







Weapons								Pts
Phosphex bombs		6"	1	8	-4	D3	Assault - Blast - Poisoned (3+) - Crawling Fire - Lingerin Death	
Rotwind		18"	1	7	-2	D6+3	Psychic - Blast - Devastating Wounds - Lethal Hits	
Silence - Strike		Melee	User	x2	-3	4	Melee - Reaping Blow - Sunder - Instant Death - Two Handed - Devastating Wounds - Lethal Hits - Master-crafted	
Silence - Sweep		Melee	x3	User	-1	1	Melee - Reaping Blow - Sunder - Instant Death - Two Handed - Devastating Wounds - Lethal Hits - Master-crafted	
The Lantern		18"	1	9	-4	3	Pistol - Assault - Sunder - Sustained Hit D3 - Master-crafted	
Faction Aptitudes								Unit type
Intractable	Remorseless	Sons of Barbarus	Nurgles Gift (Aura)	The Reaping	Monster / Jump			

Heretic Astartes - Death Guard

1



5"

 2_+  2_+ 

5



7



6



5



3



6+



1

 2_+  $4_{++}/4_{++}$

TYPHUS - Calas Typhon, First Captain of the Death Guard, The Left Hand of Mortarion, Master of the Terminus Est

214 Pts

Unit Aptitudes

The Destroyer Hive

While this model is leading a unit, each time a melee attack targets that unit, subtract 1 from the Hit roll. In addition, once per game, in any Assault phase, Typhus can unleash the Destroyer Hive instead of attacking. At the start of Typhus' Initiative Step, place a large blast marker with the hole centred over Typhus (this does not scatter). All models (friend and foe) at least partially under the larger blast marker suffer a hit resolved at Strength 5 AP-4 D3 with the Ignores Cover special rule. Do not count Typhus when working out how many hits are caused. Wounds from this attack cannot be allocated to Typhus.

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.

Mark of Nurgle







Each time an attack is made against this unit, if the Strength characteristic of that attack is at least double the Toughness characteristic of this unit, subtract 1 from that attack's wound roll.

Unit Special Rules

Independent Character / Frag Grenades / Fearless / Bulky / Deep Strike / Move Through Cover / Lone Operative / Feel no Pain (4+) / Psyker (1)

Psychic Domains

Warprot - Nurgle - Contagion - Telepathy

Weapons								Pts
Blight grenades	8"	1	4	0	1	Assault - Blast - Poisoned (4+)		4
Death Cloud projector	Template	1	1	-2	1	Pistol - Ignores Cover - Lethal Hits - Poisoned (2+)		
Lakrimae - Strike	Melee	User	x2	-3	4	Melee - Reaping Blow - Fleshbane - Two Handed - Devastating Wounds - Lethal Hits - Master-crafted		
Lakrimae - Sweep	Melee	x3	User	-1	1	Melee - Reaping Blow - Fleshbane - Two Handed - Devastating Wounds - Lethal Hits - Master-crafted		
Faction Aptitudes								Unit type
Intractable	Remorseless	Sons of Barbarus	Nurgles Gift (Aura)	The Reaping				Infantry

Heretic Astartes - Death Guard

155 Pts

4"

 2_+  2_+ 

4



6



6



5



3



6+



1

 $2+$  $4_{++}/4_{++}$

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.

Mark of Nurgle

Each time an attack is made against this unit, if the Strength characteristic of that attack is at least double the Toughness characteristic of this unit, subtract 1 from that attack's wound roll.

Independent Character / Frag Grenades / Fearless / Bulky / Deep Strike / Move Through Cover / Feel no Pain (4+)

Psychic Domains

Weapons								Pts
Plagueblade - Strike		Melee	User	x2	-2	3	Melee - Lethal Hits	16
Plagueblade - Sweep		Melee	x2	User	0	1	Melee - Lethal Hits	9
Faction Aptitudes								Unit type
Intractable	Remorseless	Sons of Barbarus	Nurgles Gift (Aura)	The Reaping				Infantry

CHAOS

Heretic Astartes - Death Guard

MALIGNANT PLAGUECASTER - Nurgus the Pustulent

92 Pts

1



5"



3+



3+



4



5



4



3



3



6+



1



3+



4++/4++

Unit Aptitudes

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.

Mark of Nurgle







Each time an attack is made against this unit, if the Strength characteristic of that attack is at least double the Toughness characteristic of this unit, subtract 1 from that attack's wound roll.

