XIV

Death Guard

THE CHOSEN OF NURGLE

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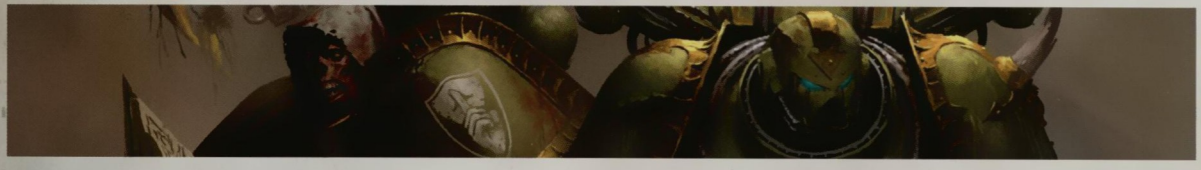

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British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

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Nottingham, NG7 2WS, UK

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The Plague Hosts

THEY ARE THE GRIND OF ROTTED BONE CRUSHED BENEATH TRUDGING YET TIRELESS FEET. THEY ARE THE WET RATTLE OF PESTILENT BREATH, THE SHRIEK OF RUSTED GEARS CHEWING MEAT, THE HURRICANE DRONE OF ALL THE WINGS OF ALL THE FLIES THAT EVER HATCHED FROM PUTRID FILTH. THEY ARE THE MORTAL MANIFESTATION OF DREAD AND DESPAIR. THEY ARE AVATARS OF ALL THAT IS SPOILED AND UNCLEAN, THE RELENTLESS SWING OF THE REAPER'S SCYTHE, THE STINK OF A BILLION, BILLION CORPSES AS THEY BLOAT AND BURST BENEATH A POISONED STAR. THEY ARE THE DEATH GUARD, THE GENE-SONS OF THE DAEMON PRIMARCH MORTARION. THEY ARE DOOM.

THOSE FORCED TO BATTLE THESE PLAGUE-RIDDEN DESTROYERS ENDURE HORRORS BEYOND IMAGINING. ALL THEY BELIEVE CERTAIN AND SOLID DECAYS AND FALLS TO RUIN AS THE DEATH GUARD ADVANCE. THEIR MOST POTENT WEAPONS ARE PROVEN INEFFECTUAL IN THE FACE OF SUCH SUPERNATURAL RESILIENCE. THEIR MIGHTIEST FORTRESSES CRUMBLE. EVEN THEIR OWN BODIES BETRAY THEM TO SICKNESS AND FRAILTY THAT NO WARD OR WARGEAR CAN WITHSTAND, AND NO AMOUNT OF STRENGTH, SPIRITUALITY OR COURAGE CAN RESIST.

AS THE INEVITABILITY OF UTTER AND FINAL DEFEAT TAKES HOLD, AS THE MIASMAL VAPOURS ROIL AROUND THEM AND THE HULKING PLAGUE MARINES CLOSE IN FROM ALL SIDES, THE LAST DESPAIRING VICTIMS TURN TO RUN. FEW RETAIN THE STRENGTH TO FIND SANCTUARY. THOSE THAT DO SERVE AS VECTORS FOR DESPAIR AND DISEASE AS SURELY AS THE DEATH GUARD FROM WHOM THEY FLEE.

SO DO THE PLAGUES OF GRANDFATHER NURGLE SPREAD. SO DO THE DEATH GUARD MARCH EVER ON. SO DOES THE GALAXY SICKEN, AND WITHER, AND DIE.

NURGLE'S LEGION

The Death Guard are one of the Traitor Legions that turned against the Imperium during the Horus Heresy. They have fought the Long War against the armies of the Emperor's realm ever since. Fuelled by bitterness and corrupted utterly in body and soul by the repulsive gifts of the Plague God Nurgle, they are amongst the greatest threats faced by the Imperium of Mankind.

The first warning that the enemy has of the Death Guard's onset is when stinking miasmal mists roll over their lines. The charnel stink of open plague pits assails their olfactory senses, while fever sweat buds like poisoned dew upon flesh suddenly febrile with palsied shudders. Bile rises in rasping throats, gunge weeps from aching eyes and even the most finely wrought wargear starts to spark and glitch as tendrils of rust creep through its workings. Even those fully enclosed within sealed suits of armour or the enclosed hulls of tanks are not spared the rising tide of supernatural sickness.

Ominous sounds come next, rolling through the clotted air like foam-thick waves breaking upon some distant and dismal shore. They grow ever closer. Tremendous tocsins toll, ponderous, relentless, heralding the inevitable approach of a dreadful fate. A murmur becomes a rumble, becomes a cyclonic roar as plague flies beyond counting boil through the skies and smother the foe with their fat, coarse-haired bodies. Those not already driven mad by revulsion and fear may make out vox-amplified chants carrying to them through the murk. They may catch the borborygmic rumble of unclean engines and the shrieking dissonance of rusted tracks drawing nigh. Some will even hear the shrill whistle of plummeting ordnance in the last instant before it impacts amidst their lines, reducing to rot those victims not blown apart or hurled high amidst geysers of fire, muck and effluvia.

Cries of alarm echo hoarsely through the murk. Warp-occluded sensors chime belated warnings. Hulking figures swim into being amidst the sepia haze, the lenses of their distorted helms burning with the intensity of a fever dream. Then begins the throaty cough of bolters, the peristaltic gush of plaguespitters and the plosive thump of blight launchers vomiting salvoes of shells. The battle is joined in earnest. The foe's fate is sealed, for the Death Guard are upon them.

RELENTLESS WAR

The Death Guard marry unrelenting brutality with an indomitable capacity to endure the very worst their enemies can throw at them. They take a morbid pride in defying their victims' expectations, both in terms of the horrific amounts of punishment they can soak up while remaining combat-effective and also in the relentless and shocking lengths they will go to achieve victory. There is no forbidden weapon they will not unleash. Scourging rad bombs, alchemically enhanced warheads and supernatural plagues are all set loose to lay their enemies low.

Such armaments are doubly effective when wielded by the Death Guard, for they can weather poisons and toxins their enemies cannot. The scions of Mortarion fight on untroubled as their foes' flesh bubbles and runs like wax, enemy battle tanks corrode with supernatural speed and the very landscape of the battlefield sloughs from its bedrock bones to form swamps of putrefaction. The Death Guard employ phages and bio-agents that should bring mutual destruction to all, sure in the knowledge they alone can withstand them.

Yet this is not to say Mortarion's sons are content to let such weapons do their fighting for them. They are still Space Marines, for all the grotesque changes that have been wrought upon their transhuman bodies and minds.

Deadly accurate marksmen, lethally skilled at close quarters, the warriors of the Death Guard combine martial excellence with all the tactical and strategic experience garnered from thousands of years of constant war. On the attack, they strike with all the shocking suddenness that is the hallmark of almost all Space Marines, be they Loyalist or Traitor. They unleash pinpoint artillery barrages and the malign touch of sorcery to weaken and horrify the foe. These weapons are combined with the onslaught of Rhino-mounted heavy infantry and teleport assaults by hulking Terminators to soften up, and then to utterly shatter the enemy lines. In defence, meanwhile, the Death Guard dig in and allow the foe to batter themselves bloody against their expertly chosen positions while winnowing the enemy's strength with merciless fields of fire, hails of alchemical munitions and perfectly timed counteroffensives.

SUPERNATURAL HORROR

The martial might of the Death Guard is further augmented by the specialist warriors and war engines that accompany their armies in the field. Lords and champions of this gruesome Legion lead from the front, some wielding nightmarish plague weapons, others swollen into abhorrent Daemon Princes by the favour of Nurgle. Biologus Putrifiers, Foul Blightspawn and many other noxious specialists march alongside the massed ranks to unleash concentrated daemonic plagues or infuse the legionaries with ensorcelled, fortifying foulness.

Mutated battle tanks and prowling Daemon Engines add further armoured might to the armies of the Death Guard. Be it squadrons of pustulent Predators barging through rubble and ruin with guns blazing, columns of ancient, foully corrupted Rhinos bearing Death Guard warriors into battle or packs of repulsive daemon-possessed plague engines, such heavy assets have been part of the Death Guard's way of war for millennia. More ghastly yet are the daemons of Nurgle, summoned from the depths of the Empyrean to fight at times by the side of the Plague God's chosen Legion. Such malevolent entities spread warp-taint by their mere presence and can reduce enemy hosts to bubbling slop in minutes.

Most terrifying of all is Mortarion. A daemonic entity of incalculable bitterness and malice, the Death Lord comes to oversee his gene-sons first-hand. Flying into battle with heavy beats of his mouldering wings, the Daemon Primarch smites his enemies with arcing swings of the mighty scythe Silence, annihilates them with the eerie energy beams of Lantern and reduces swathes of victims to corpses with his warpborne sorcery.

No foe can stand for long in the face of such carnage. Swift assaults lose momentum, bogged down amidst turgid filth, unable to crack the redoubtable Death Guard lines. Formidable defences wilt and wither like the body of a famine victim, becoming ever weaker until they are trampled into the filth by Mortarion's warriors.

On battlefield after battlefield, world after world, the Death Guard grind down their enemies and spread the supernatural diseases of the Plague God before moving on to sow fresh sorrows elsewhere. Such is their most fundamental duty and desire. Sailing the void aboard deformed and contagious vessels, they strike at war zones across the galaxy. They wage their infectious wars. They husband their enemies' misery. They tirelessly propagate pestilence in all its forms and labour to bring about the final rotting of realspace itself.

ENFEEBLING AURA

The mere presence of the Death Guard on the field of battle spreads weakness, corrosion and infection among the foe. In such conditions, any wound or battle damage can prove fatal. Even those Death Guard weapons not actively firing ammunition imbued with supernatural diseases or alchemical agents become more lethal as a result. The whickering fragment of shrapnel that nicks flesh or punctures enviro-sealed armour may not itself kill its victim, yet it can still open a gap into which empyric contagions pour. The volley of hard rounds that would normally ricochet from inches-thick adamantine armour may instead punch through reinforced panels with unnatural swiftness. In such conditions, sheer brute force and volume of firepower become a terrifying weapon in and of itself. After all, such pummelling blows need only crack a lens, split a fuel line or scrape away a red-raw layer of skin to herald the swift and gruesome demise of even the most resilient of foes.

FALLEN SONS

The Death Guard were not always diseased monsters. They fell into rebellion and degeneracy during the dark days of the Horus Heresy, led onto the inescapable path of damnation by their embittered gene-sire.

When the Emperor first set out to conquer the galaxy for Mankind he fashioned the warlords known as the Primarchs to serve as his greatest generals. Yet a catastrophe befell these mighty beings, scattering their forms across the stars upon the winds of the Warp. Mortarion, who would one day take his place as the Primarch of the Death Guard, came to rest upon the vile world of Barbarus. The grim planet had long harboured a Human population; however, their civilisations were oppressed by monstrous alien overlords who dwelt in mountaintop fastnesses and preyed upon the populace at will. None could resist their hideous rulers, for no Human could endure the poisonous mists that wreathed and coiled around the summits. So it was that, for decades beyond count, the aliens had ruled unchallenged, employing grotesque necromantic sorcery to transform Human cadavers into the very monsters that hunted their still-living kin.

The young Mortarion was claimed by the greatest of the alien overlords as an adoptive son. He hunted the Humans at the bidding of his supposed father until, at last, he realised that these people were his kin, not his prey. Horrified, Mortarion rebelled against Barbarus' overlords. He employed extreme training methods to form the most resilient Humans into a resistance force able to survive the inimical Barbaran mists well enough to fight back against their oppressors.

Ultimately, this rebellion was ended by the arrival of the Emperor, who reclaimed his son and ended the tyranny of the aliens. Yet Mortarion always remembered the lessons he had learned about the value of resilient and capable infantry and his loathing for the unnatural sorceries of the Barbaran overlords. Installed as the master of the Dusk Raiders Space Marine Legion – whom he renamed the Death Guard – Mortarion put his experience into practice.

By the time Warmaster Horus led half the Space Marine Legions into rebellion, Mortarion had transformed his Death Guard. They had become a supremely resilient and indefatigable force, a Legion built around exceptional infantrymen that specialised in extreme-environment operations. Infected by the bitterness of their Primarch – to whom they were unquestioningly loyal – they had also become traitors at his bidding.

None could have imagined how horrific the rewards of this treachery would be. While en route through the Warp to join the Siege of Terra, the Death Guard were becalmed. Trapped in the Immaterium, the destroyer plague infected them, a daemonic pathogen of such unbelievable potency that even the stoic Death Guard could not endure its ravages. Mortarion suffered worst of all. Driven to the utmost extremes of despairing delirium, the Primarch offered up his Legion body and soul if it would end the suffering.

What emerged from the Warp to join the last and greatest battle of the Horus Heresy was a distorted insult to all that the Dusk Raiders had once been. The Death Guard had been transformed into degenerate Plague Marines. Their bodies, weapons, even tanks and warships had been mutated and infected beyond recognition by the dubious blessings of Nurgle. Mortarion had undergone a gruesome apotheosis, transformed into a Daemon Primarch who was infused with the power of and bound into unending servitude to the Plague God. The Death Guard were now a blight upon realspace, a vector for daemonic contagion and a living curse.

EARLY M41
THE SIEGE OF VRAKS

Several Death Guard vectoriums deploy into the grinding siege of the cardinal world of Vraks. Joining this hideous trench war of attrition with morbid relish, the sons of Mortarion's presence tips the scales of the campaign. Eager to spread despair and suffering amidst ally and foe alike, the Death Guard forces unleash virulent bioweapons into the Imperial ranks and allow the resultant contagions to spread and multiply with abandon; this, in turn, triggers a chain of increasingly hideous battles, outbreaks and desperate struggles for survival, the cumulative misery of which resonates through the veil of reality. So it is that the Siege of Vraks ends in a full-blown daemonic incursion.

Nurgle is the Chaos God of plagues, the patron deity of disease, despair and – to some mortals at least – cyclical life, death and rebirth. Nurgle's worshippers most commonly depict him as a mountainous hulk of rancid fat and buboes, head crowned by rotting antlers, forever hunched over his cauldron of infinite poxes. They say his festering manse sits at the heart of a region of the Warp known as the Garden of Nurgle and offer him tribute through diseases sowed, misery caused and ruination spread across the stars.

MALIGNANT MIGHT

It has been ten thousand years since the end of the Horus Heresy, but the Death Guard still wage their endless war against the hated Loyalists. They have become ever more embittered, ever more corrupt, and what they may have lost in terms of unity is more than made up for with infernal power.

It is said that – compared to many of the Traitor Legions – the Death Guard fell back from the failed Siege of Terra in good order. In the face of vengeful, sometimes reckless pursuit, the stoicism and grim belligerence of Mortarion's gene-sons stood them in good stead. So it was that a considerable portion of their Legion's surviving strength weathered the long retreat across the galaxy to take refuge in the immense warp storm known as the Eye of Terror.

It was amidst the trackless reaches of this interstitial realm that Mortarion received his ultimate reward from Nurgle. An entire daemon world was his to rule and shape as he chose, to act as a new home world for the Death Guard, a place of fecund strength from where they could strike out on fresh campaigns of contamination. In return, Mortarion's Traitor Legion would dedicate their victories to Grandfather Nurgle and – by their deeds and their worship – increase the Plague God's might and influence in realspace.

The first campaign of the Death Guard's wars of contagion occurred within the bounds of the Eye of Terror. It formed a part of what has become known in dark lore as the Legion Wars. These conflicts saw the survivors of the Traitor Legions fighting for supremacy and survival. They were fuelled by bitterness, regret and

recrimination, and they proved the final ruin of all discipline and cohesion for some. This was not the fate of the Death Guard, however. In these battles, as in the grinding centuries of war since, Mortarion's gene-sons retained greater loyalty and cohesion than many of their erstwhile allies. These are relative terms, of course. Renegade warbands and breakaway sects have scattered from the Death Guard's ranks like fungal spores over the millennia. Madness, personal ambition, fanatical faith, irreconcilable grudges, the vagaries of travelling through the Warp: all these factors have been the catalysts for corrosive fragmentation amongst Mortarion's sons.

Yet even now in the Era Indomitus, the Death Guard retain numerical strength and organisational cohesion bettered only by such mighty forces as Abaddon's Black Legion and the sprawling warbands of Perturabo's Iron Warriors. They still follow broad organisational strictures and they retain, at least in many cases, some loyalty to both their Daemon Primarch and the Legion as a whole.

This comparative unity has been both a blessing and curse for the Death Guard. It has kept them strong and resilient in terms of martial might and unity of purpose. Yet it has also shackled them to the eternal malignance of Mortarion. The Daemon Primarch's brooding bitterness and spite have poisoned his sons over the millennia as surely as all the warp-spawned gifts they could ever accrue.

Some have come to loathe themselves and their blessed afflictions as much as they do their foes. Such half-mad nihilists now seek only to inflict these same miserable gifts of Nurgle upon every living thing in the galaxy. Others find delight in what they see as their blessed condition. These lunatics take a warped pride in being the only mortals capable of enduring – and to their minds truly earning – the gifts of the Grandfather. They, too, strive to spread their god's supernatural plagues, yet for them, this is an act of perverse generosity. Moreover, when their foes inevitably prove too weak to accept Nurgle's blessings, it only reinforces the Plague Marines' arrogant sense of exceptionalism.

Whatever the motivations of the individual Death Guard legionaries, the gruesome consequences for the rest of the galaxy remain the same. For ten thousand years, their warbands have travelled the Warp like airborne contagions and descended upon unsuspecting worlds to spread sickness, misery and ruin. Since the emergence of the Great Rift and the proliferation of empyric energies across realspace, they have been freer than ever to spread their noxious taint.

