



CODEX: DEATH GUARD

Indomitus Version 1.1

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

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

UPDATES & ERRATA

Page 47 – Flash Outbreak

Change the second sentence to:

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

Page 64 – Death Guard Daemon Prince, Keywords

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

Page 65 – Typhus, Abilities, Herald of Nurgle

Change this to read:

'This model can be included in any **DEATH GUARD** Detachment, even though you cannot normally include units from two different plague companies in the same Detachment, without preventing other units in that Detachment from carrying a Plague Company Contagion. This model can only carry a Plague Company Contagion if it is in a **HARBINGERS** Detachment.'