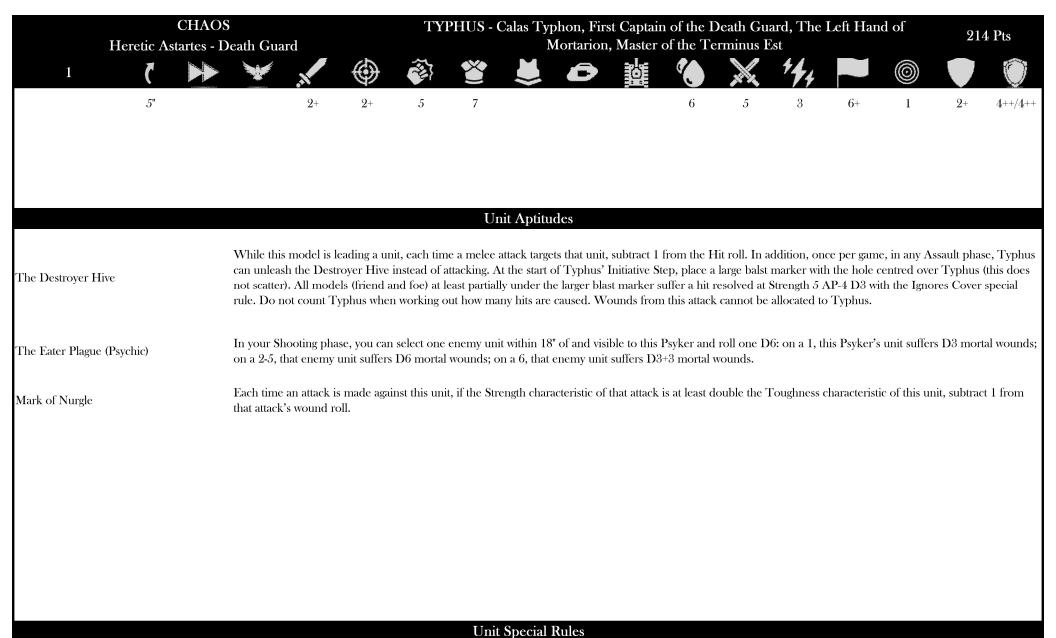
		CHAOS tartes - Death	n Guard				MORTA	ARION - I	Mortario:	n the Rea	per, The	Pale Kin	ng		46	0 Pts
1	Terede 11s			(4)	The state of the s			6			X	144		0		
Full HP	10"	Accomplishment decrease 2 accomplishment	2+	2+	7	12				17	6	3	5+	6	2+	4++/4++
Mid HP	9"		3+	3+	6	11				12	5	3	6+	5	2+	4++/4++
Low HP	8"		4+	4+	5	10				6	4	3	7+	4	2+	4++/4++
						U	nit Aptitu	ıdes								
Sire of the Death G	uard		its in a detachme ts in in a detachı			-		-		y 1 and car	ı re-roll Ba	ttle-shock to	est. Moreov	ver, the wea	apons equi	ped by
Preternatural Resilio	ence		ch time an attack ores Cover, Psyc			ne following	g keywords	is allocated	to this mo	del, subtrac	t half of the	e Damage o	characteristi	c of that att	tack (round	d inferior),
Miasma of Pestileno	ce (Aura)	Wh	nile a friendly uni	it is within 6	of this mo	odel, each t	time a rang	ed attack tar	gets that u	nit, models	in that unit	t have the E	Benefit of C	over agains	st that attac	k.
Diseased Influence	(Aura)	Wh	nile a friendly uni	it is within 6	" of this mo	odel, each t	time a mod	el in that ur	nit makes a	n attack, re	-roll a Wou	and roll of 1	1.			
Toxic Presence (Au	ra)	Wh	nile a friendly uni	it is within 1	2" of this m	nodel, add	3" to the Co	ontagion Ra	nge from t	he Nurgle's	Gift aptitu	de of that u	ınit.			
Shadow of the Reap	oer	Mo plac	ndership tests take ortarion may atter ced within 3" of a eployed in this w	mpt to redep n ennemy n	oloy by pass nodel. If M	sing a leade Iortarion is	ership test. part of a u	This specia nit, he is au	l redeploye tomatically	ement may	be anywher	re within 10	of his star	ting positio	on and may	not be
Witch-Spite		Any	y Malediction po	wer affecting	g Mortario	n or a unit	he has join	ed is negate	d on a D6	roll of 4+.						
Mark of Nurgle			ch time an attack t attack's wound i		inst this un	it, if the St	rength char	acteristic of	that attack	is at least d	louble the	Toughness	characterist	tic of this u	nit, subtrac	et 1 from
						Uni	t Special	Rules								
Independent Chara (2)	cter / Relentl	less / Frag Gren	ades / Eternal W	arrior / Ver	y Bulky / I	Fear / Fleet	:/ Fearless /	$^{/}\mathrm{Adamantiv}$	ım Will / I	t Will Not	Die / Move	e Through (Cover / Da	emon / Lor	ne Operati	ve / Psyker
						Psy	chic Dor	mains								