A WORLD OF HORRORS

Mortarion's daemon world is a malignancy within the void. Known by many names, each redolent of suffering and corruption, it is a sore in the flesh of reality from which flows untold foulness.

Those few individuals in the Imperium who possess any knowledge of Mortarion's daemon world call it simply the Plague Planet. To the Death Guard themselves it is known as Munificence. In truth, no name in any mortal language could encapsulate this accursed planet's repulsive essence.

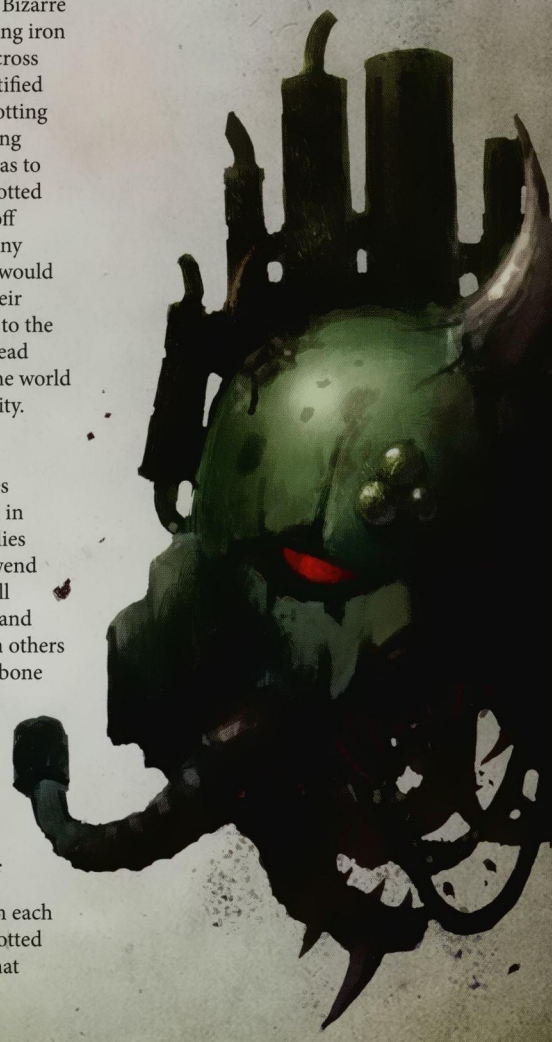
Despite – or perhaps because of – Mortarion's loathing for the world he was raised on, Munificence is, in many respects, a dark mirror of Barbarus. Its worm-gnawed and malodorous landmasses crawl with lambent mists, through which stalk cadaverous predators with witchlight blazing in their eyes and flesh hunger churning endlessly in their bloated stomachs. Rivers of putrescence cut through boundless, feculent mires, vomiting their contents into bubbling oceans of unutterable foulness. Bizarre molluscoid castles of gelid flesh and flaking iron heave and sway as they crawl tirelessly across the landscape. Sprawling and heavily fortified plague factories rise from the haze like rotting mountains, their insane architecture owing as much to uncontrolled mutant growth as to the heaped accumulation of ferrocrete, rotted iron and brittleglass. The pollutant run-off and roiling smog banks that pour from any one of these pseudo-daemonic factories would be enough to poison most worlds and their populations unto death. It is a testament to the accursed nature of Munificence that instead their accumulated emissions only lend the world and its inhabitants greater, diseased vitality.

Myriad tribes of techno-barbarians and verminous Beastmen carve out territories amidst the endless putridity. Some travel in creaking caravans of rag-hung wagons, flies buzzing endlessly around them as they wend along their meandering ways. Some dwell aboard flotillas of wallowing gun barges and iron-prowed reaving ships, preying upon others that huddle in crude villages of whittled bone and carved blubber atop oozing islands.

Bodies riddled with mutation and poxes, minds warped by ubiquitous horror, these tribes do battle with one another and offer dark worship to Nurgle, Mortarion and the Death Guard. As pendulous bells toll in distant towers, the tribes of Munificence make war upon each other through muck and murk. In the clotted shadows of branching smog chimneys that

ERA INDOMITUS, M41
THE PLAGUE WARS

In concert with some of Nurgle's greatest daemonic servants and aided by Typhus the Traveller, Mortarion invades the realm of Ultramar. Teeming battalions of diseased warriors and unclean entities pour from the Scourge Stars to spread disease and sorrow through the interstellar empire of the Ultramarines. Many worlds whose austere majesty and stable civilisations have endured millennia know final ruin beneath the relentless trudge of Mortarion's hosts. Ultimately, infighting between Mortarion and his allies, coupled with a determined counterattack by Roboute Guilliman and his warriors, sees the invasion defeated. Still, the realm of Ultramar will be scarred for years to come.



Mortarion, Daemon Primarch of the Death Guard, stood atop a rocky crag and watched impassively as his sons walked into a trap. They knew their peril. They pressed on through the valley regardless.

Veiled by a sorcerous miasma of his own conjuration, Mortarion knew he was invisible even to psychic senses and auspicators. The rancid plague mites that clung to his body or capered around his feet were subdued, seeming to understand the need for stealth. The only sounds were the rasp of his breathing, the bass thrum of his armour's infernal power plant and the drone of plague fly wings.

The foe were not hidden from Mortarion's sight the way he was from theirs. Thrice-blessed by the Grandfather, Mortarion could see the ephemeral soulstuff of his victims. He also perceived the rot-blossom auras of corruption and decay that clung to all mortal entities, even the God-Emperor's vaunted Space Marines.

There were two groups of enemy warriors down there, one on each slope of the valley, waiting to ambush his gene-sons. Mortarion estimated almost a score of Ultramarines in each party. He envisioned Phobos-armoured skirmish specialists supported by a scattering of warsuits and portable heavy weapons. The nature of his supernatural senses was not exact. At this distance, and through occluding murk, Mortarion saw in terms of hopes and fears, slow decay and sharp intent more than physical details. Yet he didn't doubt Guilliman's gilded lapdogs were expertly dug in amidst the scattered boulders of the lower slopes, sensor-baffled and perfectly arrayed to spring their trap. That was how they had fought for the past thirty-two cycles of war on this world, striking at supply convoys and renegade Guard formations moving through the passes. Mortarion had no reason to believe they would have changed tactics now. Indeed, he would be insulted if they had. His sons were a far more valuable target than any rabble of unaugmented traitors.

The Plague Marines marched onward, several squads of warriors in a defensive spread, escorting a trio of lumbering Plagueburst Crawlers. *A plump prize for the plucking*, thought Mortarion. *Fitting bait*. The Ultramarines had been a barbed thorn in the flank of his invading armies for too long. Let them believe the warriors of his Legion to be plodding dullards, easily trapped. Mortarion reflected bitterly that there were advantages to being forever overlooked and underestimated.

The crack of sniper rifles and the thump of autocannons announced the commencement of the Ultramarines' ambush. Mortarion sensed rounds smacking into his sons' corroded armour and bloated flesh. The Plague Marines absorbed the incoming rounds, several dropping as mass reactive shells burst inside their bodies and emptied their squirming innards onto the mossy ground. As Mortarion saw the witchlights of their lives gutter out, he hefted his scythe-bladed manreaper, Silence, and launched himself from atop the crag.

The Daemon Primarch soared upon outstretched wings. He circled slowly downward, passing through the air as soft and hushed as a dying man's whispered prayers. As he descended, so the battle spread out below him. Its every movement and subtlety was laid bare to his strategist's gaze.

The Death Guard appeared doomed. A third of their number had fallen already, though their bodies were so resilient that many would heal their hideous wounds given time. The foe were intent on denying them that. They had pushed the Plague Marines back into a tight knot around their Daemon Engines, one of which was now just a wreck belching spore-thick smoke from its burning hull. The Loyalists were closing their noose. Warsuits led their brothers' charge while sniper teams and heavy weapons kept up their rain of fire. Any other warband would already have been annihilated. Only the ability of the Death Guard to endure the unendurable was keeping them in the fight.

And that, thought Mortarion with grim satisfaction, *is the point*. The foe believed themselves the ambushers this day. They had not considered that their prey might advance into the jaws of their trap to draw them out and then trust their own unholy resilience and the blessings of the Plague God to carry them through. But they had done just that. The Ultramarines had committed to their strike and would not disengage with the job half done, especially now they had taken casualties. And so, like a warrior whose blade has become trapped in the meat and bone of their foe's body, they had themselves become ensnared. They just didn't know it yet.

'Now,' croaked Mortarion as he circled lower. A single word carried by sorcery through the vox-network to his sons waiting aboard the plague ships in orbit high above. One word to trigger the rancid bloom of teleportation flares as the Deathshroud appeared amidst the enemy ranks. One word to propel dreadclaw pods from their launch cradles, to goad swarms of Foetid Bloat-drones from eyries amidst the rocks, to call in pre-sighted plague ordnance from super-heavy Daemon Engines on the plains miles to the south. Such was Mortarion's might. As he fell upon the reeling Ultramarines, Silence swinging in a beheading arc, the Daemon Primarch relished the opportunity to display that might to the foe in person, and to revel in the heady reek of their despair.

teeter thousands of feet high, their champions duel upon verdigrised platforms wrought into the tri-lobed sigils of Nurgle. They strive to win the right to ascend and join the ranks of the Death Guard. Most end as burst and bludgeoned corpses, their mangled remains sinking into the swamps. For those who prevail, their journey into foul apotheosis has just begun. Now, they must endure the ascent into the fumes above.

The Death Guard themselves maintain brutishly fortified fastnesses atop Munificence's highest peaks. These mountain ranges rise from the turbid swamps like the jagged spines of surfacing leviathans, their pocked and pustulent foothills dominating the land around them, their heights vanishing into dense clouds of poisoned vapour and warring viral strains. Some are gnawed by colossal daemonic maggots, through whose labyrinthine tunnels the plague winds moan in a billion lamenting voices. Others are repulsively volcanic, disgorging gallons of boiling pus and plague mites with each convulsive quiver. Others still are sharp and wicked as scythe blades, capped with grinding carpets of Human teeth or rotted hollow and brittle.

Each of the seven Plague Companies maintains a fortress atop these putrid pinnacles. All are immense and powerful strongholds that bristle with anti-orbital batteries, trans-atmospheric docking facilities, alchemical armouries and plague laboratoria alongside the foul dwelling cells and martial training facilities of the Plague Marines. Any one of these malevolent fortifications could rival the fortress monasteries of some loyalist Space Marine Chapters for both offensive and defensive might. Yet no fortress on Munificence is greater than the Black Manse.

Spanning across three titanic mountaintops and plunging deep into the yawning chasms between them, the Black Manse is the fortress of the 7th Plague Company and the personal seat of Mortarion. Within its foetid immensity lurk the Daemon Primarch's laboratoria, his astronumerological observatory and his sprawling library of forbidden lore. In ancient chambers redolent with foulness, the Black Manse houses many of the mightiest war relics of the Death Guard, tools of annihilation bestowed by Mortarion's hand only upon those champions he believes worthy of them. Here, too, are the surgical dungeons of the Death Guard. Besides the Legion's stocks of blasphemous gene-seed, these deep warrens of corridors and chambers are fatted with toxic flesh-workings and monstrous experiments so utterly appalling that they would drive to insanity any mortal unlucky enough to look upon them for even a moment.

THE PLAGUE FLEET

No infection can spread without vectors of transmission. For the Death Guard, these are the suppurating warships of the Plague Fleet.

The voidships of the Death Guard are a far cry from the ordered naval assets they once possessed. Some are ancient crafts that have withstood millennia in service to Mortarion's sons, miserable with battle scars, diseased mutations and malevolent warp-taint. Others are more recent additions to the Plague Fleet, seized from loyalist – or on occasion even xenos – foes, infused with the blessings of Nurgle and broken to the service of the Death Guard. Others are gargantuan space hulks plucked from the tides of the Warp and pressed into service.

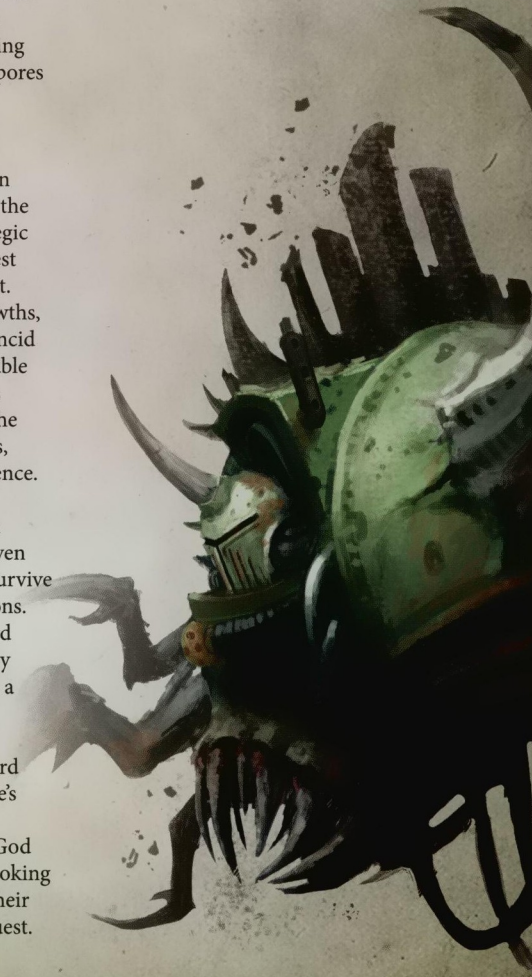
Since Abaddon the Despoiler and Vashtorr the Arkifane sent their monstrous Arks of Omen out into the stars, several of these terrifying vessels have even found their way into the service of the Death Guard. The *Ogre*, under the command of Lord Gulthorg the Blighted, is one such vessel, its soul-hungry engines fuelled by the agonies of the warbands who failed him during the invasion of Cortosa III. The *Mother of Miseries* is another, a space hulk utilised by the Death Guard that voyages the howling winds of the Warp and disgorges tainted spores and drop craft onto Imperial-held worlds.

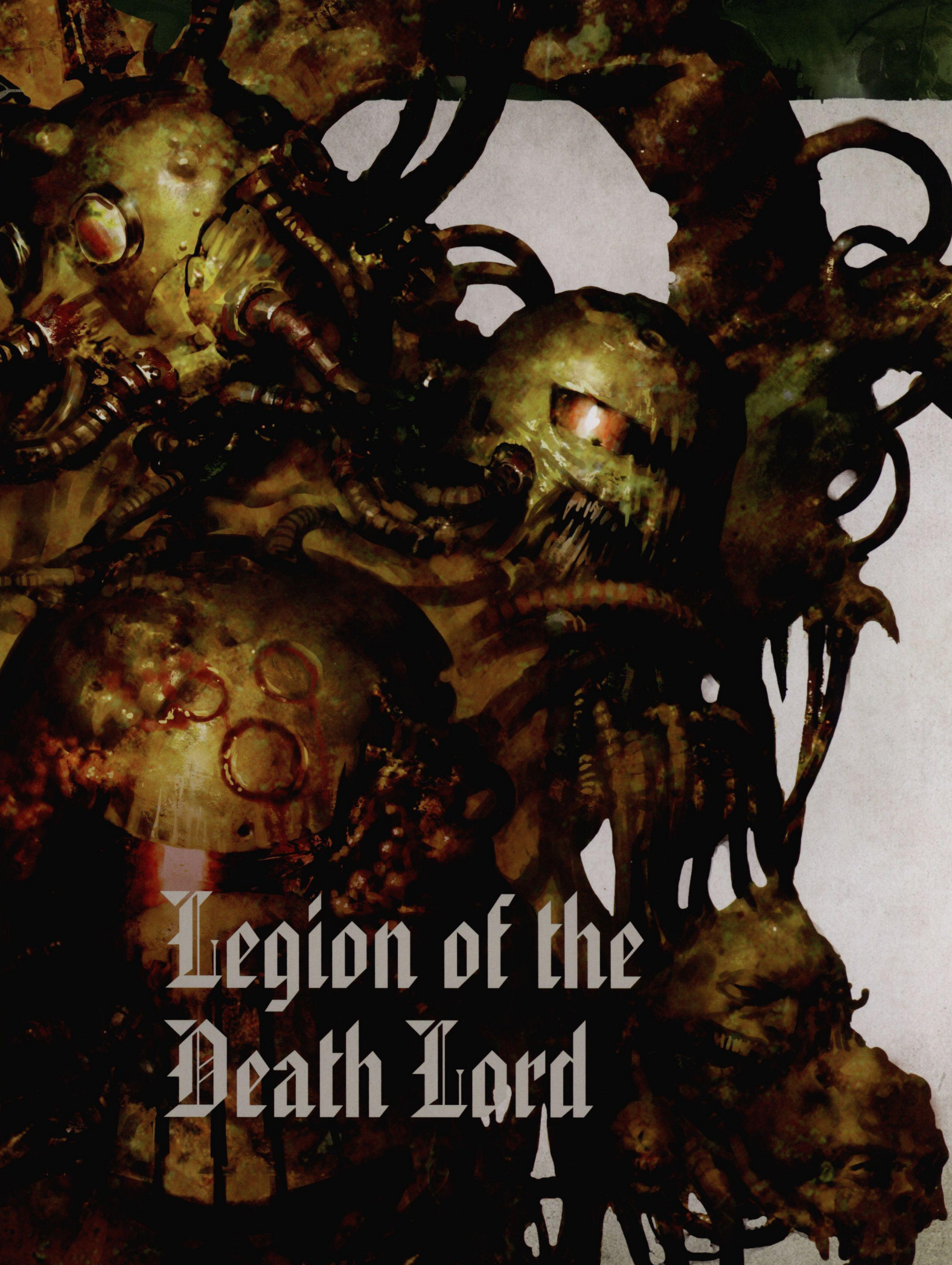
Though they are broken into dozens of smaller flotillas and scattered – at any given time – across the immensity of the galaxy, the ships of the Plague Fleet are a potent strategic asset for the Death Guard. Even the smallest of these warships is supernaturally resilient. Their hulls may be layered with fleshy growths, chitinous armour or feet-thick layers of rancid blubber and bone that can absorb remarkable punishment or even heal damage as fast as it is inflicted. Their weapons are lethal in the extreme, imbued with alchemical payloads, dark sorcery or predatory daemonic sentience. Becoming entangled in a boarding action against such ships and their plague-ridden passengers is a veritable death sentence. Even heavily augmented warriors cannot long survive a plague ship's apocalyptic, inimical environs. At the same time – should the Death Guard succeed in boarding an enemy vessel – they spread corrosive contagion before them in a bow wave.

