

Death Guard Experimental Army List

v2.2 by Henrikki Almusa

DG1 The Death Guard

DG1.1 Nurgle

Nurgle empowers those who would see every accomplishment of Mankind reduced to mouldering ruin. He is the Lord of Decay, and his servants spread disease and contagion throughout the mortal realm in the name of their festering master. Nurgle's appearance is the most abhorrent of the Chaos gods. His bloated body is home to every form of corruption imaginable, and his skin is covered in weeping sores. Foul Nurglings cavort amongst Nurgle's exposed organs, giggling with insane delight at the latest pestilence inflicted upon Mankind by their master.

DG1.2 Death Guard

Servants of Nurgle, the Death Guard fight only to spread contagion and death throughout the galaxy. These once proud Space Marines have now been reduced to pestilent, disease-infested killers. The Death Guard consist largely of Plague Marines: creatures so vile they have given their entire existence to spreading Nurgle's Rot amongst the living. Those infected with the rot meet a painful death, their bodies reduced to a mass of weeping sores and pestilent weals. Death is no release for these wretches, who find themselves reborn into the service of Grandfather Nurgle, to whom their cries for relief from the ever-present plague are like the clamouring of loving children.

DG1.3 The Festering Death

The Legion of Festering Death, formally known by the Imperium as the Silver Scythes had been based on the rim of Imperial space when the Heresy swept the Imperium into civil war. Overlooked by many and far away from the bulk of the fighting the Legion's commanders quickly succumbed to the lure of Chaos and entered the fray, siding with the Lord of Decay. The Legion set about bringing famine and pestilence to the world on the rim and unleashed ancient plagues upon the planets, thus winning their Lord's favour.

DG2 Death Guard Units

DG2.1 New units

Death Guard Lord

Type	Speed	Armour	Close Combat	Firefight
Character	-	-	-	-
Weapon	Range	Firepower	Notes	
Man Reaper	(base contact)	Assault Weapons	<i>Extra Attack (+1), Macro-Weapon</i>	
Warp Bolt	(15cm)	Small Arms	<i>Extra Attack (+1), Macro-Weapon</i>	



Notes: Death Guard Lords are one of three types, Plaguelord, Sorcerer Lord and Nurgle Warlord. All are *Characters* and have the *Invulnerable Save* and *Leader* abilities. Plaguelords have the *Commander* ability. Sorcerer Lords have the *Warp Bolt* attack (listed in the weapons section above). Nurgle Warlord has the *Supreme Commander* ability.

Death Guard Chaos Marines

Death Guard Chaos Marines are Chaos Marines who have started to embrace the pestilence of father Nurgle. Many of those who start

this process to become Plague Marine won't survive the decay and disease bestowed upon them but many still crave for the power it grants them.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	3+	4+	5+
Weapon	Range	Firepower	Notes	
Bolters	(15cm)	Small Arms	-	
Plague Knives	(base contact)	Assault Weapons	-	
Plasma gun	15cm	AP5+/AT5+	-	



Notes: Stubborn

Death Guard Havoc

Death Guard Havocs are Death Guard Chaos Space Marines with a preference for killing at range with their powerful weaponry. Each Chaos Havoc's heavy weapon is a trusted ally of a thousand battles,

its wielder completely familiar with its every operation. Together weapon and Chaos Space Marine touch every part of the battlefield with death and destruction.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	3+	5+	3+
Weapon	Range	Firepower	Notes	
Combi-bolters	(15cm)	Small Arms	-	
2 x Autocannon	45cm	AP5+/AT6+	-	



Notes: Stubborn

Death Guard Terminators

The Chaos Terminators are the elite of a Chaos Space Marine army. Drawn from the most experienced and capable veteran warriors of the Traitor Legions, they have literally thousands of years of expe-

rience. Wearing precious suits of Terminator power armour twisted and warped to reflect their allegiance to the ruinous powers these men have ruled planets, led armies and destroyed civilizations.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Combi-bolters	(15cm)	Small Arms	-	
2 x Reaper Autocannon	30cm	AP4+/AT6+	-	
Power Weapons	(base contact)	Assault Weapons	<i>Extra Attacks(+1), Macro Weapon</i>	



Notes: Fearless, Reinforced Armour, Teleport, Thick Rear Armour

DG2.2 Black Legion experimental units

Nurgloid					—description goes here—
Type	Speed	Armour	Close Combat	Firefight	
type	speed	armour	cc	ff	
Weapon	Range	Firepower	Notes		
name	range	tohit	notes		
Damage Capacity: DC. Critical Hit Effect: Crit					
Notes: ...notes...					



DG3 Death Guard Army

DG3.1 Using the Army List

Death Guard Marines are organised around core formations called companies or retinues of Plague Marines which are supported by rarer formations of specialised troops.

Some formations are Core Retinues – these are the backbone of the Death Guard army. More rare and specialised formations are Support Retinues and you may not have more Support Formations than Death Guard Retinue formations. The chart below shows the name of the formation, what units comprise it, what upgrades are allowed for it, and the points cost for the formation.