Warprot - Nurgle - Contagion

Weapons	袋	((₫	Pts
Phosphex bombs	6"	1	8	-4	D 3	Assault - Blast - Poisoned (3+) - Crawling Fire - Lingering Death	
Rotwind	18"	1	7	-2	D 6+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	х3	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

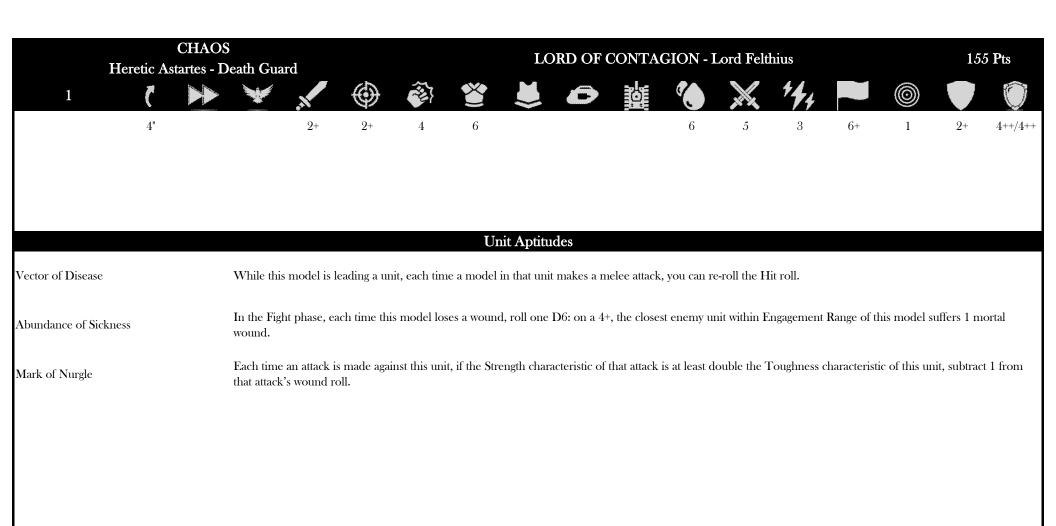


Psychic Domains

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

Warprot - Nurgle - Contagion - Telepathy

Weapons	森	(4	⇔	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	хЗ	User	-1	1	Melee - Reaping Blow - Fleshbane - Two Handed - Devastating Wounds - Lethal Hits - Master-crafted	



Unit Special Rules

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

Weapons	*	(4)				₫	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 t	ype
Intractable Remorseless	Sons of Barbarus	Nurgles Gift (Aura)	The Reapin	ng		Infan	



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.

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.