Many Death Guard warbands set out aboard squadrons of plague ships to spread Nurgle's gifts across the stars. They let the Warp's currents carry them wherever the Plague God wills, emerging from the Empyrean and looking with grim delight upon whatever worlds their patron deity has laid at their feet for conquest.

ERA INDOMITUS, M41
TAINTED TROPHIES

During the War in the Rift – an escalating conflict between the daemonic hosts of the Chaos Gods and some of their most powerful mortal worshippers – Mortarion decapitates the seven Champions of Lybria, turning their skulls into virulent death's heads. He uses these to banish the great Bloodthirster Ka'bandha back to the depths of the Warp, sending the daemon with a mocking gift of despoiled skulls no longer fit to be laid before Khorne's throne as tribute.




Legion of the
Death Lord

MORTARION'S DICTATS

The Death Guard of the Era Indomitus are a far cry even from the army that fought in the Legion Wars. What organisational statutes they do still obey are dictated as much by ritual significance as any genuine strategic or logistical considerations. Nurgle's sacred number is seven, so Mortarion maintains seven Plague Companies in his honour. Many squads of Plague Marines enter battle seven warriors strong for this same reason.

Nurgle's arcane sigil is a design of three segments known as the tri-lobe; this is also embodied in the tendency towards three-strong squadrons of Daemon Engines such as Foetid Bloat-drones or Myphitic Blight-haulers. It – and the number seven – find countless other, subtler expressions through the Legion's ranks: dictating the number of symbols carved into armour pauldrons or vehicle hulls, the frequency of Death Guard vox-channels, the allocation of blight grenades issued to each Plague Marine in a squad, and the number of times sacred chants are uttered in droning monotone by Death Guard warriors as they advance into battle.

Mortarion has long held an obsessive fascination for numerology. His influence has led his Legion down this arcane route even as they have degenerated and fragmented and has instilled in many of the Death Guard a conviction bordering on superstition that such numbers conjure the favour of Nurgle. Stranger by far is that – on occasion – this actually appears to be true.

THE PLAGUE COMPANIES

Each of the Plague Companies is a distinct martial force governed by champions of Nurgle and their lieutenants. Each has its own traditional strategic and tactical emphases and – most horrifyingly – a signature plague that seethes through its ranks and spreads to any foe who draws too close.

The 1st Plague Company are known as the Harbingers and are ruled over by the Legion's former First Captain, Typhus. This Plague Company constantly moves from one galactic war front to the next. Their coming brings rampant infestations of walking pox, a concoction of many of Nurgle's most virulent plagues combined. Victims of this nightmarish illness are transformed into the shambling grotesques known as Poxwalkers. Thus, the Harbingers' conflicts are characterised by swarms of these luckless creatures that close in upon the foe from all sides and bury them in groaning mountains of clawing, rotting bodies.

The 2nd Plague Company carries a dreadful warp-taint known as ferric blight. Gnawing tendrils of living rust crawl across their armour and flesh and infest the squadrons of Rhinos and battle tanks that this Plague Company favours. Roaring to war in smog-belching armoured columns, the 2nd Plague Company brings a corrosive touch that swiftly destroys enemy war machines and fortifications.

Known as Mortarion's Anvil, the warriors of the 3rd Plague Company prefer to dig in and force their enemies to assault their impregnable defensive positions. They are infested with gloaming bloat, a foul plague that causes their swollen bodies to leak rancid fever sweat and turns their voices into thick fluid-filled gurgles.

The Eater of Lives is the master of the 4th Plague Company, a gestalt daemonic entity whose influence has spread the flesh-gnawing horror of the eater plague through its legionaries. Under the daemon's aegis, sorcerers are given more respect and authority than elsewhere in the Legion, and the summoning of daemons into battle is far more prevalent.

The 5th Plague Company are named the Poxmongers. They favour aggressive assaults and field numerous packs of Daemon Engines to add a more savage edge to these onslaughts. Every warrior of their company is infected with sanguous flux, which causes rancid, semi-clotted gore to weep continuously from eyes, mouths, wounds and pores. The Poxmongers leave gruesome red-black smears everywhere they go and spread appalling, exsanguinating sickness through their foes.

To the warriors of the 6th Plague Company – commonly known as the Ferrymen, or sometimes the Brethren of the Fly – falls the task of garrisoning and captaining the ships of the Plague Fleet. These warriors specialise in boarding actions to seize new vessels for their diseased armada. They carry the droning, a repulsive infestation that causes their bodies and armour to churn with daemonic maggots, and leads swarms of plague flies to hatch from their pocked and heaving flesh.

Then there is the 7th Plague Company, whose stronghold is the Black Manse and whose master is Mortarion himself. Known – and envied – throughout the Legion as Mortarion's Chosen Sons, these warriors are masters of alchemical warfare and the brewing of especially virulent weaponised plagues. Their bodies host crawling pustulence – sometimes known as Nurgle's Fruit or lumpen splatter – a bubotic sickness of such vigour that means causing the slightest wound to many of these warriors releases sprays of infectious pus.

VECTORIUMS

For all their theoretical cohesion, the Death Guard is broken up across many galactic war zones, its forces often divided according to the whims of Daemon Princes, plague champions or others given command by Mortation's favour. Some such forces may remain staunchly loyal to Mortarion, while others make the most of their operational freedom to reave and pillage as they see fit or even break away from the Death Guard entirely. These warbands vary hugely in size, composition and chosen mission. However, all are known as vectoriums.

Vectoriums that fight together are usually named by their leader. They often adopt – or, in some rather gruesome cases, manifest through mutation or disease – a unifying colour scheme and system of iconography.

A great many vectoriums are comprised of warriors and war machines all drawn from the same Plague Company, such as the Tainted Lung Vectorium of the 2nd Plague Company, or the 5th Plague Company vectorium known as the Sons of the Maggot. Others are more disparate warbands that bring together warriors from multiple Plague Companies – and even Traitor Guardsmen, mutant hordes and Chaos Knights – under a single, suitably mighty Death Guard champion.

THE DEATH GUARD LEGION

AS SET OUT IN MORTARION'S ORGANISATIONAL TENETS

The Death Lord has always envisioned a rigid heirarchical structure for his Legion. Though the nature of Chaos fundamentally resists such efforts, it is a testament both to Mortarion's resolute belligerence and the sheer force of his unholy will that the Death Guard continue to cleave – albeit only broadly – to the strictures he has set down.

ALLIED ASSETS

These vary enormously and their aid is rarely relied upon by the Death Guard, who usually view any from outside their own ranks as expendable – and unreliable – chaff. They include:

> Renegade Guard
> Chaos Cults of Nurgle
> Daemons of Nurgle
> Chaos Knight houses
> Dark Mechanicum
> Traitor Titan Legios
> Chaos Space Marine warbands

PLAGUE COMPANY

The Death Guard Traitor Legion is made up of seven Plague Companies, each led by one of Mortarion's mightiest champions.

Some Plague Companies, notably the 2nd, 5th and 7th, still make efforts to maintain centralised armouries that supply the majority of their tanks, Daemon Engines, and super-heavy war engines.

WARSHIPS OF THE PLAGUE FLEET

Many plague ship crews owe their first allegiance to the wider Plague Fleet, and – unless at the direct command of Mortarion – their services must be secured by the champions of the Plague Companies through pacts and bargains.

The 1st Plague Company maintains a considerable fleet of its own, while the 6th Plague Company provides many of the Plague Fleet's shipmasters and garrison troops, and holds greater sway aboard them.

SEPSIS COHORT

In theory, the martial strength of each Plague Company is broken into numerous sepsis cohorts, the favoured number of course being 7. In practical terms, only the 3rd and 7th Plague Companies regularly have the sheer numerical strength and organisational cohesion to make this aspiration a reality.

1ST MALEDICTUM

Mortarion's doctrines divide each sepsis cohort into two equally sized maledictums. Each is led by a powerful Death Guard champion, and should possess sufficient martial might to prosecute campaigns of corruption against enemy worlds, or even star systems.

2ND MALEDICTUM

The reality of maledictums is that their masters are often bitter rivals who seek to hoard as much of their sepsis cohort's strength for themselves as possible. On a practical level, the 1st and 4th Plague Companies shun this level of organisation altogether: neither Typhus nor the Eater of Lives care to suffer such rivalries in their ranks.

1ST 2ND 3RD 4TH 5TH 6TH 7TH 8TH

COLONIES (1ST, 2ND, 3RD ETC)

Colonies group Plague Marines equipped for particular fighting styles together into seven-squad-strong forces, providing durable strategic assets that commanders can then intermingle. These include destroyer colonies that emphasise alchemical weaponry, reaper colonies of mechanised infantry, harvest colonies armed for close-quarters assault and others. In practical terms, elements of one or more colonies often form the backbone of each vectorium. The largest vectoriums alloy multiple different colonies alongside one another to create truly formidable armies of conquest.

THE WORMROT BROTHERHOOD

VECTORIUM OF THE 3RD PLAGUE COMPANY, 7TH SEPSIS COHORT, 1ST MALEDICTUM UNDER LORD DREDGE THE MALIGNANT

Presented here is the vectorium's strength at the commencement of the Blighting of Aestor III. The Wormrot Brotherhood had operated independently of their maledictum for approximately 16 years tempus malignus.

Piloted Vehicle Names
Vehicle Names
Characters/Units

VECTORIUM COMMANDERS
Sholgoth Ghulg, Lord of Poxes
Erasmathrax Reap, Plague Surgeon
Morgus the Tollwright, Noxious Blightbringer

PACT-SWORN PLAGUE FLEET ASSETS
Flyblown, Hades-class heavy cruiser
Glut of Filth, Iconoclast-class destroyer
Anaphalktus, Iconoclast-class destroyer
Attack / Drop / Support Vessels

WARRIORS OF THE 5TH PLAGUE COLONY
The Dirgemaws, Plague Marine squad
Repugnor's Rancid, Plague Marine squad
The Sevenblessed, Plague Marine squad
The Witherlings, Plague Marine squad

BODYGUARDS
Scythes of Mortarion, Deathshroud Terminator squad

POXWALKER SWARMS

LESSER CHAMPIONS
Mulchfather Byle, Malignant Plaguecaster
Rettch Ulgvor, Biologus Putrifier
The Stench, Foul Blightspawn
Ugharus Guldge, Cadaverous Faminebringer

Vermifulgus, Foetid Bloat-drone
Slatherbile, Foetid Bloat-drone
Seepwing, Foetid Bloat-drone

The Cankerheart Elders:
> **Oghlosmus,** Helbrute
> **Vorgh the Destroyer,** Helbrute
> **Phorgox Fel,** Helbrute

WARRIORS OF THE 11TH REAPER COLONY
Heirotymus Mallig, Lord of Contagion
The Ironrot Sons, Plague Marine squad with Rhino
The Grey Tithe, Plague Marine squad with Rhino
The Rothounds, Plague Marine squad with Rhino

Inevitable, Chaos Land Raider

Mallig's Maggotsons, Blightlord Terminator squad

Harvest Blade, Predator Destructor
Pockchewer, Predator Destructor
Noxium Ferrum, Predator Annihilator

The Sowers of Sorrow – Attached Daemon Engines
Rancid Gift, Plagueburst Crawler
Seethemaw, Plagueburst Crawler
Broode Ungodly, Myphitic Blight-hauler pack

Cauldronmaw, Super-heavy Plague Tower

THE MOULDERING CLAW

A vectorium whose warriors hail from the 1st Plague Company, the Mouldering Claw prefers fierce close-quarters engagements and point-blank firefights. Their current master is an especially bloodthirsty Lord of Contagion named Gorgos the Malignant. A favoured champion of Typhus himself, Gorgos pushes the warriors of his vectorium to strike with the speed of a sudden outbreak. The Mouldering Claw seed walking pox in every engagement, ensuring that groaning masses of Poxwalkers soon infest the combat zone. Only once the foe is overwhelmed on all fronts does Gorgos lead his elites to strike the killing blow.

THE PALLID HAND

At the core of the Pallid Hand Vectorium is a sizeable spearhead of battle tanks and armoured transports, all seething with the corrosive supernatural ailment known as ferric blight. Aboard these war engines rides a reaper colony of the 2nd Plague Company. Their favoured battle plan is to carve a ragged gap in the enemy lines using the massed fire of Predators and Land Raiders before driving their troop carriers into the foe's heart like a stinger jabbed into an open wound. The debarking Plague Marines then spill into the enemy's midst like bacteria spreading through a wounded body, rapidly eroding their position from the inside out.

THE PUTRID CHOIR

Comprising warriors and war engines of the 3rd Plague Company, the vectorium known as the Putrid Choir specialises in defensive warfare. Once they have seized a strategically vital position – preferably a primary source of water, air, food or faith – they dig in hard while seeding Miasmic Malignifiers to spread their foulness far and wide. The Putrid Choir then earn their name by blaring vox-amplified dirges and tolling huge plague bells without ceasing; this soon drives the foe mad with soul sickness and feverish pain and forces them into reckless attacks that see them dashed to ruin against the Choir's impenetrable defences.

THE APOSTLES OF CONTAGION

This vectorium combines warriors of the 4th Plague Company with assorted outcasts, renegades from other Plague Companies and even heretic warbands. They are led by the Daemon Prince Bilegush and his coven of Malignant Plaguecasters and favour battering their enemies with sustained alchemical and sorcerous bombardment before they attack. By the time the Apostles of Contagion launch their assault, the battlefield is so befouled that reality has begun to rot. In such conditions, the dark prayers of Bilegush's pet sorcerers soon conjure forth the daemons of Nurgle to fight at their side.

THE WEEPING LEGION

Even amongst the unclean ranks of the Death Guard, the Weeping Legion are an especially foul foe for their enemies to face. So heavily infected with sanguous flux are these 5th Plague Company legionaries that even their armour and wargear splits open like living flesh to bleed diseased gore. Their bodies are sheathed in irregular layers of scabbed and hardened matter that gives off a coppery charnel stink and – when ruptured by shot or blow – squirts septic lymph and infectious blood in wide arcs. Battlefields where these warriors tread soon become gore-clotted mires of utmost foulness amidst which the enemy cannot long endure.

THE VENOMARINERS

Originally of the 6th Plague Company, the Venomariners have become a virtual breakaway faction who serve the wider Legion only rarely. They are led by the piratical champion Gluthor Skurvithrax, who commands their raids from the bridge of his flagship *Everbleed* and has established a formidable stronghold for his vectorium on a world he renamed Vermidium. The Venomariners strike where they please and steal what they desire before vanishing again into the void. In their wake, they leave hidden Miasmic Malignifiers that toil away in shadowed places to slowly corrupt and ruin each world this vectorium touches.

THE FECUND ONES

Mortarion himself assigned the Fecund Ones their task, and this vectorium only admits chosen sons of the Daemon Primarch from the 7th Plague Company. They travel in search of Imperial agri worlds. Once one is located, the Fecund Ones do all they can to corrupt the Loyalist breadbasket into a septic font of corruption. Be it raining alchemical pollutants and plague spores into the world's atmosphere, seeding Nurgle-worshipping cults or waging infectious campaigns against the planet's defenders, the Fecund Ones do not rest until their target seethes with a foulness that will last long after they have moved on.

MORTARION

DAEMON PRIMARCH OF THE DEATH GUARD

Embittered and malevolent beyond the mortal capacity to hate, Mortarion is a supernatural entity of unimaginable malice. Wherever he is summoned forth into realspace, he unleashes suffering on an apocalyptic scale. Cloaked and cowled, wreathed in miasmal decay and wielding a colossal scythe, he truly is the Death Lord of Humanity's deepest fears.

Terror spreads like a virus before Mortarion as he bestrides the battlefield. Weapons drop from shaking hands and foes run mad before this cowled reaper or sicken and wither as his plague-thick aura enfolds them in its foetid embrace. Those with the courage and fortitude to stand their ground face the true wrath of the Daemon Primarch; this is no thing of rash heat and uncontrolled ferocity. Instead, Mortarion descends with heavy wingbeats, his shadow engulfing his foes, the venomous intensity of his stare pinning them in place like a surgical specimen in the instant before his killing blow falls. So have died countless enemy champions, their bodies decaying and their souls burned away in ethereal fever-flames for the crime of believing they could defy the Death Lord.

MALICE MADE MANIFEST

As a daemonic entity, Mortarion has certain limitations that are as esoteric and symbolic as they are physical. He cannot simply step through from the Warp into realspace whenever he chooses. Instead, Mortarion must be summoned or exploit a rent through to the Empyrean as a bridge into the material realm. These fetters have never held the Death Lord more loosely, however. The coming of the Great Rift has saturated much of realspace with seething empyric energies and raised countless warp storms that vomit forth the get of the Warp.