Each upgrade that is taken adds to the cost of the formation, as shown on the upgrade chart. The upgrade chart also lists the units that make up the upgrade. Note that these will sometimes replace units in the formations they are taken for, and sometimes adds additional units to the formation. Each upgrade may be taken once per formation.

SPECIAL RULE **DG3.1.1 Stubborn**

Nurgle's followers are inured against pain, implacable and diseased of mind in many cases. The Death Guard always had a reputation for tenacity, which has not been reduced by their exposure to the Warp. All units that are Stubborn may make their normal armour saves (including any re-rolls that may apply) against hackdown hits due to losing close combat or hits caused by suffering Blast Markers when broken. Note that Stubborn units are still destroyed outright if they are within 15cm of enemy at the end of a Withdrawal move.

DESIGN CONCEPT **example**

blah blah blah

DG3.2 Death Guard Chaos Space Marine Army List

All Death Guard, Daemon and Titan Legion formations have an initiative rating of 1+. Chaos Navy formations have an initiative rating of 2+. Death Guard armies have a strategy rating of 4. One of the Death Guard Lords in the army must be Warlord.

DEATH GUARD CORE RETINUES

FORMATION	UNITS	UPGRADES	POINTS COST
Death Guard Retinue	One Death Guard Lord. Four Death Guard Chaos Marine and two Plague Marines units.	Any except Dreadclaws	250 points
Death Guard Heavy Retinue	One Death Guard Lord. Six Death Guard Marines units.	Any except Dreadclaws	350 points
Demon Pool	Greater Demon Lesser Demon		75 points 15 points

DEATH GUARD INFANTRY SUPPORT

One per Death Guard Core Retinue

FORMATION	UNITS	UPGRADES	POINTS COST
Death Guard Drop Retinue	One Death Guard Lord. Four Death Guard Chaos Marine and two Plague Marines units.	Chaos Champion, Daemonic Pact, Daemon Prince, Death Guard Havocs, Dreadclaws, Icon Bearer, Plague Marines, Walkers	250 points
Death Guard Terminator Retinue	One Death Guard Lord. Between four to seven Death Guard Terminator units.	Chaos Champion, Daemonic Pact, Daemon Prince, Icon Bearer, Transport, Walkers	50 points +100 points per unit
Plague Zombie Infestation	D6 + 7 Plague Zombie units.		175 points

DEATH GUARD VEHICLE SUPPORT

One per Death Guard Core Retinue

FORMATION	UNITS	UPGRADES	POINTS COST
Armoured Company	Four units from following list: Predators, Land Raiders	Support Vehicles	50 points per Predator 100 points per Land Raider
Assault Retinue	Up to three Plague Reapers.	Support Vehicles, Walkers	275 points each
Blight Drone Swarm	Five Blight Drones.		250 points
Contagion Towers	Four Contagion Towers.		325 points
Plague Towers	Up to three Plague Towers.		325 points each
Defilers Assault Pack	Four Defilers.	Walkers	275 points each

DEATH GUARD TITANS, SPACECRAFT AND NAVY ASSETS

Up to a third of points

NAME	UNITS	POINTS COST
Plaguelord Titan	One Plaguelord Titan	850 points
Repugnant Titan	One Repugnant Titan	650 points
Fester Titan Pack	One to two Fester Scout Titans	300 points each
Hellblade	Three Hellblade Fighters	200 points
Helltalon	Two Helltalon Fighter-Bombers	200 points
Devastation	One Devastation class Cruiser	250 points
Despoiler	One Despoiler class Battleship	250 points

DEATH GUARD UPGRADES

Each upgrade may only be taken once if formation allows taking it

NAME	UNITS	POINTS COST
Chaos Champion	Adds a Chaos Champion to a unit in the formation	50 points
Chaos Spawn	Add up to three Chaos Spawn to the formation	25 points each
Demonic Pact	Allows the formation to summon Demons from the Demon Pool	25 points
0 - 1 Demon Prince	Replace the unit with Death Guard Lord character with the Daemon Prince unit.	50 points
Dreadclaw	Equips the formation with Dreadclaw Assault Boats. There must be at least enough to transport all units in formation.	25 per 4 units
Death Guard Havocs	Add four Death Guard Havocs to the formation	200 points
Icon Bearer	Add an Icon Bearer to a unit in the formation	50 points
Plague Marines	Add four Plague Marines to the formation	150 points
Support Vehicles	Add up to three units	Predator, Stalker 50 points
		Land Raider 75 points
Transport	Add Rhinos and/or Land Raiders to the formation. You can take only minimum to transport the formation (including any transport capable unit taken from Support Vehicle Upgrade).	10 per Rhino
		75 per Land Raider
Walkers	Add up to three units	Dreadnought 50 points
		Defiler, Desecrator 75 points