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

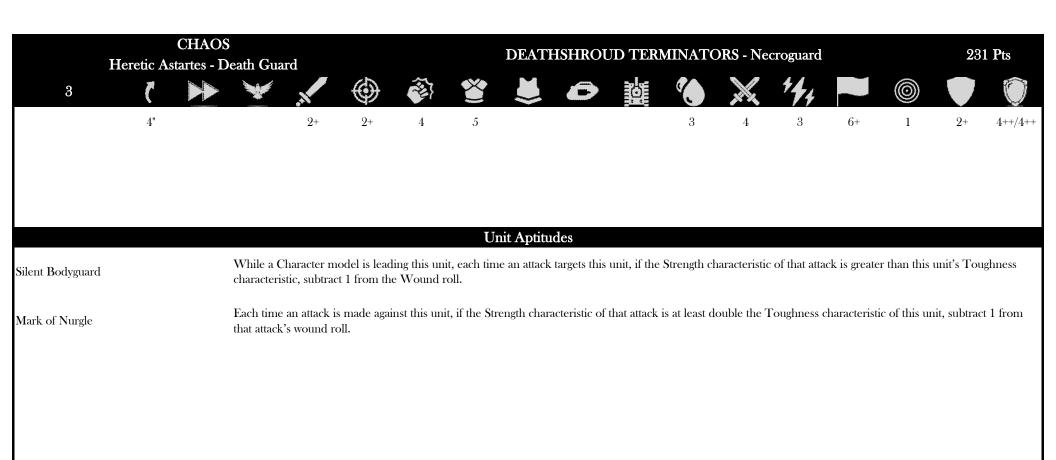
Pestilent Fallout (Psychic)

Mark of Nurgle

Weapons	禁	(© 7	Pts
Corrupted staff	Melee	User	+2	-1	D 3	Melee - Lethal Hits - Psychic	12
Plague Wind - Witchfire	Template	2	4	-1	D 6	Psychic - Ignores Cover - Lethal Hits	
Plague Wind - Focused Witchfire	Template	2	6	-2	D 6+3	Psychic - Hazardous - Ignores Cover - Lethal Hits	
Plague bolt pistol	12"	1	4	0	1	Pistol - Lethal Hits	

Faction Aptitudes

Unit type



Unit Special Rules

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

Weapons		(₽	Pts
Manreaper - Strike	Melee	User	x2	-2	3	Melee - Lethal Hits	48
Manreaper - Sweep	Melee	x2	User	-1	1	Melee - Lethal Hits	33
Plaguespurt gauntlet	Template	1	3	0	1	Pistol - Ignores Cover - Lethal Hits	

Faction Aptitudes

Unit type



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+)

Weapons	群	(O		©	Pts]
Infected plasma pistol - Standard	12"	1	7	-2	1	Pistol - Sustained Hit D3	8]
Infected plasma pistol - Supercharge	12"	1	8	-3	2	Pistol - Gets Hot - Sustained Hit D3	7	l
Plague knife	Melee	User	User	0	1	Melee - Lethal Hits		



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.

Unit Special Rules

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

Weapons		(P)				₽	Pts	
Cursed plague bell	Melee	+1	User	0	2	Melee - Lethal Hits	5	
Infected plasma pistol - Standard	12"	1	7	-2	1	Pistol - Sustained Hit D3	8	
Infected plasma pistol - Supercharge	12"	1	8	-3	2	Pistol - Gets Hot - Sustained Hit D3	7	

Unit type Faction Aptitudes Infantry



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. Tainted Narthecium

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 Diseased Healing

wounds. Each model can only be selected for this special rule once per turn.

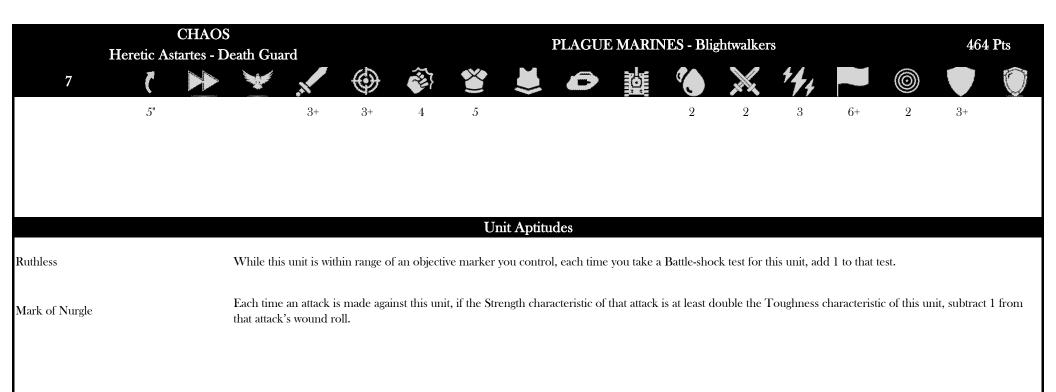
Each time an attack is made against this unit, if the Strength characteristic of that attack is at least double the Toughness characteristic of this unit, subtract 1 from that attack's wound roll.