Moreover, the Death Guard voyage abroad as never before, the ships of the Plague Fleet darkening the skies of countless worlds. Wherever his sons fight, there are those with the knowledge and devotion to call their gene-sire forth. Then there are the myriad mortal cults of Nurgle worshippers that infest the Imperium and beyond, whose droning chants may be all the beacon the Death Lord needs.

Once in realspace, Mortarion's supernatural nature lends him unspeakable might, often in violent contravention of any natural law. His mere presence gnaws at the weave and weft of reality, leaving it tattered and worm-eaten so that all manner of empyric putrescence may spill through. To stand upon the same battlefield as Mortarion is to be exposed to a miasma of pestilence so potent that it can rot crews within their rusting tanks and spread explosive outbreaks through the enemy lines. Merely hearing his death-rattle voice or looking upon his daemonic form – even through technological filters and from hundreds of miles away – is exposure enough to risk the sudden proliferation of daemonic parasites, infernal maladies and gross mutations of body, mind and soul. There is no safe way to battle an entity of such unutterable corruption, even for the greatest of daemon hunters.

Mortarion possesses strategic wisdom garnered from millennia of warfare, the singular intellect of a Primarch and the supernatural insights of a true daemon lord. Where Mortarion commands, few beings in the entire galaxy can counter his spitefully brilliant battle plans or overthrow his unbending will.

Fewer still can battle with the Death Lord in person and long survive. In one hand he carries an ancient energy pistol of arcane design and tremendous power known as Lantern. In the other, he wields Silence, a grotesquely colossal manreaper topped with a corroded plague censer into which is bound a powerful daemon of Nurgle. Even should an enemy be fortunate enough to avoid the whistling sweeps of Mortarion's rusted blade, the clouds of inimical foulness that billow like a comet trail in the wake of each swing can turn armour to rusted ruin and flesh to putrid jelly in moments. In the face of such horrors, those whom Mortarion merely reduces to silhouettes of crumbling ash with Lantern might be considered lucky.

At the sight of their daemonic gene-sire unleashing such infinite miseries upon the foe, the Death Guard fight with even greater fervour and conviction. So does Mortarion become the very fulcrum of corruption and despair about which his Legion turns as its warriors march to war.

LOATHING WITHOUT END

Ten thousand years have passed since Mortarion turned against the Emperor. In all that time, his resentment towards both of his supposed fathers has only grown. His grievance against the Emperor is rooted in shame, though few but Mortarion and that entity locked in purgatorial decay upon the Golden Throne know it. Mortarion was not the one to end the reign of the Barbaran overlords. Indeed, at the last, his fortitude proved insufficient to endure the horrors of their greatest stronghold and – had the Emperor not intervened to slay Mortarion's adoptive sire – the Death Lord would have died there. Mortarion turned his shame at his perceived weakness outwards, quickly despising the Emperor for stealing his chance at vengeance.

This apparent betrayal and a trove of other insecurities at perceived sleights fuelled the Death Lord's slide into treachery, but it is not the only wilful self-deception in which the Death Lord indulges. During his time leading the resistance on Barbarus, Mortarion came to despise the psychonecromantic sorceries employed by the overlords. He carried a prejudice against all psychic abilities and their practitioners with him from that world, even into damnation. When the gifts of Nurgle brought Mortarion to his own occult awakening, he still hated what he defined as sorcery. He thus couches his own abilities in terms of numerological and alchemical science, denying their real source despite knowing the truth. Such knowledge feeds the worm of bitterness and self-loathing deep within Mortarion's soul.

THE DEATHSHROUD

Known variously throughout the Legion and beyond as the Pale Harvestmen, the Scythes of Nurgle or the Eyes of Mortarion, the Deathshroud are figures of dread even to their fellow Plague Marines. Wherever they bestride the battlefield, they bring the judgement of the Death Lord himself.

Where the Deathshroud strike, the foe falls like rotted crops before the scythe of some daemonic harvestman. Clad in armour capable of shrugging off tank rounds and point-blank melta blasts, swinging immense manreapers to disembowel and decapitate, these hideously mutated Cataphractii-armoured Terminators advance with the relentless inevitability of death. From their plaguespurt gauntlets jet streams of excoriating foulness capable of eating through armour, flesh and bone in moments. About them roils a mantle of miasmal foulness that causes their victims to choke on the froth bubbling up from their dissolving lungs.

Indeed, only Mortarion himself more perfectly embodies the aspect of the Death Guard as the heralds of final and inescapable mortality; it is an appearance that these warriors live up to with their every murderous deed.

It is fitting that – to join the Deathshroud – a Plague Marine must be believed amongst the dead. Once they are selected for the duty, they are reported slain to their comrades, and all trace of their former existence is left behind.

Since the formation's inception as his bodyguards, Mortarion has always recruited the Deathshroud in this way. The Death Lord has nothing but scorn for those who aggrandise their most elite warriors. He has no time for the immortalisation of heroes. To his way of thinking, the Death Guard should not aspire to be set upon such pedestals. To do their duty to their Daemon Primarch, their Legion, and Grandfather Nurgle should be enough for them. While the reality of mortal ambition has never conformed to Mortarion's grim ideals, it still speaks volumes that the most elite and vaunted warriors of his Traitor Legion are these faceless reapers.

THE LOOMING THREAT

The Deathshroud are more than merely superb warriors. While Mortarion could hardly be said to require a bodyguard, he does have a duty he will entrust only to his chosen few. Travelling in small bands between the vectoriums of the Legion, the Deathshroud serve as Mortarion's eyes and the arbiters of his judgement. They act as guards of honour for the champion of whichever warband they have temporarily joined. They may fight with that commander for a single battle or march in his shadow for entire plague-ridden campaigns.

Whatever the duration of their stay, three things hold: the first, that the Deathshroud never speak to anyone outside of their festering fraternity or give any reason for their coming; the second, that they are the eyes and ear of Mortarion for – by the presence of the Deathshroud – it is clear to all that he is watching the progress of this champion and their wars; the third, that if the arbiters of the Death Lord are not sufficiently impressed by the conduct of their charge, then it will not only be the heads of enemy warriors that their manreapers sweep from unworthy necks before they move on.

BLIGHTLORD TERMINATORS

To stand before Blightlord Terminators in battle is to be laid low by a force of unstoppable destruction and unspeakable corruption. Whether in punishing firefights or barbaric close-quarters battles, these elite Death Guard warriors employ brute strength, veteran skill at arms and the seething horror of focused warpborne maladies to slaughter their foes.

If the Death Guard are a Traitor Legion that embodies disease and decay, the bands of Blightlord Terminators amidst their ranks are cankers at the heart of the rot. Most are ancient and terrible beings who have fought the Long War for centuries if not millennia. They are steeped body and soul in foulness, living vessels for the bounteous gifts of Nurgle, gifts which they take delight in sharing with every screaming victim to cross their paths.

Fused forever with their immense suits of filth-smeared Cataphractii armour, Blightlord Terminators would be frighteningly resilient even without the blessings of the Plague God. Yet their pallid flesh bubbles with his endless corruption. It spills from rusted rents in their armour as slabs of putrid flab and verminous mutant deformity, utterly inured to pain and often able to reknit or regrow the most grievous wounds. Against this kind of unclean fortitude, even massed artillery fire or thrumming power blades often cause little meaningful harm.

The foe may struggle to hurt the Blightlord Terminators, but the reverse is far from true. As the shock troops of many vectoriums, these warriors have the pick of tainted armouries and unholy war trophies. Some wield plague-saturated swords or axes of such corrosive lethality that they can cleave through tank armour or voidship bulkheads with a single swing. Others heft potent combi-weapons that can lay down blistering hails of anti-personnel or anti-armour fire, especially when combined with the heavier cannons some Blightlords bear – with little apparent effort – into battle.

Blightlord Terminators are unusual amongst the ranks of the Death Guard both for the malevolent glee some take in spreading plague and slaughter and for the arrogance many of them display. Neither quality sits well with the dour disposition of the wider Legion.

Some bands of Blightlord Terminators are considered so brash and abrasive that their commanders give them assignments of unsurpassed lethality, hoping to teach a lesson in humility or to silence them once and for all. Yet such gauntlets ultimately prove another chance for the Blightlords to demonstrate their might and resilience. Each victory reinforces their reputations – not to mention their egos – in the process.

Blightlord Terminators are particularly effective in boarding actions, and so garrison plague ships in large numbers. Over countless jumps through the Warp, many become saturated with empyric energies that manifest as crawling and corrosive corruption. This vile power infests everything the Blightlords touch, be it their weapons, the corridors of an enemy ship or the luckless foes who face them.

PLAGUE MARINES

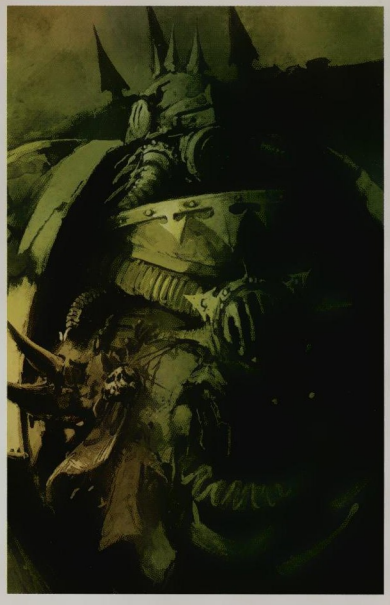
Squads of Plague Marines serve as the septic heart of almost all Death Guard armies. Mortarion's redoubtable, adaptable, highly trained infantry are imbued with the supernatural blessings of Nurgle and armed with the foulest devices the Plague Planet can provide; they are unstoppable on the advance and immovable in defence.

Plague Marines embody every beneficial trait of transhuman anatomy rendered into its most repugnant form. Where loyalist Space Marines benefit from gene-forged resilience, in Mortarion's sons this is enhanced to supernatural levels by the rancid gifts of Nurgle: nerve endings are rotted away and skin thickened with leprous flab until the most agonising physical sensations register to Plague Marines as little more than dull discomfort. Where a loyalist Space Marine has the strength to bend iron bars with their bare hands, Plague Marines' might is channelled through tentacular appendages, driven by febrile fanaticism or augmented by corrosive phages that gnaw at everything they touch. The Emperor's Space Marines have inhumanly sharp senses and the capacity to spit acid at their foes. In Plague Marines, these gifts manifest as the ability to perceive auras of entropy and sorrow and hawking up gobbets of corrosive slime so infectious they can sicken a victim through sanctified enviro-seals.

The gruesome comparisons could continue, but their essential truth remains the same. While the Plague Marines' sanity may not be what it was, and their souls are surely damned beyond all redemption, the boons of Nurgle have rendered them supernaturally mighty.

These infernal blessings would be powerful enough advantages even by themselves. Yet, to the great misfortune of all other realspace denizens, they are further augmented by the teachings of Mortarion and the equipment of his purulent forges. Debased and degenerate as they might appear, the great majority of Plague Marines are still swift of wit and keen of mind, expert strategists and tacticians capable of matching their skills against the finest elite infantry their enemies can deploy.

They know only too well the advantages they possess – their unnatural resilience, the psychological horror evoked by their aspect and the outbreaks of virulent contagions their mere presence triggers amidst the foe – and they employ them to the best possible effect. To do battle against Plague Marines is to face a foe utterly at home with their nightmarish corruption, able to weaponise it to their ends with ruthless efficiency. Steady and relentless advances that shatter the enemy morale and battle lines; grinding attritional warfare across shell-torn stretches of no man's land or through the breaches of crumbling fortifications; close-quarters boarding actions where the foe cannot escape Nurgle's viral taint; crushing armoured offensives where massed plague artillery supports the might of charging Daemon Engines, battle tanks and mechanised infantry; these are the hallmarks of the Plague Marines.



ARMOURY OF ATROCITY

The power armour worn by Plague Marines may look degraded, with its plates corroded or ruptured from within, but in truth, it is every bit as tough – perhaps tougher – than that which girds other Space Marines. For one thing, it has melded with the mutant bodies of those who wear it and thus boasts the same unholy resilience and regenerative capabilities. For another, it is the nature of the energies of the Warp to latch onto and magnify mortal obsessions until, over time, they manifest as corporeal reality. Thus, the warp-saturated power armour of the Plague Marines has become the physical embodiment of their desire to endure any degree of misery and suffering and yet still never yield.

Specialising in short-range firefights, Plague Marines have access to a potent array of small arms. Foremost amongst these tools of death are their boltguns. Most relics are centuries – even millennia – old, drenched in disease and suffering. Each can spit hails of mass-reactive, self-propelled bolt shells that can punch through armour and flesh to blow their targets apart from within. Some Plague Marines wield plague belchers or plague spewers that gush highly infectious filth across their victims, blight launchers that lob brittleglass shells loaded with hyper-corrosive viral strains or various other man-portable weapons designed to eliminate heavily armoured targets.

This assortment of firearms is further complemented by blight grenades. Packed with cocktails of lethal diseases and infectious spores, these explosives burst amongst the foe with the sound of rusted metal striking rotten meat, spreading nightmarish sickness through their ranks.

Some of Mortarion's sons prefer to arm themselves for close combat, delighting in the infected wounds they inflict and the misery that rolls off their victims. All Plague Marines carry a plague knife, whose notched blades are so malignant that their slightest touch can kill. Then there are weapons such as plagueswords, bubotic axes, maces of contagion and lashing flails of corruption. The effects of these rust-caked implements upon living flesh is akin to heavy farming tools ripping through soil, or butchers' blades slicing meat to bloody chunks. What the Plague Marines' weapons lack in grace and flair, they more than makeup for with blunt force and diseased lethality.

Whether striding tirelessly into battle or riding within the blighted interiors of ancient Rhino armoured carriers, Plague Marines are terrible foes. Remorseless as a wasting sickness, relentless and inescapable as entropy itself, they are the will of the Death Lord and the Plague God made manifest.

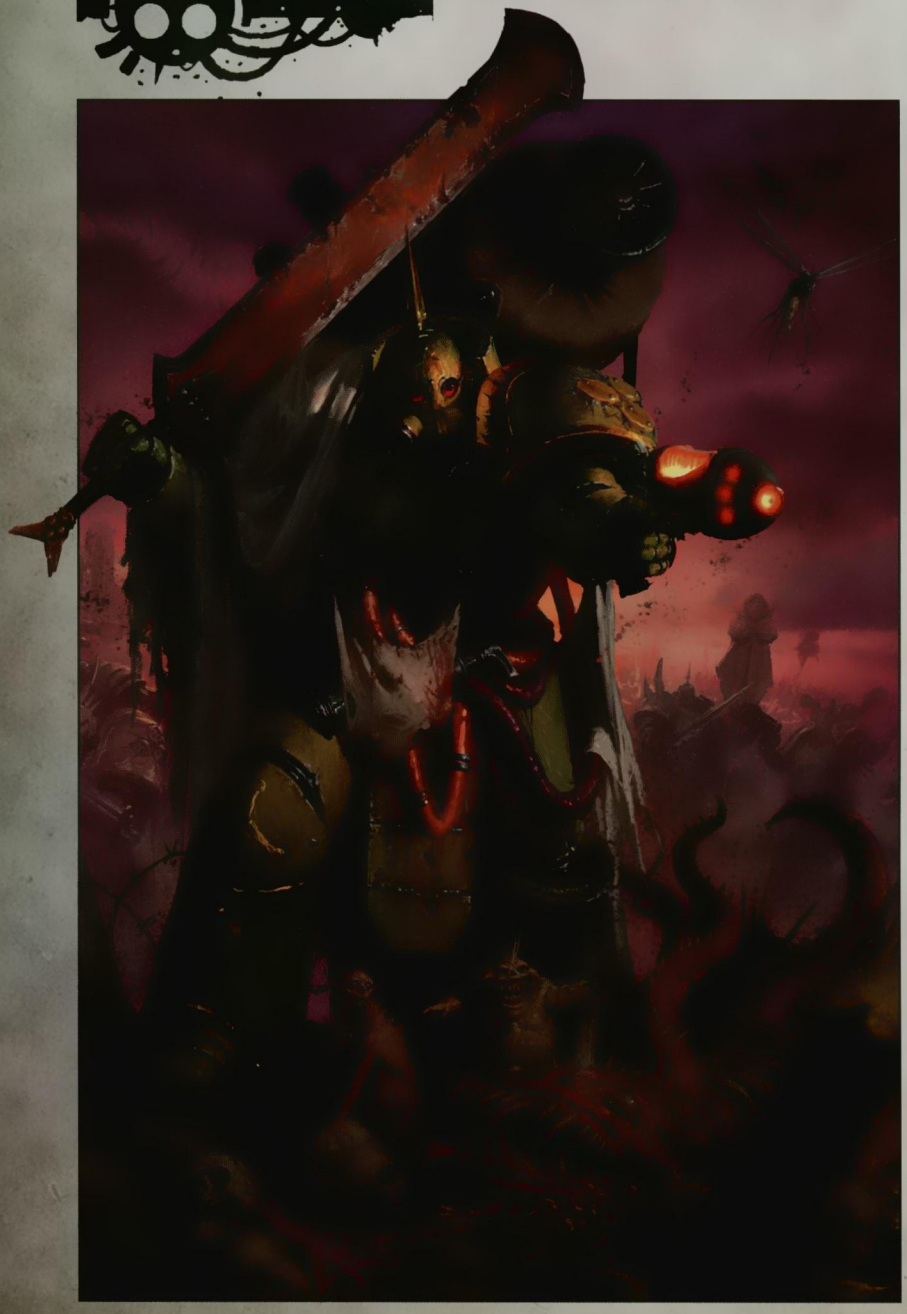
'You cower from Nurgle's gifts, revolted by his touch. Fear not! Nurgle forgives your ignorance, for he is a generous god who will bless you all. Soon, your fear will melt away before the Plague Lord's generosity, and you will see the glorious truth with blinded eyes.'