Unit Special Rules

Independent Character / Frag & Krak Grenades / Fearless / Move Through Cover / Feel no Pain (4+) / Psyker (2)

Psychic Domains

Warprot - Nurgle - Contagion - Telepathy

Weapons								Pts
Corrupted staff	Melee	User	+2	-1	D3	Melee - Lethal Hits - Psychic		12
Plague Wind - Witchfire	Template	2	4	-1	D6	Psychic - Ignores Cover - Lethal Hits		
Plague Wind - Focused Witchfire	Template	2	6	-2	D6+3	Psychic - Hazardous - Ignores Cover - Lethal Hits		
Plague bolt pistol	12"	1	4	0	1	Pistol - Lethal Hits		
Faction Aptitudes								Unit type
Intractable	Remorseless	Sons of Barbarus	Nurgles Gift (Aura)	The Reaping				Infantry

CHAOS

Heretic Astartes - Death Guard

DEATHSHROUD TERMINATORS - Necroguard

231 Pts

3																	
	4"			2+	2+	4	5				3	4	3	6+	1	2+	4++/4++

Unit Aptitudes

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.
Mark of Nurgle	Each time an attack is made against this unit, if the Strength characteristic of that attack is at least double the Toughness characteristic of this unit, subtract 1 from that attack's wound roll.

Unit Special Rules

Frag & Krak Grenades / Fearless / Bulky / Deep Strike / Slow and Purposeful / Move Through Cover / Feel no Pain (4+)

Psychic Domains

[illegible]

CHAOS

Heretic Astartes - Death Guard

TALLYMAN - Festeron the Rotten

85 Pts

1



5"



3+



3+



4



5



4



3



3



6+



1



3+



Unit Aptitudes

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.

Mark of Nurgle

Each time an attack is made against this unit, if the Strength characteristic of that attack is at least double the Toughness characteristic of this unit, subtract 1 from that attack's wound roll.

Unit Special Rules

Independent Character / Frag & Krak Grenades / Fearless / Move Through Cover / Feel no Pain (4+)

Psychic Domains

Heretic Astartes - Death Guard

5"

 3_+ 

3+



4



5



4



3



3



6+



1



3+



80 Pts

Sickening Vitality	While this model is leading a unit, you can re-roll Advance and Charge rolls made for that unit.
The Bell Tolls (Aura)	While an enemy unit is within Contagion Range of this model, each time a Battle-shock or Leadership test is taken for that enemy unit, subtract 2 from that test.
Mark of Nurgle	Each time an attack is made against this unit, if the Strength characteristic of that attack is at least double the Toughness characteristic of this unit, subtract 1 from that attack's wound roll.

Independent Character / Frag & Krak Grenades / Fearless / Move Through Cover / Feel no Pain (4+)

Psychic Domains

Heretic Astartes - Death Guard

5"



3+

 3_+ 

4



5



4



3



3



6+



1



3+



80 Pts

Tainted Narthecium

While this model is leading a unit, in your Command phase, you can back-up on the battlefield 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 special rule once per turn.

Mark of Nurgle

Each time an attack is made against this unit, if the Strength characteristic of that attack is at least double the Toughness characteristic of this unit, subtract 1 from that attack's wound roll.

Unit Special Rules

Independent Character / Frag & Krak Grenades / Fearless / Move Through Cover / Feel no Pain (4+)

Psychic Domains

CHAOS

Heretic Astartes - Death Guard

PLAGUE MARINES - Blightwalkers

464 Pts

7



5"



3+



3+



4



5



2



2



3



6+



2



3+



Unit Aptitudes

Ruthless

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.

Mark of Nurgle

Each time an attack is made against this unit, if the Strength characteristic of that attack is at least double the Toughness characteristic of this unit, subtract 1 from that attack's wound roll.

Unit Special Rules

Frag & Krak Grenades / Fearless / Move Through Cover / Feel no Pain (4+)

Psychic Domains

[illegible]

CHAOS

Heretic Astartes - Death Guard

PLAGUE MARINES - Pestilent Sentinels

235 Pts

7



5"



3+



3+



4



5



2



2



3



6+



2



3+



Unit Aptitudes

Ruthless

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.

Mark of Nurgle

Each time an attack is made against this unit, if the Strength characteristic of that attack is at least double the Toughness characteristic of this unit, subtract 1 from that attack's wound roll.

Unit Special Rules

Frag & Krak Grenades / Fearless / Move Through Cover / Feel no Pain (4+)

Psychic Domains

[illegible]

Heretic Astartes - Death Guard

200 Pts




































100

























Each time an attack is made against this unit, if the Strength characteristic of that attack is at least double the Toughness characteristic of this unit, subtract 1 from that attack's wound roll.