Unit Special Rules

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

Mark of Nurgle

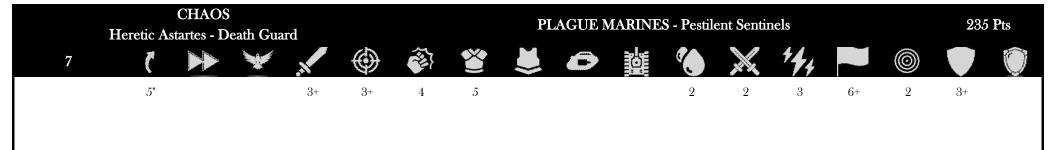
	Weapons	*	Φ)	3				Q,	P	ts
Balesword		Melee	User	+1	-2	2	Melee - Lethal Hits		1	0
Plague bolt pistol		12"	1	4	0	1	Pistol - Lethal Hits			
		Faction A	Aptitudes						Unit type	
Intractable	Remorseless Sons of Ba		Nurgles Gi	ft (Aura)	The Rea	ping			Infantry	



Unit Special Rules

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

Pts
16
22
22
10
44



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.

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 Mark of Nurgle

that attack's wound roll.

Unit Special Rules

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

Ruthless

Weapons	禁	(U		₫	Pts
Blight launcher	24"	2	6	-1	2	Assault - Lethal Hits	10
Plasma gun - Standard	24"	1	7	-2	1	Rapid Fire 1	5
Plasma gun - Supercharge	24"	1	8	-3	2	Rapid Fire 1 - Gets Hot	10
Plague boltgun	24"	2	4	0	1	Rapid Fire 1 - Lethal Hits	
Plague knife	Melee	User	User	0	1	Melee - Lethal Hits	



Curse of the Walking Pox

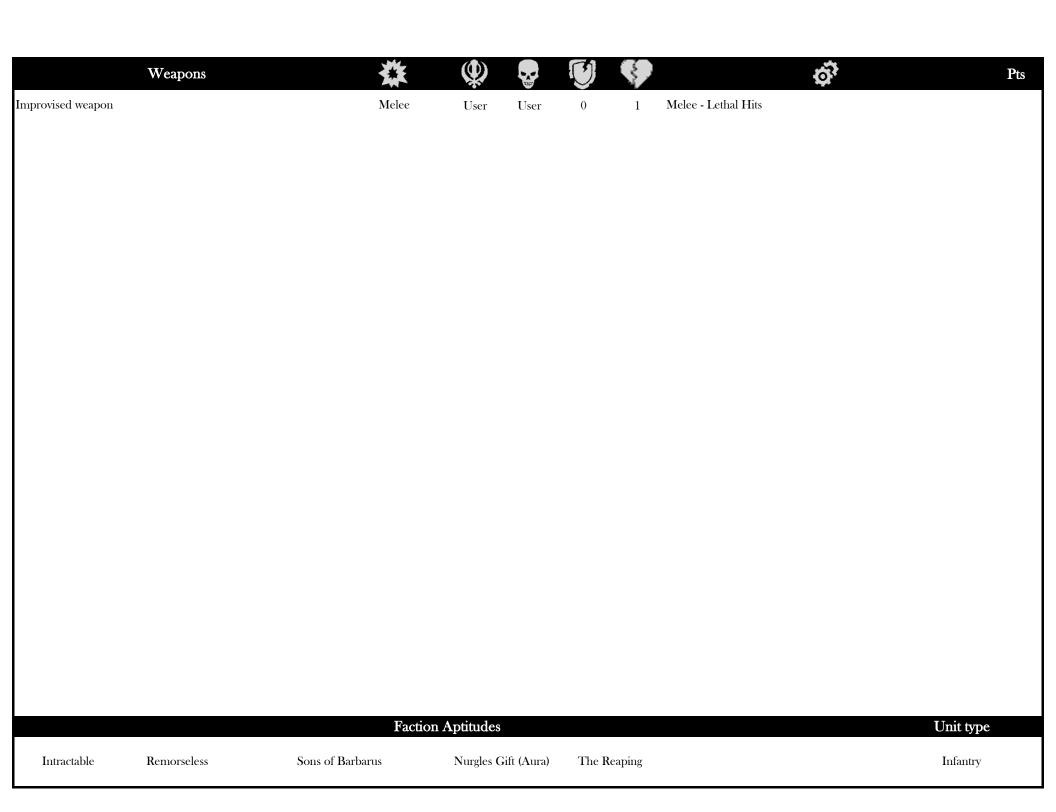
Each time a model in this unit makes an attack that destroys an enemy model (excluding Monster and Vehicle models), you can return one destroyed Poxwalker model to this unit. While Typhus is leading this unit, enemy models destroyed as a result of Typhus' The Eater Plague special rule count as enemy models destroyed by an attack made by a model in this unit for the purposes of this special rule.