- Lord Lurgorias, boarding the Noble Blade

LORDS OF THE DEATH GUARD

The greatest champions amongst the Death Guard command entire vectoriums, sepsis cohorts or even Plague Companies. Whether ancient officers of the Legion or warriors risen from the ranks, these chosen of Mortarion are as mighty as they are malodorous.

When a champion rises to lordship within the Death Guard, he will often choose one from amongst the many Mantles of Corruption that best suits his talents and disposition. He adopts the Mantle, and all it encompasses so entirely that it becomes as much a part of him as a parasite burrowed deep into its host.



The Mantles are Mortarion's own inventions. Each focuses on a particular aspect of unclean warfare, emphasising the perfection of certain strategies over any other and wielding such specific arrays of wargear that their appearance has become iconic and instantly recognisable amongst the ranks.

Some are commonplace, such as the Mantle of Poxes, the Mantle of Virulence or the Mantle of Contagion. They epitomise particular cornerstones of the Death Guard way of war and suit the talents of many of Mortarion's sons. Others – for instance, the Mantles of Parasitism, Withering, Consumption, Flux or Putrefaction – are rarer, their methodologies specialised, their demands perilous and deeply unpleasant. It is even rumoured amongst the Death Guard that one Mantle has never been taken up. To this day, no champion has ever proven worthy of the unutterable powers of entropy it would convey.

LORDS OF POXES

Those who bear the Mantle of Poxes are vectors of airborne contagion. They emit roiling clouds of miasmal disease and corrosion that not only screen the relentless advance of the Death Guard but are also lethal to any foe engulfed by their noisome pall.

These clouds of infectious pollutants billow from a device known as a miasmic turbine, whose rusted blades rattle and internal bellows gasp with the Lords of Poxes' every foetid exhalation. Harnessing the foulness replicating within their bearer's spore-bloated lungs, the miasmic turbine magnifies each expiration into a wheezing eruption of moist, warm plague vapour and caustic effluvium. These supernatural fumes obey few natural laws. They seem untouched by the winds and atmospheres of realspace, coalescing in an ever-thickening haze even amidst howling gales or the screaming drag of voidship decompression. Their tendrils actively quest for openings in victims' armour and vehicle hulls, slithering and probing like leeches seeking to feed. They sometimes settle like falling ash or thicken into protoplasmic slime that causes flesh to decay and metal to rust with shocking speed.

Thus, the advance of the Lords of Poxes is marked by a miasmal fog bank through which the Death Guard are visible only as bulky, half-glimpsed silhouettes with glowing eye lenses. Foes stumble to their knees, clutching

at their throats and uttering bubbling screams as rancid froth pours up from decaying lungs. Tanks shudder as their hull armour ablates in clouds of rust flakes, and their vital systems fail like organs shutting down in a diseased body.

Into their victims' midst stride the Lords of Poxes, plasma pistols flashing in the haze. With rasps of rusted iron and the snapping of tether straps, they draw their grotesquely huge great plague blades. Those weakened by the emissions of their miasmic turbine will not long survive the titanic blows of these blunt and brutish weapons.

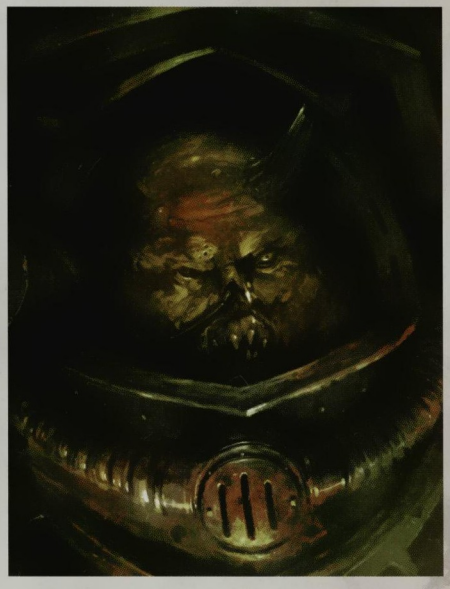
LORDS OF VIRULENCE

It is the duty of the Lords of Virulence to amplify the infectivity and swift spread of Death Guard martial might. They do this by advancing into the very heart of the enemy lines, plunging deep like the stinger of some monstrous plague fly before unleashing ruin on all about them. That the methods of the Lords of Virulence expose them to tremendous peril, both from the foe and to some degree from the weapons of their brethren, only serves as an opportunity for them to demonstrate their utter indomitability to the foe.

The personal armaments of these champions are potent. Their plague claws can rip through tank armour like rotted flesh, talons dripping with lethally infectious filth. Meanwhile, their twin plague spewers eject arcing streams of corrosive slime to drown their swiftly dissolving victims in torrents of putrefaction. Yet these are merely tools to aid the Lord of Virulence in getting into position. They truly go to work once they are lodged within the foe's battle lines.

The tangled thickets of rusting pipes that erupt from their armoured bodies can belch fumes in various putrid hues. So foul are these emissions that they act as ranging beacons for Death Guard artillery engines and occasionally even vessels of the Plague Fleet wallowing in low orbit. Such weapons fire upon the toxic smog signals without hesitation. Within moments, horrific biochemical ammunition, phosphex shells and other forbidden alchemical ordnance fall upon the Lords of Virulence's position like poisoned rain. Glorying in the ruination erupting around them, the noxious champions fight on, trusting their unholy resilience to see them through the storm.

Even as this display of cruel bravado plays out, the Lords of Virulence are sealing the doom of the foe even more entirely by their mere presence. The living flensefrond cloaks that writhe upon their backs emit mucal warp-slime that leaves glistening trails behind them. The Daemon Engines of the Death Guard find this gelid substance irresistible, following the trails like hounds on the hunt. Even as the enemy reels from a plague bombardment, packs of Myphitic Blight-haulers and Foetid Bloat-drones descend to finish them off like carrion eaters falling upon mortally wounded prey.



LORDS OF CONTAGION

The Death Guard Lords of Contagion are unsubtle to the point of blunt brutality. Indeed, they are amongst the most aggressive war leaders of the Legion. They stomp into battle clad in hulking Cataphractii armour so resilient that it can stop a tank shell. Eschewing any form of ranged weaponry, Lords of Contagion instead favour massive, gnaw-bladed axes or long-hafted manreapers, any implement of close-quarters carnage that can hack down swathes of victims with every titanic swing.

So equipped, Lords of Contagion lead the attack from the front. Some may employ teleportation or sorcery to spirit them through the Warp and right into the midst of the foe. Others prefer to ride to battle aboard a filth-smeared Land Raider, storming down the tank's assault ramp with vox-amplified bellows of praise to Nurgle and Mortarion. Bulling into the midst of their enemies by dint of sheer, servo-powered bulk, the Lords of Contagion fight like lumbering battering rams. With mighty swings of their blades, they stave in bunker doors, smash flailing foes through the air and hack the heart of the enemy army while revelling in their victims' terror and despair. Thus do they embody the ferocious virus that – having found its way into a crowded place – burns through all before it like a raging wildfire until nothing remains but twitching corpses.

TYPHUS

HERALD OF NURGLE, HOST OF THE DESTROYER HIVE

Typhus is a mighty champion and a true devotee of Nurgle. He has travelled the stars for thousands of years to spread the Plague God's blessings far and wide and has left worlds transformed into seething cauldrons of disease and misery in his wake.

There are those amongst the Death Guard who believe that, when the Legion first fell into the worship of Nurgle, it was Typhus' doing. Few remember the truth that underlies this mythologising. Even the unutterably ancient monsters who endure from those long lost days have suffered such mental and spiritual degradation that true memory is inseparable from their wretched visions of madness.

Two things are certain. The first is that Typhus is the host of the Destroyer Hive, a parasitic gift of Nurgle that he earned when he took into his body the essence of the destroyer plague, and whose swarming horror he can unleash to wreak havoc amongst his foes. The second is that – despite Typhus being lord of the 1st Plague Company and once the First Captain of the Death Guard – he has little patience for Mortarion or his commands.

When the Death Lord first remade Munificence into a warped mirror of Barbarus, Typhus is said to have departed in disgust at what he saw as his gene-sire's maudlin sentimentality. Determined not to repeat the Emperor's mistakes as a lord and master, Mortarion indulged Typhus' will and has continued to allow him his freedom ever since.

Typhus and Mortarion have thus fought at one another's side only infrequently during the Long War. Neither does Typhus give much thought to his titular lordship of the 1st Plague Company, largely leaving its vectoriums to the command of other champions. Instead, he leads a nomadic fleet upon an endless pilgrimage of pestilence. Typhus does Nurgle's work first and always, and he fights with the rest of his Traitor Legion only when their goals align with his own.

THE TRAVELLER

Typhus' horde includes vectoriums drawn from the 1st Plague Company and – on occasion – from others as well. Over the millennia, numerous lords amongst the Death Guard have joined their warbands to his, drawn in by the legend of the Traveller and hoping to share in Typhus' apparent favour with the Plague God. Yet they are far from the only armies to march beneath his rotted banner: warbands of Chaos Space Marines and lances of Chaos Knights sworn to Nurgle; heaving masses of fanatical plague cultists; Tallybands of malevolent daemons; noxious covens of magi from the Dark Mechanicum bearing forbidden doomsday weapons; Typhus cares not who trails in his wake, provided they are of use.

For all the variety in this cavalcade of the lost and the damned, however, there is one constant in Typhus' infectious hordes. Wherever the host of the Destroyer Hive marches to battle, so too do shambling masses of Poxwalkers. The virulent maladies that create these pitiful creatures pour from Typhus and his Plague Marines in waves. Walking pox runs riot through any war zone where Typhus so much as steps foot. More and more Poxwalkers appear with every passing hour, crawling from amidst carrion heaps and plague pits, swarming out of overrun medicae facilities or supposedly secure fortifications.

Foes find their positions surrounded and swamped by leering hordes of plague-ravaged almost-corpses. The shambling swarms choke supply lines and routes of retreat. Panic spreads as the moans of millions of Poxwalkers fill the air, and the threat of death or, worse still, infection becomes omnipresent.

Into this cauldron of fear and disease wade Typhus and his chosen warriors. With every sweep of his manreaper, Lakrimae, the Herald of Nurgle lops heads and spills intestinal tracts. Around him whirl the insectile vectors of the Destroyer Hive, daemonic wings droning as they billow out to engulf Typhus' victims. None can stand before him. This onslaught is a final death knell to enemies fighting for their lives against endless hordes of diseased mutants and monsters. All enemy cohesion collapses. Foes flee before Typhus' flashing scythe blade, yet there can be no escape. Those not dragged down, torn apart or laid low by alchemical munitions soon fall prey to walking pox and join the ungainly parade.

By the time Typhus departs to bear Nurgle's blessings to another world, all that remains in his wake is corruption, ruin and veritable oceans of Poxwalkers. Each world so cursed is another denied to his foes, the infection rooted so deep that nothing short of planetary destruction can burn it out. Moreover, to Typhus, each is made beautiful to the gaze of Nurgle, its creation an act of worship that empowers Typhus' god in the endless Great Game against his diabolical siblings.

THE TERMINUS EST

The *Terminus Est* has been Typhus' flagship since before the Death Guard turned against the Imperium. It is one of the most powerful and resilient warships to ply the void in the Era Indomitus. Once, it was a formidable assault carrier that some believed hailed from the Dark Age of Technology. After endless centuries in the service of the Death Guard, the *Terminus Est* has become something entirely more bloated and malevolent. Now, it is a craft to rival such giants as Abbadon's vaunted *Vengeful Spirit* or perhaps even the colossal *Phalanx* of the Imperial Fists. In battle, clouds of unpleasantly organic interceptor craft pour from its launch bays like plague spores. Weapons batteries that have mutated beyond all recognition fill the void with thunderous barrages and questing beams of raw entropy. The ship's putrid mass absorbs foes' return fire to no apparent effect. Yet most horrifying is when the *Terminus Est* draws close enough to its prey to board them. What follows is a nightmare so grotesque and unendurable that shipmasters have been known to scuttle their vessels rather than face such a fate.

POXWALKERS

The grotesque mutants known as Poxwalkers are created when a cocktail of Nurgle's most repulsive plagues combine into walking pox. So infectious is this blight that it can be communicated by touch, contaminants in air, water or food, by merely hearing the groans of the infected or even – so it said – by experiencing warp-sent nightmares about them. Victims of this malaise find their bodies mutating and decomposing all at once. Flesh rots and organs bloat with putrefaction, clusters of boils and buboes erupt across the skin while eyes turn jaundiced yellow or milky with cataracts. At the same time, bone spurs and antlers sprout from the sufferer's body, talons and fangs replace nails and teeth, and many other freakish alterations afflict them. Eventually, the sufferer's features contract into an awful rictus grin, and they fall as though slain. Yet they do not stay down. The newly created Poxwalkers rise and stagger forth in packs, minds trapped within twisted husks that no longer obey their commands. So it is that sufferers must watch in horror like prisoners within their cells as their bodies rampage in the name of Nurgle.

'Ours is a solemn duty, though we perform it with fulsome glee. Grandfather Nurgle lavishes his generous bounty upon us, but so too does he hang a heavy weight of trust about our necks. Never must his seething children wither. Always must they multiply and thrive. Such is our most glorious calling, and no sacrifice is too great in its furtherance.'

- Nauseous Rotbone, Plague Surgeon

CHAMPIONS OF MISERY

The Death Guard have perfected their foul ways of war for ten thousand years, employing dark science and ritual alchemy to create increasingly toxic weapons while strange champions have arisen from their ranks to wield them in battle.

At first glance, an incautious foe might be forgiven for failing to understand the true menace of some Death Guard champions. Certainly, they are horrific and disturbing, carrying massive rusting bells on frames of rotting bone or lumbering forward with foul fluids bubbling in tanks and alembics on their armour. Yet, compared to the howling butchers of the World Eaters, the glittering bladesmen of the Emperor's Children or the wychfire wielders of the Thousand Sons, these strange figures pose a less immediate threat. Once they unleash the powers of supernatural disease, unclean artifice and alchemical torment, however, such enemies are swiftly – and horribly – disabused of such notions.

PLAGUE SURGEONS

Sinister, hooded figures, Plague Surgeons drift through the mayhem of battle like ghoulish spectres of death. They were once the Death Guard Legion Apothecaries, who brought healing to those who could be saved and absolution to those who could not. Damnation transformed their order, rendering them the dark antithesis of what they once were.

The unnatural resilience of Mortarion's sons needs little bolstering. Flesh wounds seal up with bulbous flab and clotted pus, while even catastrophic wounds can often be recovered from given time; this is not to say that Plague Surgeons cannot speed their comrades' recovery with a well-chosen injection of boilbloat infusion here or a swift amputation there to allow a mutant limb to burst forth and replace its war-mangled predecessor. However, this is not the Plague Surgeons' only duty; many would claim it is not even their most important one. It also falls to their order to tend to the well-being of the diseases their brothers carry within their rotting forms.

Like proud fathers, the Plague Surgeons spare no effort in tending to all of Nurgle's children. Their bodies are incubators for every form of parasite and phage, their flesh and blood offered willingly as living nurseries for these ghastly offspring. As a result, the very touch of a Plague Surgeon is virulently infectious while, with every breath, they exhale spores and daemon motes. The miasma that seeps from their censers and the filth dripping from their weapons and surgical instruments only adds to this effect. Any foe foolish enough to engage a Plague Surgeon in combat will soon be crawling with empyric disease.

Plague Surgeons bolster the potency of Nurgle's plagues in friend and foe alike. The narthecium-like instruments on their arms contain booster vials and stimulants for natural and warpborne plagues, imbuing Nurgle's servants with new strength even as they worsen the enemy's sickness to lethal degrees.

These once-Apothecaries also have another role on the battlefield, which has earned them the unending hatred of the Emperor's Space Marines. Their surgical tools still include ancient, rust-furred reductors capable of cracking open the body of an Adeptus Astartes warrior and extracting his gene-seed, the vital genetic material authored by the Emperor and crucial in the creation of new Space Marines. While Plague Surgeons gather the mutated progenoid glands of their Death Guard brethren wherever they can – despite many having rotted to an untenable degree – they take a macabre glee in falling upon Space Marines and ripping their gene-seed free. Unlike their loyalist counterparts, Plague Surgeons have no qualms about waiting for the patient to be dead, or even mortally wounded, before engaging in this fatal act of surgery. Some of the stolen gene-seed is used to create new Death Guard legionaries. The fate of the rest is best left unspoken.

TALLYMEN

The worshippers of the Dark Gods know there is power in words and numbers, incantations and arcane numerology. Mortarion's obsession with the sacred number seven borders upon the manic, infecting every stratum of his Legion. Seven is the holy number of Nurgle, the integer infectum, the digit of disease. Through fervent repetition, ritual conjunction and symbolic adherence,

the Death Guard channel the energies of their sacred numeral to seek Nurgle's blessings.

