test made for it (excluding modifiers to saving throws).

## DAMAGED: 1-6 WOUNDS REMAINING

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

## INVULNERABLE SAVE

4+



**FACTION KEYWORDS:**  
DEATH GUARD

# MORTARION

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.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Mortarion – EPIC HERO

This model is equipped with: Rotwind; the Lantern; Silence.

## SUPREME COMMANDER

If this model is in your army, it must be your WARLORD.

KEYWORDS: MONSTER, PSYKER, FLY, CHARACTER, EPIC HERO, DAEMON, GRENADES, CHAOS, NURGLE, PRIMARCH, MORTARION



FACTION KEYWORDS:  
DEATH GUARD

# DEATH GUARD ICON BEARER

M	T	SV	W	LD	OC
5"	5	3+	4	5+	1



## RANGED WEAPONS

RANGE	A	BS	S	AP	D
24"	2	3+	4	0	1

## MELEE WEAPONS

RANGE	A	WS	S	AP	D
Melee	4	3+	4	0	1

## ABILITIES

CORE: Leader

FACTION: Nurgle's Gift [Aura]

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

**Seed the Disease:** Once per battle, at the end of your Movement phase, this model can use this ability. If it does, until the start of your next Command phase, this model's unit is treated as having a Contagion Range of 12".

KEYWORDS: INFANTRY, CHARACTER, CHAOS, NURGLE, GRENADES,  
DEATH GUARD ICON BEARER



FACTION KEYWORDS:  
DEATH GUARD

# DEATH GUARD ICON BEARER

The icons borne by the Death Guard are rusted and corrupted dedications to Nurgle, forged into the shape of the Grandfather's symbol. So wretched in disease are these banners that nearby enemies are rapidly afflicted, dying agonising deaths as their convulsing bodies are reduced to slop.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Death Guard Icon Bearer

This model is equipped with: plague boltgun; plague knife.

## LEADER

This model can be attached to the following unit:

- PLAGUE MARINES

You can attach this model to a PLAGUE MARINES unit, even if one other Leader unit has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

KEYWORDS: INFANTRY, CHARACTER, CHAOS, NURGLE, GRENADES,  
DEATH GUARD ICON BEARER



FACTION KEYWORDS:  
DEATH GUARD

# MIASMIC MALIGNIFIER

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



## RANGED WEAPONS

RANGE	A	BS	S	AP	D
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Noxious stink [IGNORES COVER, TORRENT]

6"	2D6	N/A	3	0	1
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## ABILITIES

**CORE:** Deadly Demise D3, Infiltrators

**FACTION:** Nurgle's Gift [Aura]

**Putrescent Fog (Aura):** While a friendly DEATH GUARD unit is wholly within 6" of this FORTIFICATION, each time an attack targets that unit, subtract 1 from the Hit roll.

**Diseased Cover:** Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this FORTIFICATION, that model has the Benefit of Cover against that attack.

**Fortification:** While an enemy unit is only within Engagement Range of one or more FORTIFICATIONS from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

KEYWORDS: FORTIFICATION, CHAOS, NURGLE, MIASMIC MALIGNIFIER



FACTION KEYWORDS:  
DEATH GUARD

# MIASMIC MALIGNIFIER

Festooned with swaying plague censers and tainted bells, Miasmic Malignifiers belch thick clouds of fumes from their rusted chimneys. Sown like spores across target worlds, they are parasites that suck filth from the ground and latch themselves on to local infrastructure, polluting the world on every level.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Miasmic Malignifier

This model is equipped with: noxious stink.

KEYWORDS: FORTIFICATION, CHAOS, NURGLE, MIASMIC MALIGNIFIER



FACTION KEYWORDS:  
DEATH GUARD