Psychic Domains

CHAOS					FOETID BLOAT-DRONE - Rotwrath Scourge										135 Pts		
Heretic Astartes - Death Guard																	
1																	
Full HP	10"	15"		4+	4+	6		13	13	11	11	3	3	6+	3	3+	5++/4++
Mid HP	7"	10"		5+	5+	6		12	12	10	7	2	3	7+	2	3+	5++/4++
Low HP	3"	4"		6+	6+	6		11	11	9	4	1	3	8+	1	3+	5++/4++
Unit Aptitudes																	
Hovering Death		This model is eligible to shoot and declare a charge in a turn in which it Fell Back.															
Dæmonforge		For one Shooting or Assault phase per game, the model may re-roll all failed To Wound roll and all failed armor penetration rolls. At the end of that phase, roll D6 lose a Hull Point (no saves) if you roll a 1.															
Dæmonic Possession		Reduce by 1 the Damage characteristic of weapon targetting this unit on a roll of a 3+.															
Explosive Deadly Demise		When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers 1 mortal wound.															
Mark of Nurgle		Each time an attack is made against this unit, if the Strength characteristic of that attack is at least double the Toughness characteristic of this unit, subtract 1 from that attack's wound roll.															
Icon of Despair		All model in a unit equipped with an Icon of Despair have the Fear special rule.															
Unit Special Rules																	
Fearless / Move Through Cover / Feel no Pain (5+) / Fear / Daemon / It Will Not Die / Searchlight / Smoke launchers / Skimmer																	
Psychic Domains																	

CHAOS					GREATER BLIGHT DRONE - Plaguefiend Colossus												234 Pts	
Heretic Astartes - Death Guard																		
1																		
Full HP	14"	21"		3+	3+	8		14	14	12	13	4	3	6+	3	3+	5++/4++	
Mid HP	9"	13"		4+	4+	8		13	13	11	9	3	3	7+	2	3+	5++/4++	
Low HP	5"	7"		5+	5+	8		12	12	10	4	2	3	8+	1	3+	5++/4++	
Unit Aptitudes																		
Dæmonforge			For one Shooting or Assault phase per game, the model may re-roll all failed To Wound roll and all failed armor penetration rolls. At the end of that phase, roll D6 lose a Hull Point (no saves) if you roll a 1.															
Dæmonic Possession			Reduce by 1 the Damage characteristic of weapon targetting this unit on a roll of a 3+.															
Explosive Lethal Demise			When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D3 mortal wounds.															
Mark of Nurgle			Each time an attack is made against this unit, if the Strength characteristic of that attack is at least double the Toughness characteristic of this unit, subtract 1 from that attack’s wound roll.															
Icon of Despair			All model in a unit equipped with an Icon of Despair have the Fear special rule.															
Unit Special Rules																		
Fearless / Move Through Cover / Feel no Pain (5+) / Fear / Daemon / It Will Not Die / Fleet / Searchlight / Smoke launchers / Walker																		
Psychic Domains																		

CHAOS					DEFILER - Bilespewer Behemoth												387 Pts	
Heretic Astartes - Death Guard																		
1																		
Full HP	8"	12"		3+	3+	8		16	15	14	15	6	3	6+	5	3+	5++/4++	
Mid HP	5"	7"		4+	4+	8		15	14	13	10	5	3	7+	4	3+	5++/4++	
Low HP	3"	4"		5+	5+	8		14	13	12	5	4	3	8+	3	3+	5++/4++	
Unit Aptitudes																		
Scuttling Walker			Each time this model makes a Normal or Advance move, it can be moved over friendly Monster and Vehicle models as if they were not there. This model can move over terrain features that are 4" or less in height as if they were not there.															
Dæmonforge			For one Shooting or Assault phase per game, the model may re-roll all failed To Wound roll and all failed armor penetration rolls. At the end of that phase, roll D6 lose a Hull Point (no saves) if you roll a 1.															
Dæmonic Possession			Reduce by 1 the Damage characteristic of weapon targetting this unit on a roll of a 3+.															
Explosive Lethal Demise			When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D3 mortal wounds.															
Mark of Nurgle			Each time an attack is made against this unit, if the Strength characteristic of that attack is at least double the Toughness characteristic of this unit, subtract 1 from that attack's wound roll.															
Icon of Despair			All model in a unit equipped with an Icon of Despair have the Fear special rule.															
Unit Special Rules																		
Fearless / Move Through Cover / Feel no Pain (5+) / Fear / Daemon / It Will Not Die / Fleet / Searchlight / Smoke launchers / Walker																		
Psychic Domains																		

Weapons								Pts
Bubotic defiler cannon	72"	1	10	-3	D6+3	Ordnance - Large Blast - Lethal Hits		26
Bubotic defiler scourge	Melee	+2	+4	-1	2	Melee - Extra Attacks - Lethal Hits		21
Reaper autocannon	36"	4	7	-1	1	Heavy - Twin - Devastating Wounds - Sustained Hit 1		16
Defiler claw	Melee	User	x2	-2	D3+3	Melee		44