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 Grenades / Move Through Cover / Feel no Pain (5+)



	Heretic As	CHAOS tartes - De	rd			FOET	TID BLO	AT-DRO	ONE - Ro	otwrath S	courge			13	5 Pts
1	7									X	144		0		C
Full HP	10"	15"	 4+	4+	6	13	13	11	11	3	3	6+	3	3+	5++/
Mid HP	7"	10"	5+	5+	6	12	12	10	7	2	3	7+	2	3+	5++/
Low HP	3"	4"	6+	6+	6	11	11	9	4	1	3	8+	1	3+	5++/

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.
	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

Mark of Nurgle	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

	Weapons	森	Φ 6		(3)	ø̂ ³	Pts
Plague probe		Melee	User Use	er -1	1	Melee - Lethal Hits	3
Plaguespitter		Template	1 6	-1	1	Assault - Ignores Cover - Anti-Infantry	12
		Factio	on Aptitudes				Unit type
Intractable	Remorseless	Sons of Barbarus	Nurgles Gift (Au	ura) The l	Reaping		Vehicle

CHAOS Heretic Astartes - Death Guard							GREATER BLIGHT DRONE - Plaguefiend Colossus										
1	7		W		(4)	THE STATE OF THE S			6			X	144		0		
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+-
) æmonforge				_	Assault pha		ne, the mod	nit Aptitu lel may re-r		To Wour	nd roll and	all failed ar	mor penetr	ation rolls.	At the end	of that ph	ase, roll
æmonic Possession	1		Reduce by	Reduce by 1 the Damage characteristic of weapon targetting this unit on a roll of a 3+.													
xplosive Lethal Der	mise		When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D3 mortal wounds.														

When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D3 mortal wounds.

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.

Mark of Nurgle

Unit Special Rules

Fearless / Move Through Cover / Feel no Pain (5+) / Fear / Daemon / It Will Not Die / Fleet / Searchlight / Smoke launchers / Walker

Weapons		(P)	*			₫	Pts
Bile maw	Melee	User	+2	-1	1	Melee - Lethal Hits	6
Blightreaper cannon	36"	4	7	-2	1	Heavy - Lethal Hits	22
Greater plague probe	Melee	User	User	-2	1	Melee - Lethal Hits	6

T.	Heretic As	CHAOS startes - D	S Death Guard DEFILER - Bilespewer Behemoth 387												7 Pts		
1	7		*		(4)	THE PARTY OF THE P						X	+4+		0		0
Full HP	8"	12"	-00000-mmm-0000.0	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++
							Uı	nit Aptitu	ıdes								
Scuttling Walker									be moved o vere not the		y Monster a	and Vehicle	e models as	if they were	e not there.	. This mod	lel can
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.										ase, roll				
Dæmonic Possession	n		Reduce by	y 1 the D an	nage charac	teristic of v	weapon targ	getting this	unit on a ro	ll of a 3+.							
Explosive Lethal De	mise		When thi	s model is o	destroyed, t	hrow one	D6 for each	n units with	in 6". On a	4+, the uni	it suffers D 8	3 mortal wo	ounds.				
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.										et 1 from							
Icon of Despair			All model	in a unit e	quipped wit	h an Icon	of Despair	have the F	ear special 1	ule.							

Unit Special Rules

Fearless / Move Through Cover / Feel no Pain (5+) / Fear / Daemon / It Will Not Die / Fleet / Searchlight / Smoke launchers / Walker

Weapons	数	P		O	9	⇔	Pts	
Bubotic defiler cannon	72"	1	10	-3	D 6+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	D 3+3	Melee	44	

Faction Aptitudes

Unit type