The preachers of this sevenfold doctrine are the Tallymen. Part priests, part demagogues, part metaphysical scribes and quartermasters, these obsessive zealots stride to battle festooned with the trappings of their strange craft. They carry heavy tomes and reams of parchment whose mouldering pages crawl with tallies penned in a crabbed, spidery hand. Nurglings caper about their feet, brandishing more scrolls, more tallies, more counts of the seven. Upon their shoulders, the Tallymen bear vox-speakers through which their stentorian voices boom, underpinned by the nerve-shredding scritch and scrape of their poisoned quills. Their incantations are endless, a purgatorial drone of counting that rises to a sevenfold crescendo before looping around and beginning again.

The Tallymen count woes. They count shells expended, wounds inflicted and foes that flee screaming into the gloom. They count corpses burst beneath the tracks of Death Guard tanks. They count the spatters of vomit that stain their endless parchment reams. They count the flies in the air and the number of the slain, victories achieved and defeats suffered. Always they tally the unholy seven and, in so doing, they invoke Nurgle's boon.

Nurgle's faithful are empowered by the Tallymen's count. As their voice echoes into their brothers' ears, so empyric power seeps into their souls. Wounds heal shut with sucking slurps. Rotted muscles bulge with strength while the raucous joy of Grandfather Nurgle fills up grim and curdled souls. Flies swarm thick in buzzing clouds and diseases blossom all the faster as the plague winds rise to a howling gale. The Death Guard rejoice as they feel their Dark God's power squirming like worms through their flesh.

On the battlefield, Tallymen are bellowing terrors, yet their order is cloistered and secretive at all other times. Long ago, Mortarion entrusted them with the numerological codes to unlock the hidden vaults where the Death Guard keep their most appalling viral weapons. These warp-spawned hell plagues can obliterate worlds and gnaw suppurating chasms in the very fabric of reality. Such strains are precious and irreplaceable, and not lightly do the Tallymen part with them. The Death Guard champion who demands access to these horrific instruments of destruction had best be prepared to pay their terrible price.

NOXIOUS BLIGHTBRINGERS

The warped tolling of monstrous bells announces the coming of the Noxious Blightbringers. With every dolorous peal, splinters of madness and despair are driven into the minds of the foe, an ague of the soul leeching their vitality and leaving them nigh catatonic in the face of death.

Heralds of pestilence and misery, Noxious Blightbringers pace solemnly before the Death Guard advance. They proclaim the arrival of Mortarion's sons through the tolling of their rusted tocsins of misery, warp-forged bells of massive size whose peals ring through reality and the Immaterium.

The primary role of Noxious Blightbringers is to sow dismay and weakness amidst the enemy ranks. The dissonance of their chiming bells sends waves of entropy rolling across the battlefield to batter the enemy's physical senses and their souls. The blessings of Nurgle manifest wherever the tocsins' peals hit home, each thunderous toll wearing the foe down a little more and spreading sickness and corruption. The enemy's will to fight erodes as their muscles wither, their courage sickens into cowardice and their strength leaves them. Faith and conviction are spiderwebbed with cracks of doubt. Bones and organs shudder and turn green with furring growths.

'Sevenfold the slaughter we have wrought for thee, and sevenfold the plagues we have spread. With filth, this world is anointed in Nurgle's name. Come forth now, we beseech you. Let the veil be rotted through. Come virulence, come malignancy, come filth, and fight at our side.'

- Cursed Ritual of the Seventh Summoning

'You were lost the moment you breathed our air. Nurgle has you in his grasp. He will not let go. But resist! Fight! Squirm! The more you hope, the sweeter your despair.'

- Molch Anthrabolgh, Foul Blightspawn of the Maggot Lords

In close proximity, the empyric peals that roll from the Noxious Blightbringers torment enemy psykers. Not only must these unfortunates deal with the violent waves that threaten to overwhelm their tightly controlled abilities, but they must also face the corruption of the very powers they wield. Warp maggots wriggle into being within the minds of those psykers who show weakness, chewing hungrily upon their new hosts' sanity until the victim is driven irrevocably mad.

Where the tolling of the tocsins corrodes the spirit of the Death Guard's enemies, it instils fresh vitality in the Legion's own warriors. Wherever they follow the Noxious Blightbringers to battle, Mortarion's sons move with vigour at odds with their rotting bulk.

To be gifted with a tocsin of misery is a great honour, bestowed by Mortarion himself upon only his most cruel and corrupt sons. Potent warriors in their own right, each Noxious Blightbringer becomes a living canker who revels in spreading disease and sorrow. Bludgeoning their way through the enemy ranks, the Blightbringers attempt to lodge themselves as deep within the enemy lines as they can, the better to crush their spirit with the tolling of their awful bells.

Every Plague Company counts Noxious Blightbringers amongst its ranks, but they are especially prevalent in the vectoriums of the 3rd Plague Company. Such warbands as the Putrid Choir or the Dolorous Gnaw rarely take to the battlefield without several Noxious Blightbringers to herald them in battle.

FOUL BLIGHTSPAWN

A revolting stench wafts around the Foul Blightspawn, their corruption clotting the air itself. Breath rattles through pus-clogged tubes as they crank the rusted handles of their malignant churns, bellows wheezing and plague slop roiling in the incubatums upon their backs. Some foes stare in bewilderment at this strange performance. Some direct their fire at the Blightspawn, shots rebounding from armour or thumping harmlessly through rotted flesh in sprays of effluence. The wise flee for their lives. With grunts of satisfaction, the Blightspawn deem their mixtures ready and raise the nozzles of his plague sprayers. Gurgling surges, peristaltic urgings and fountains of stinking slime engulf the enemy. Flesh melts like wax. Armour bubbles and corrodes. Souls rot and bones crumble. As the last of their targets dissolve into infectious sludge, the Blightspawn ready themselves and lumber on in search of fresh victims.

Foul Blightspawn arise from amidst the Plague Marine ranks, typically those warriors who feel the greatest joy watching their victims suffer in the grip of Nurgle's plagues. Malignant cruelty takes root in their souls, manifesting itself in ever more grotesque physical degeneration. Their flesh bulges with putrid flab until it becomes translucent. Their eyes dribble from their sockets as black slime, leaving the Blightspawn to see in shades of empyric energy. Their mouths twist into fanged, puckered spouts and a wretched stench seeps from their pores, so foul that it causes even Plague Marines to baulk. All the while, forbidden secrets of Nurgle's plaguecraft blossom in the Blightspawns' minds, compelling them toward obsessive alchemy and the joyous brewing of toxic diseases.

When such manifestations occur, the new Blightspawn is sent to the disease factories of Munificence. The foul gears and pistons of a malignant churn are forcibly driven into their intestines, and an incubatum is sutured to their armour, never to be removed. Amidst the virulent laboratories and bubbling plague vats, the Foul Blightspawn gather to learn from the eldest and most vile of their number, beings so bloated with corruption that they have taken root amidst the disease factories like obscene toxic fungi. Worshippers congeal about these disgusting beings, labouring obsessively to brew the perfect diseases as a tribute to the Plague God himself.

When the Foul Blightspawn rejoin their vectoriums, they bring their hideous alchemical lore with them. Inside their incubatums are batches of their latest, finest work, ready to be unleashed. Their laboratories are the battlefields of realspace. Every foe that stands before them is considered a worthy test subject, for the malaises of Nurgle must surely lay low the meek and the mighty alike. Thus do the Foul Blightspawn advance amongst the Plague Marine ranks and unleash their weapons with grim delight, knowing that each fresh spurt of putrescence has its own lessons to teach.

BIOLOGUS PUTRIFIERS

The great labour of the Death Guard is to spread Nurgle's bounteous gifts to every corner of realspace. The Biologus Putrifiers have a vital role in this infectious process, for they refine the batches of diseased slurry brewed by the Foul Blightspawn and distil them to the utmost potency.

Biologus Putrifiers bear a unique mutation: lidless, milky eyes that grow like cysts concealed beneath their flesh. The gaze of these foul orbs can penetrate armour, flesh and bone to perceive every nuance of an infection's spread through a living body. Putrifiers croak out their observations to scurrying menials and capering daemonic scribes, filling tomes of mouldering parchment with forbidden lore.

Driven by an obsessive desire to test their plague batches to perfection, Biologus Putrifiers actively spread disease on the battlefield. From their backs dangle racks of hyper blight grenades, churning with the latest strains of plagues concocted inside the disease factories. Death's heads drip foetid slime. Brittleglass alembics seethe with bubbling fluids and potent gases. These flasks and vessels rattle and clink together with every movement, threatening to shatter and spill their bubbling contents. As the fury of battle rages around them, the Putrifiers urge their brother Plague Marines to pluck the hyper blight grenades from their racks like spoiled fruit and fling them into the foe's ranks.

With each volley of hurled ordnance, the epidemic spreads, the Biologus Putrifiers watching every nuance as though in slow motion through their occulobes. Yet to observe is not their way. Samples must be extracted, and tests must be run; this is when their injector pistols come into play. Striding amid their reeling foe, the Putrifiers pick out the most intriguing entities to assail. Some look for the most resilient enemies upon the field of battle. Others find the most infected or the bravest.

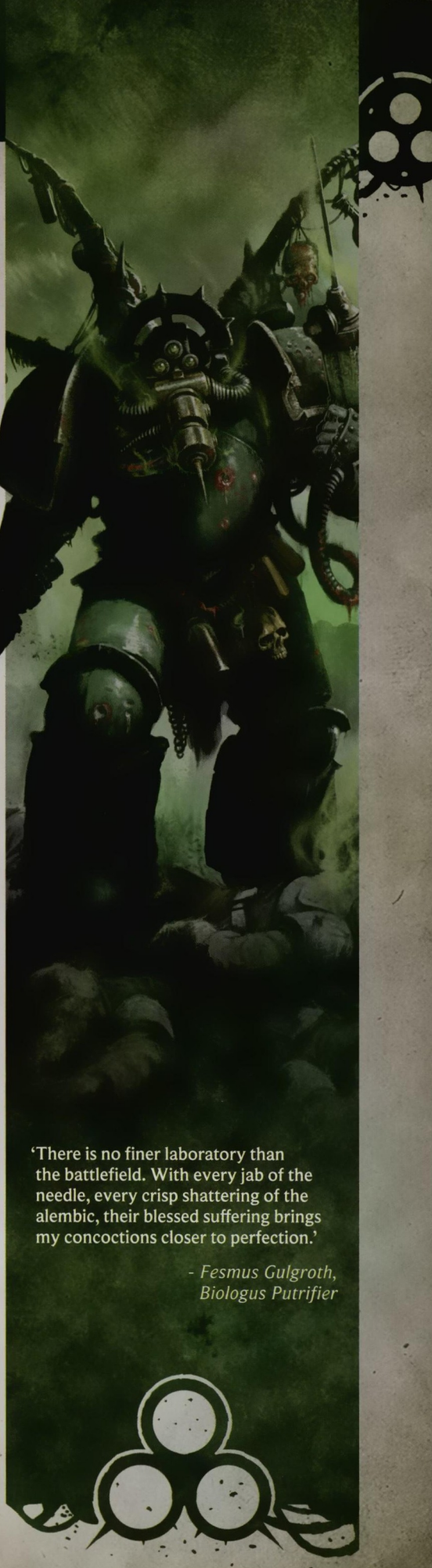
With their victims selected, the Biologus Putrifiers strike. They pierce their foe and squeeze a concentrated dose of foulness into their body. The results are rarely less than spectacular, with victims erupting in explosive boils, liquefying into screaming sludge, vomiting billowing clouds of flies and other revolting – and mercifully lethal – symptoms. Those specimens whose deaths are especially fascinating are pierced with the injector pistols once again, this time to extract whatever clotted foulness now passes for their blood, ready for later study.

Enemies who understand the threat posed by Biologus Putrifiers do everything in their power to kill them swiftly. Yet even this may prove their undoing, for they may rupture the Putrifier's racks of blight grenades, releasing their deadly contents in a billowing cloud that slaughters any nearby.

MALIGNANT PLAGUECASTERS

Malignant Plaguecasters are the most common type of sorcerer lurking amongst the ranks of the Death Guard. Their gift is to fill the air with billowing filth. With every gurgling inhalation, they draw lungfuls of toxic vapours from the Warp, believing themselves to be sucking forth the very breath of Nurgle. They then blow these fumes out in phlegm-thick clouds that can rot a Human to the bone in seconds. Potent Death Guard sorcerers, these vile psykers are warp-rotted from their pallid skin to their ever-churning innards. They have bargained away what remained of their souls in exchange for Nurgle's blessings and been gifted with the ability to channel the malaise of the Plague God's realm.

The bloated bodies of Malignant Plaguecasters have become living conduits for warp-spawned toxic miasmas. Flesh-eating spore clouds, droning plague flies, vomitous mists and plague-laden corpse gas roil within the Plaguecasters' sac of a stomach, at times straining their skin to bursting point. With retching exhalations, the Plaguecasters project these lethal clouds across the battlefield. The effects of such diseased fumes on mortal victims are immediate and hideous. Even the sealed hulls of armoured vehicles and the battlements of fortifications offer little protection, for the Plaguecaster's breath can devour metal and ferrocrete as quickly as it eats away flesh, leaving nothing but melting ruin in its wake.



'There is no finer laboratory than the battlefield. With every jab of the needle, every crisp shattering of the alembic, their blessed suffering brings my concoctions closer to perfection.'

- Fesmus Gulgroth, Biologus Putrifier

WARPED AND RUSTED MIGHT

For all their slow degeneration, the Death Guard have retained many war engines and mighty champions that first went into battle at the dawn of the Imperium. These have been augmented with empyric might and joined by new and gruesome entities of virulence and ruin.

A Daemon Engine is created by trapping an entity from the Warp within a weaponised machine cage. The being is forced to animate the war engine, guiding its movement and wielding its weapons. While these engines take myriad shapes, those of Nurgle are typically bloated and repulsive. Fashioned from rusted iron, swathed in plague flies, propelled by minds that seethe with bitterness and bile, they shower the enemy with the putrid gifts of Nurgle while soaking up the punishment that would see conventional war engines destroyed several times over.

MYPHITIC BLIGHT-HAULERS

Often deployed in packs of three, Myphitic Blight-haulers are comparatively lightweight and swift. Speeding into battle on churning tracks, they wolf down the filth of the battlefield with slobbering maws. This putrid mix is churned in gastric boilers and ejected as fume clouds. Not only do these emanations nauseate the foe, but they also serve to shroud the Blight-haulers and nearby allies in a veiling cloud of unnatural smog. Lurking within this broil of fume, the Myphitic Blight-haulers unleash hails of withering anti-tank fire in support of the Death Guard advance. Then, with the tenacity and eagerness of loyal hounds, they accelerate away to their next firing position, leaving blazing wrecks and drifting smog in their wake.

FOETID BLOAT-DRONES

Thrumming through the air on rasping turbines, Foetid Bloat-drones provide the Death Guard with mobile support; their spiteful animating entities can be equipped with various weaponry. The most savage are armed with spinning arrays known as fleshmowers and sent to plough through the enemy lines creating geysers of shredded flesh. Behind them come others equipped with plague spitters, their dangling tubes sucking up mangled corpses and diseased slime until the Bloat-drone is full to bursting. Then, with wrenching heaves, they spew this weaponised slop in arcs that leave the foe erupting into pustules and lesions even as they

scream and melt. Should long-ranged firepower be required, they can also be equipped with drum-fed heavy blight launchers. The distinctive staccato thump of these weapons has been the last sound many foes heard before they were annihilated in a rain of blight shells.

PLAGUEBURST CRAWLERS

Squadrons of Plagueburst Crawlers heave themselves forwards on grinding tracks, their hunched bulk somehow slug-like. Mortarion designed these Daemon Engines to spite his loyalist foes, who believed they could outclass the Death Guard in artillery fire and siege warfare. To this end, the primary weapon of each Plagueburst Crawler is an enormous plagueburst mortar. These weapons fire their bloated shells in high parabolas over great distances. Wherever the rounds slam down, they detonate with alchemical explosives and warp-tainted plague spores that swiftly chew through any solid matter while releasing supernatural viral agents in overwhelming quantities. Saturation bombardment by these appalling weapons quickly reduces even the most numerous foes to lakes of bubbling corpse sludge. At the same time, high fortress walls and deep bunker complexes are worn down and breached by the Crawlers' relentless pounding.

DEFILERS

Clattering into battle on piston-driven legs, Defilers are walking war engines that combine heavy ranged firepower and close-quarters savagery. Those animated by daemons of Nurgle are relentlessly methodical. They single out each new target before hammering it with battle cannon shells and hails of blasts and bullets. Only then do the Defilers fall upon their victims in a surging mass of unmerciful iron, ripping down their foes' last defences with their claws, tearing them apart.

LAND RAIDERS

Death Guard vectoriums also field battle tanks and transports either stolen from other warbands, manufactured by the Dark Mechanicum or which – in rare cases – have endured since the earliest days of the Long War. Amongst the mightiest of these are Land Raiders. Incredibly durable, possessed of prodigious firepower and capable of transporting squads of elite Death Guard warriors into the heart of battle, these ancient tanks are precious. They drip with filth, their hulls marred by mutation, their systems infested by empyric entities. Such corruption renders already mighty engines of war into rolling vectors of supernatural contamination.

'Mankind has fashioned mechanical nightmares beyond count, but they are pale imitations of what the Warp can create. Only through the diabolical can Nurgle's true might be made manifest.'

- Unctor Thraxxym, Binder of the Malevolent

'Subtlety is for cowards, caution a weakling's word. We are the Death Guard. We advance. We endure. We prevail. All else is just rotwaste for the worms to gnaw.'

- Othor Skurm, Lord of Contagion, Champion of the Pallid Hand

PREDATORS

The Death Guard prize Predator battle tanks as mobile firebases. Whether it be the Predator Annihilators, bristling with warp-tainted lascannons for hunting enemy armour, or Predator Destructors, with their autocannons and heavy bolters for harvesting infantry, these war engines lend vital support to any infantry onslaught. Some Death Guard Predators have become heavy with corruption, their crews employing the corpulent machines as reinforced fire points and repositioning only when necessary. Others are rapacious, their crews hungry to sweep around the enemy's flanks in hunting packs and prey upon victims like famine-starved carrion feeders. Either way, their firepower is a valuable addition to any vectorium.

RHINOS

Few armoured vehicles are as ubiquitous as the Rhino. Well-armoured and capable of bearing warriors through even the most extreme conditions, these personnel carriers have proven their worth for ten millennia. Thanks to their durability, rugged self-repair facilities and no-nonsense utility, they have retained popularity with the Death Guard for all that time. Formations of Plague Marines regularly ride to battle aboard Rhinos as part of reaper colonies charged with seizing vital objectives or swiftly reinforcing threatened positions. Hulls thickened with diseased bulk, Rhinos shoulder their way through the heaviest fire to deliver their passengers safe – and seething with contagion – to the heart of the enemy.

HELBRUTES

When a champion of the Death Guard is so wounded that even their unnatural resilience will not save them, they may live on through the dubious gift of interment within a Helbrute sarcophagus. The parasitic embrace of this gruesome engine guarantees many more years of cursed half-life. It also offers the armoured might of a walking tank, though at the price of unending agony that eventually drives even the stoic Death Guard insane. Over long and dreadful years, the biomechanical tendrils of the Helbrute worm their way ever deeper into the interred pilot and drain the remaining dregs of their vitality. Yet still they force the scraps of meat and sentience that were once a mighty champion to endure, for there is more slaughter yet to be wrought and more pain yet to be endured.

Chained down when not in battle, Helbrutes are unleashed upon the foe as weapons of indiscriminate destruction. They can be fitted with a wide array of armaments, from tank-busting multi-meltas and enormous hammers to pummelling heavy bolters and lashing power scourges. Wielded with a mixture of half-remembered skill and psychotic loathing by the rotting remains of the Helbrute's pilot, such tools reap many enemy lives. They also provide valuable armoured support to squads of Plague Marines whether digging in to defend or pressing their advance against a crumbling foe. Even a single such armoured behemoth can make all the difference when enemy tanks or strongpoints must be swiftly overcome.

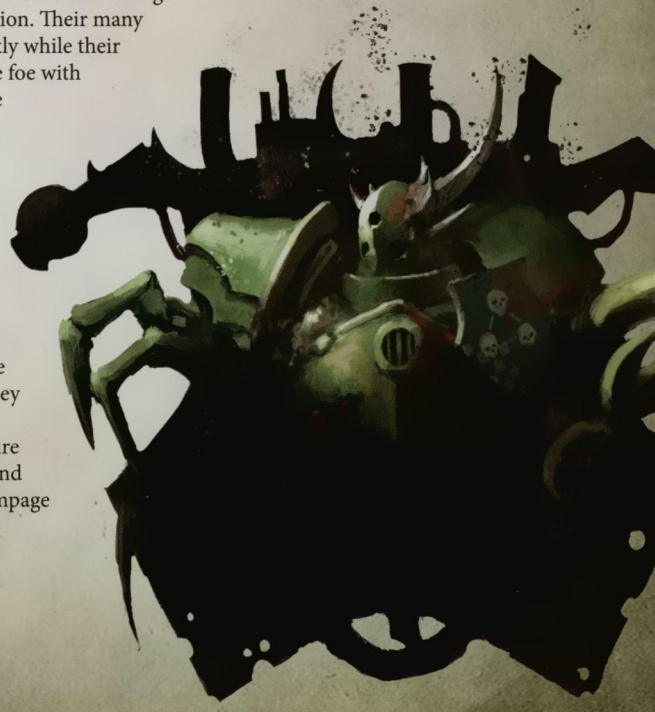
DAEMON PRINCES AND SPAWN

Countless mortals pledge their souls to the Dark Gods of the Warp in hopes of gaining power. So do they set their feet upon the so-called Path to Glory, which for many proves a short journey to a miserable end. Yet there are those with the strength to persevere, who offer mighty sacrifices to the denizens of the Warp and are rewarded with unnatural powers and mutations in return.

The transhuman physiologies of the Death Guard render them more able than most to endure these so-called gifts. Their physical forms prove rich beds within which the pestilent boons of Nurgle can flourish. The more victories a champion of the Death Guard wins, and the more corporeal and ritual power they offer to the Plague God, the more their body and mind swell with supernatural might. Eventually, only two possible fates await them – apotheosis into an immortal Daemon Prince of Nurgle or rapid physical and mental collapse into the mindless hulks of heaving flesh known as Spawn.

The Daemon Princes of the Death Guard are towering fiends whose warp-wrought bodies sing with corruption. With a gesture, they cause virulent supernatural plagues to erupt amongst the foe. A sweep of their accursed blades and claws can fell swathes of enemies, leaving the wounded to writhe in the grip of multiplying maladies. Some swoop into battle upon wings of leathery skin, rotting feathers or insectile membrane. Many boast repulsive firearms that belch rancid projectiles and are as much an expression of the Daemon Prince's diseased will as bodily manifestations of the guns they carried before their ascension. All are slaves to the will of Nurgle as surely as they are living idols to their former Death Guard brethren, bound to do the bidding of the Plague God for all eternity in exchange for unholy might.

Spawn, by comparison, are lower than dregs. Their bodies are ruined by the myriad mutations heaped upon them. Their minds are shattered, retaining just enough animal awareness to know unending misery and horror at what they have become. Those that shamble and slither alongside the Death Guard are living vectors of putridity and infection. Their many limbs rot and regrow constantly while their leech-like mouths lunge at the foe with idiot hunger. Insane eyes stare from amidst bloated masses of fat and pustules. Maws of rotted fangs tear open like lesions in leprous flesh and scream or giggle insanely. These revolting creatures are despised by their former comrades as utter failures, for they have proven beyond doubt their inability to endure Nurgle's blessings. As such, they are flung carelessly at the foe, employed to soak up enemy fire and cause whatever damage and terror they may with their rampage before their inevitable – and merciful – demise.



DAEMONS OF NURGLE

Should the veil of reality split like the belly of a bloated corpse, the daemons of Nurgle may spill forth like offal in answer to the summons of the Death Guard. At such times, their repulsive tallybands join the fight, bringing horror and misery to the foe. Slouching and capering, squirming and lumbering, these rot-bringing abominations are death to all who face them.

Many and monstrous are the daemons of Nurgle. They take myriad gruesome forms when they invade realspace.

GREAT UNCLEAN ONES

Named in some corrupt tomes as the greater daemons of Nurgle, Great Unclean Ones are said to be wrought in the Plague God's own image. They are mountainous hulks of putrid flesh and suppurating lesions. Their leering maws are crammed with blackened teeth and drip constantly with slime. Rotted antlers crown their boulder-like heads, and their eyes are yellowed wells of malice and cruel mirth. The Great Unclean Ones are the generals of Nurgle's daemon armies, and – as Nurgle himself is said to – they take twisted pride in the achievements of every lesser entity under their command. They are especially fond of infectious Nurglings, whose antics amuse Great Unclean Ones. Of less delight to these corpulent behemoths are the efforts of the foe to cleanse Nurgle's taint. Roaring with anger at such a lack of gratitude for Nurgle's gifts, the Great Unclean Ones set about their enemies with massive rusting blades, empyric plague-sorcery and the doom-laden tolling of huge daemonic bells that can shatter bone and crack armour plate. The most unfortunate of all will be crushed slowly under the daemons' stinking bulk, swallowed whole to rot away or drowned in great projectile heaves of the Great Unclean Ones' corrosive vomit.

PLAGUEBEARERS

Nurgle's daemonic foot soldiers, Plaguebearers advance upon the foe in shambling masses of rot-bloated flesh, gangling limbs and filthy talons. They brandish entropic plagueswords, the merest scratch from which leaves victims with countless swift-spreading maladies. Plaguebearers are forever surrounded by the thrum of flies' wings, swarming maggots and the melancholy drone of counting. It is said that the Plaguebearers' endless task is to tally all the sicknesses inflicted by Grandfather Nurgle. Amongst the endlessly shifting madness of Chaos, this is an impossible task; this does not seem to dissuade the Plaguebearers, however, though the mayhem of battle does often cause them to lose count.

NURGLINGS

Spawning amidst the seeping folds and roiling innards of the Great Unclean Ones, Nurglings spill across the battlefield in giggling masses. They are spiteful plague imps, as gleeful in their cruelties as the Plaguebearers are glum, and they tumble and frolic amongst the blood and fury of war with no apparent care for their survival. Individually, Nurglings are not overly dangerous, although their needle fangs and splintered talons can prove lethally infectious. Few victims are fortunate enough to face only individual Nurglings, however. Tumbling in living avalanches through breaches in fortress walls, boiling up from sumps and waterlogged trenches in bilious swarms, the plague mites attack in their thousands. Even the mightiest warrior can be dragged down and buried beneath their defecating, scrabbling masses given enough time.

BEASTS OF NURGLE

Surprisingly, there is little malice or cruelty in Beasts of Nurgle. Indeed, these simple-minded entities view their victims as willing playmates to be chewed, squeezed, rolled atop of and buffeted about with great enthusiasm for as long as they will join in with the Beasts' games. The vigour with which Beasts of Nurgle play, coupled with the lethal bulk and virulence of their physical forms, renders their attentions as deadly as those of more malevolent daemons. They are typically huge and bloated creatures whose slug-like bodies weigh as much as a light armoured vehicle. Paralytic and

ROTIGUS

RAINFATHER

No daemon of Nurgle is more generous than Rotigus. It is a wellspring of foul blessings, a bringer of tainted plenty. It answers the desperate and incautious prayers of those who face starvation, scarcity and desolation. On Zhant IV, it caused the colonists' failing crops to resurge with such vitality that they brought joy and then horror when they would not stop growing, leeching all life first from the soil and then from the parasitised colonists. On Dh'artan, it cured the arid drought with an endless downpour whose irrigational benefits were soon swamped as the lands became a plague-saturated and waterlogged mire from pole to pole. Such is Rotigus' cruel generosity, an overabundance that drowns, bursts, buries and devours all it touches. When this repulsive Great Unclean One emerges from the Warp to fight at the side of the Death Guard, it brings with it Nurgle's Deluge. Amidst this endless downpour, despair and disease proliferate with unnatural speed. Those already facing a desperate battle against the Plague Marines wither all the quicker beneath this supernatural pall. Nor is this Rotigus' only gift. From its twin maws – the one in its rotted face and the fanged gash that splits its stomach – gushes its rancid fountain of plenty.; this septic torrent of brackish water, rotted flesh, twisted carcass-bone and teeming daemonic bacteria can sweep away battle tanks and drown swathes of foes as Rotigus advances upon them. Amidst the disarray, it is almost insultingly easy for the Death Guard to press forward and finish off what remains of their over-abundantly blessed foes.

highly infectious slime oozes from their forms and drips from the fronded masses of tentacles that sprout from their heads. Despite their bulk, Beasts of Nurgle can move across the battlefield with alarming speed, their bodies able to heal even the most grievous wounds in moments so long as the daemons' simple eagerness endures. Once amongst their victims, the Beasts' crushing mass, chomping mouths and strangling tentacles take a hideous toll, albeit one the daemons remain blissfully unaware of. Only when their victim has stopped moving altogether do the Beasts bound off in search of new playmates.

PLAGUE DRONES

In ancient libers of daemonic lore, it is written that Plague Drones are hatched when a Beast of Nurgle succumbs to the misery of rejection and pupates in a chrysalis of bitterness and spite. Whatever the truth of such apocrypha, these giant fly-like daemons make excellent steeds for Plaguebearers to ride to war. The whirring wings of the Plague Drones carry them through the air with a jerky speed at odds with their bloated bulk. On the approach, their riders hurl death's heads, severed crania stuffed with lethal filth then sewn shut to create repulsive and effective plague bombs. Then, the Drones are upon their prey, slamming into them like airborne wrecking balls. Hairy limbs of bladed chitin scrabble and lash at the foe, gouging, impaling and tearing with febrile energy. Needle probosci and jabbing stingers punch through armour joints and eye lenses to inject diseased acids into their victims. Revolting mouthparts gape and suck as they envelop the heads of their prey and slurp them down like sweetmeats, destined eventually to become new death's heads for their Plaguebearer riders. Under such a repulsive onslaught, many foes flee in disgust and terror. They do not get far. Nothing gives the spiteful Plague Drones more delight than to pounce upon such panicked prey, rapidly dismembering them or plucking them up and bearing them away to face a slower and more horrible demise.

Showcase

PUTRID PANOPLY

THE DEATH GUARD MARCH TO WAR CLAD IN THE COLOURS OF ROT, PUTREFACTION AND BIOLOGICAL FOULNESS. PALE, BLOATED FLESH AND DRIPPING MUTANT APPENDAGES MINGLE WITH THE RUSTED GREENS, BROWNS, GREYS AND WHITES OF ARMOUR AND VEHICLE HULLS. EVERYWHERE, THE TRI-LOBE SIGIL OF NURGLE AND THE FLY ICON OF THE DEATH GUARD ARE MUCH IN EVIDENCE, BLAZONED ON MOULDERING BANNERS AND HOISTED ATOP ICONS AS THE FOUL VECTORIUMS MARCH TO WAR.

1

2

Riddled with foul contagions and seething with unclean disease, the vectoriums of the Death Guard employ sickness as a weapon as much as firearms and blades.

1 The once-pristine shrine world of Refulgia Prime convulses in the grip of lethal infection as the Death Guard invaders press forward. Battle Sisters of the Order of Our Martyred Lady stand firm against their Plague Marine foes, yet even the miraculous influence of the God-Emperor cannot stem the tide of virulent corruption.

2 Amidst the raging fury and desperate battles of the Plague Wars, a vectorium of the Death Guard clashes with an Ultramarines strike force in the ruins of an Administratum basilica. Led into the fight by a wheezing Lord of Poxes, and with Daemon Engines laying down relentless bombardment upon the loyalist foe, the vectorium's Plague Marines cut a suppurating swathe through the enemy ranks.

Lord of Poxes

Plague Marine

Plague Marine

Plague Champion

Plague Marine

Where the massed battle tanks and lumbering Daemon Engines of the Death Guard attack en masse, Mortarion's hammer falls upon the foe.

3 Racing to defend the beleaguered frontier world of Phycorian, a force of Salamanders find themselves in the path of an overwhelming armoured onslaught by a vectorium from the Death Guard's 2nd Plague Company. Amidst hails of corrosive and contagious projectiles and jetting sprays of toxic filth, the sons of Nocturne are driven back.

4 Hurled into battle by the Death Lord himself, an unstoppable spearhead of Foetid Bloat-drones and reaper colonies tears the heart from the T'au defences. Horrified beyond words by their monstrous foes and sickening by the moment, the T'au will not long survive.

Myphitic Blight-hauler

Foetid Bloat-drone with heavy blight launcher

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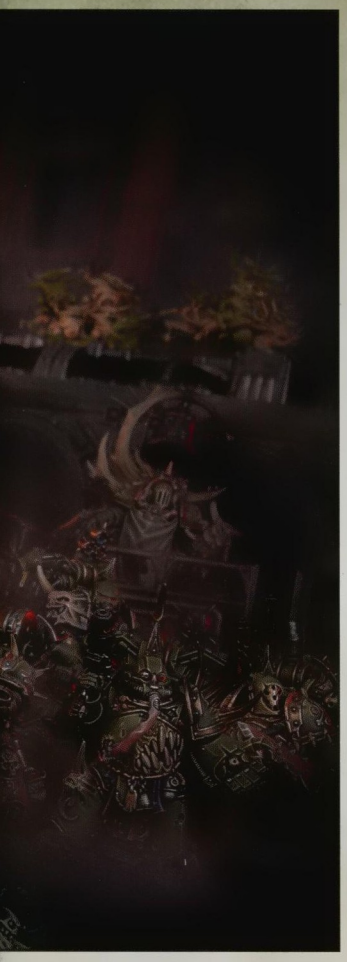


The repulsive daemons of Nurgle are plague and misery given bloated corporeal form. Those who unleash them upon realspace believe themselves truly blessed by the Grandfather.

5 During the fall of Mordenghast, champions of the Death Guard completed the Malignos Working and called forth the daemons of Nurgle. The supernatural abominations poured across the surface of the doomed world in a suppurating tide of filth that swept all before it. Fighting alongside the avatars of their diseased god, the Death Guard are driven to greater and more zealous efforts that seal Mordenghast's doom.

6 During a routine planet coring operation on an abandoned world, the Kin of the Ymyr Conglomerate find themselves suddenly beset by multiple vectoriums of the Death Guard attacking from orbit. The situation rapidly worsens as – erupting from the ancient shrine that Kin miners have recently uncovered in the world's depths – the daemons of Nurgle join the fight alongside Mortarion's sons. A savage war of attrition rapidly develops as the two forces battle for wildly different buried riches.

Malignant Plaguecaster

Daemon Prince of Nurgle

Plaguebearers

Mortarion, Daemon Primarch of the Death Guard

Those whom Mortarion chooses for greatness are the toughest, cruellest and most ruthless of their entire Traitor Legion. When gathered to do battle, they are all but unstoppable.

7 On a war-torn world on the fringes of the shattered Cadian Gate, Mortarion leads the elite of his Legion to crush an Aeldari warhost of Craftworld Ulthwé. As the battle rages, an Avatar of Khaine carves a bloody path into the heart of the Death Guard formation. The Death Lord swoops down on whispering wings to meet the blazing warrior in battle, Silence clashing with the Wailing Doom amidst showers of sparks and billowing toxic clouds.

Blightlord Terminator

Deathshroud Terminator

The ranks of the Death Guard are rich with specialist champions who exemplify different aspects of alchemical plague warfare. When these individuals take to the field in significant numbers, they unleash countless biological horrors on the foe.

9 A mighty force of the Death Guard strikes at the Ork-infested world of Badrokk. With seemingly endless hordes of Orkoid warriors and ramshackle war engines, Mortarion calls upon the gruesome talents of his plague alchemists and tainted biologians to thin the xenos' ranks. Taking to the field at the forefront of the battle, Noxious Blightbringers, Biologus Putrifiers, Plague Surgeons and Foul Blightspawn answer their master's call with relish.

Employing wave upon reeking wave of Poxwalkers to bury the foe in rotting mutant flesh, the Shamblerot Vectorium drowns the battlefield in diseased horror.

8 Deep within the Imperium Nihilus, Typhus the Traveller descends upon the isolated Imperial fortress world of Adamance. Though its endless trenches and redoubts are defended by regiments of the vaunted Death Korps of Krieg, even their famed talent for merciless attritional warfare is no match for Typhus' Poxwalker swarms. Battle by battle, the Death Korps are worn down while the damned hordes of plague mutants only grow, diseased loyalists rising from the corpse-choked hell of no man's land to rejoin the war on the invaders' side.

Combat Patrol

In this section you will find all the essentials for using the Maggot Lords in games of Combat Patrol, from a tactical commentary and a guide to painting your miniatures to bespoke faction rules and datasheets.

MAGGOT LORDS

SHOLGOR THE PUTRID (1 MODEL)

- **This model is equipped with:** twin plague spewer; power fist.

This model comprises numerous important elements in your army, packing both its heaviest melee punch and also being able to provide supporting boosts to your Plague Marines' shooting through its Blight Bombardment ability.

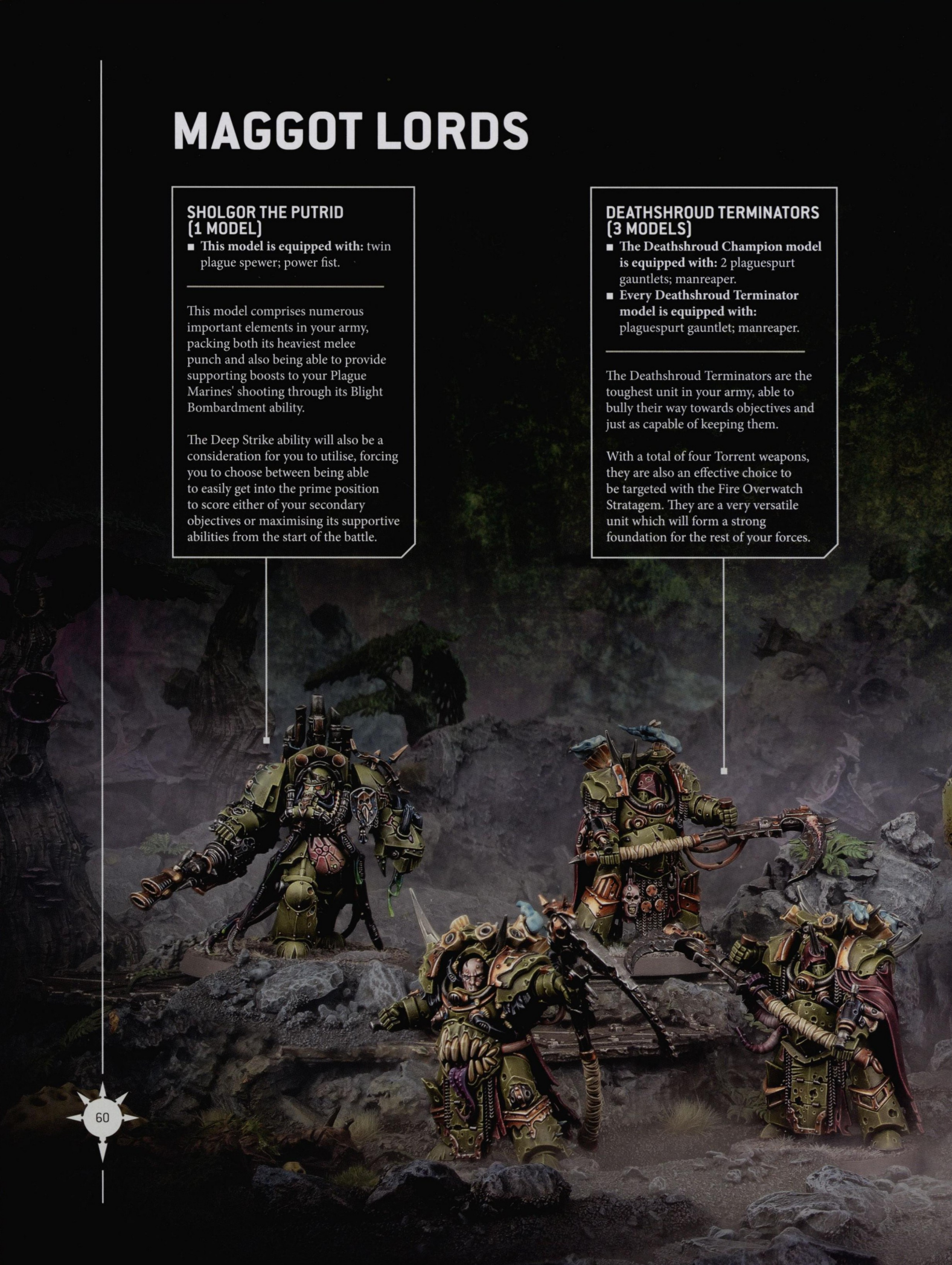
The Deep Strike ability will also be a consideration for you to utilise, forcing you to choose between being able to easily get into the prime position to score either of your secondary objectives or maximising its supportive abilities from the start of the battle.

DEATHSHROUD TERMINATORS (3 MODELS)

- **The Deathshroud Champion model is equipped with:** 2 plaguespurt gauntlets; manreaper.
- **Every Deathshroud Terminator model is equipped with:** plaguespurt gauntlet; manreaper.

The Deathshroud Terminators are the toughest unit in your army, able to bully their way towards objectives and just as capable of keeping them.

With a total of four Torrent weapons, they are also an effective choice to be targeted with the Fire Overwatch Stratagem. They are a very versatile unit which will form a strong foundation for the rest of your forces.



CHAOS RHINO (1 MODEL)

- **This model is equipped with:** havoc launcher; armoured tracks.

The Rhino can act as a fantastic defensive tool to transport your Plague Marines and keep them safe until you choose to disembark onto the battlefield, as the enemy models will have to work hard in order to destroy it and get to its cargo.

It is important not to forget the havoc launcher it is equipped with. This simple weapon with its **[BLAST]** ability can be a fantastic tool to weaken and eliminate lesser armoured enemy targets.

PLAGUE MARINES (7 MODELS)

- **The Plague Champion model is equipped with:** plasma pistol; power fist.
- **1 Plague Marine model is equipped with:** blight launcher; plague knives.
- **1 Plague Marine model is equipped with:** plague spewer; plague knives.
- **4 Plague Marine models are equipped with:** boltgun; plague knives.

The Plague Marines are a well rounded infantry unit, pairing a solid Objective Control characteristic of 2 with an impressive Toughness characteristic of 6. They are also capable of being effective into any target thanks to the various Lethal Hits weapons they boast. This unit represents your main bulwark, alongside the Deathshroud Terminators.

SEPTIMOL FULG (1 MODEL)

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

The Tallyman's Malicious Calculations ability can be a useful tool when leading the Plague Marines, especially against opponents with the Stealth ability or other modifiers to the Hit roll. The Tallyman is also a great choice to remain an independent unit, to stay on the objective marker in your deployment zone, if you plan on using the Overwhelming Contagions secondary objective.

PAINTING YOUR COMBAT PATROL

On the following pages you will find a painting guide to help you bring your Death Guard Combat Patrol to life. By following the steps set out here you will be able to paint your models to a Battle Ready standard, and also learn useful tecÜiques that you can apply to your collection as it grows.

You Will Need

To make the most of this painting guide, we recommend you use a Citadel brush and the Citadel Colour paints shown here. We also recommend using multiple thin coats where needed to achieve good coverage.

- ASTROGRANITE
- AGRAX EARTHSHADE
- WRAITHBONE
- DEATH GUARD GREEN
- BALTHASAR GOLD
- LEADBELCHER
- STORMHOST SILVER
- THUNDERHAWK BLUE
- ABADDON BLACK
- REIKLAND FLESHSHADE
- MEPHISTON RED
- SCREAMER PINK

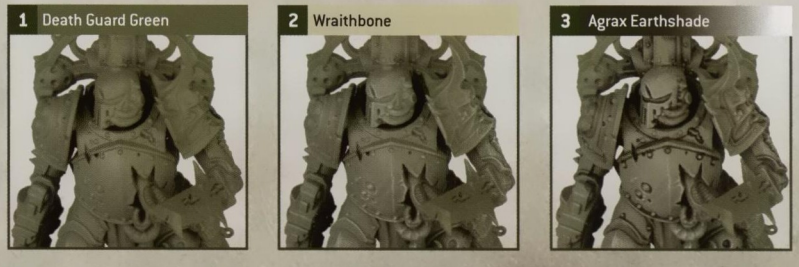
Top Tip

Before you follow any other steps, we suggest priming your models with an even coat of Death Guard Green Spray paint. You can use multiple thin coats of Death Guard Green Base paint instead.

Basing

1 Apply a neat layer of Astrogranite, being careful near the edges. 2 Once the Astrogranite is completely dry, apply a wash of Agrax Earthshade to the entire base. 3 Drybrush the base gently with Wraithbone then apply multiple thin coats of Abaddon Black to the base edge to finish.

Power Armour



1 Apply an even coat of Death Guard Green to the entire model. You do not need to do this if you prepared your models with Death Guard Green Spray paint. 2 Drybrush the model using Wraithbone. 3 Use Agrax Earthshade to carefully recess shade the model's power armour.

Armour Trim and Weapons

1 Basecoat the armour trim with multiple thinned coats of Balthasar Gold. 2 For all metal areas of weapons, armour and tubes, apply multiple thin coats of Leadbelcher. 3 With a smaller brush, shade all metal areas with Agrax Earthshade. 4 Edge highlight these areas using thinned Stormhost Silver. 5 Recess shade the armour trim and rivets with heavily thinned Thunderhawk Blue.

Eye Lenses and Cables

1 Basecoat the eye lenses and cables on the backpack with Mephiston Red. 2 Apply a wash of Agrax Earthshade to these areas.

Gun Casing, Emblem and Tubing

1 Use thinned Abaddon Black to basecoat the tubes, gun casing and shoulder emblem. 2 Carefully highlight these areas using Thunderhawk Blue.

Cloaks, Cowls and Loincloths

1 Apply multiple thinned coats of Screamer Pink to all cloth areas. 2 Carefully shade these areas using Agrax Earthshade. 3 Once the shade is entirely dry, lightly drybrush with Wraithbone to provide an edge highlight.

Mutant Flesh, Bone Extrusions and Cloth Wrappings

1 Neatly basecoat all these areas using multiple coats of thinned Wraithbone. 2 Shade the bone extrusions and cloth wrappings using Agrax Earthshade. 3 Shade the mutant flesh with Reikland Fleshshade. 4 Use heavily thinned Screamer Pink to tint the tentacles and other mutant flesh. 5 Use thinned Wraithbone and a smaller brush to apply a neat final highlight to all of these areas.

COMBAT PATROL
MAGGOT LORDS

ABILITIES

The datasheets required to use the Maggot Lords can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. This will include a Faction ability – Nurgle's Gift – which is described below.

NURGLE'S GIFT (AURA)

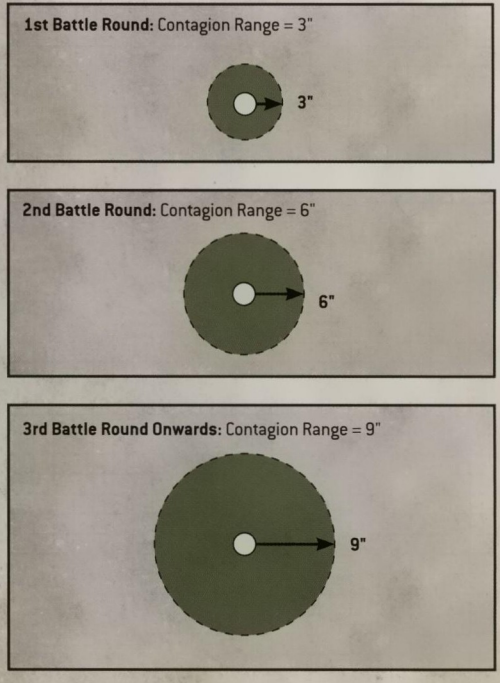
The Death Guard are warriors of the Plague God Nurgle. Their bloated bodies are riddled with corruption, and their mere presence causes the foe to sicken and wither in the grip of supernatural diseases while the battlefield falls to rot and ruin around them.

While an enemy unit is within Contagion Range of one or more **DEATH GUARD** models from your army, it is Afflicted (see below).

While an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit.

CONTAGION RANGE

Contagion Range changes over the course of the battle:



ENHANCEMENTS

Your **LORD OF VIRULENCE** model is your **WARLORD** and has the Bountiful Regeneration Enhancement. You can replace this with Vision of Vileness.

DEFAULT ENHANCEMENT

BOUNTIFUL REGENERATION

No matter the harm done to this warrior, the unclean vitality that seethes within their body constantly repairs the damage with fresh layers of rancid fat, bubbling buboes and mutant flesh.

At the start of your Command phase, the bearer regains up to 1 lost wound.

OR

OPTIONAL ENHANCEMENT

VISION OF VILENESS (AURA)

Not only do this warrior's foul ailments and mutations render them ghastly to look upon, but worse, they plant in the foes' minds the fear that to come into contact with such an avatar of plague may inflict a similar fate upon them.

While an enemy unit is within 6" of the bearer, worsen the Leadership characteristic of models in that unit by 1.

SECONDARY OBJECTIVES

You will use the Hand of Mortarion secondary objective. You can replace this with Overwhelming Contagions.

DEFAULT SECONDARY OBJECTIVE

HAND OF MORTARION

These hulking warriors serve the will of the Death Lord himself. They have their mission and are grimly resolved to complete it, no matter what foes stand in their path.

At the end of the battle, you score 3VP for each **TERMINATOR** model from your army that is within 3" of the centre of the battlefield.

OR

OPTIONAL SECONDARY OBJECTIVE

OVERWHELMING CONTAGIONS

To drown this region in foul plagues, your warriors must first seed these two vital locations with malignant daemon spores. Whether this taints the local water supply, contaminates atmospheric recyclers or some other method of viral warfare, it will ensure Death Guard victory.

At the end of the battle, you score 12VP if you control both the objective marker closest to your battlefield edge and the objective marker closest to your opponent's battlefield edge.

STRATAGEMS

You can use the following Stratagems:

SICKENING HORROR

1CP

MAGGOT LORDS – STRATEGIC PLOY STRATAGEM

A wave of supernatural dread and all-too-natural revulsion washes across the foe as the Death Guard approach.

WHEN: Start of the Fight phase.

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

EFFECT: Select one enemy unit within Engagement Range of your unit. That enemy unit must take a Battle-shock test.

INEVITABLE DECAY

1CP

MAGGOT LORDS – STRATEGIC PLOY STRATAGEM

Nothing, not psychic warding, technological filters or even sheer gene-wrought resilience, can stave off the spreading plagues of the Death Guard for long.

WHEN: Your Command phase.

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

EFFECT: Until the start of your next Command phase, add 3" to the range of your unit's Aura abilities.

VOMITOUS SALVOES

1CP

MAGGOT LORDS – BATTLE TACTIC STRATAGEM

Retching and heaving like living things, the weapons of the Death Guard eject an overwhelming hail of projectiles, foul infectious matter and squealing parasites that saturate the ranks of the foe.

WHEN: Your Shooting phase.

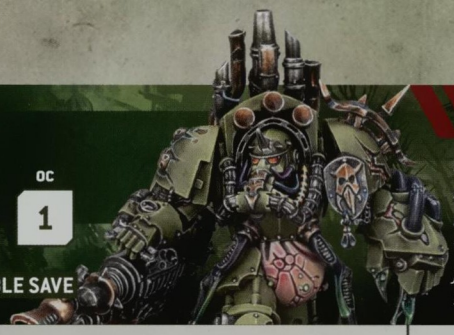
TARGET: One **PLAGUE MARINES** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, Lethal Hits weapons equipped by models in your unit have the **[RAPID FIRE 1]** ability.

SHOLGOR THE PUTRID

M	T	SV	W	LD	OC
5"	7	2+	6	6+	1

4+ INVULNERABLE SAVE



Combat Patrol Datasheet

Sholgor the Putrid is a Lord of Virulence and uses the rancid signal fumes that belch from his armour's tubules to guide heavy Death Guard fire upon enemy positions. At the same time, he fights as a destroyer of life and a breaker of the foes' morale, corroding them to sludge with his twin plague spewer and crushing them with his taloned fist.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Twin plague spewer [ANTI-INFANTRY 2+, IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6	N/A	5	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Power fist [LETHAL HITS]	Melee	5	2+	8	-2	2

ABILITIES

CORE: **Deep Strike**

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

Blight Bombardment: At the start of your Shooting phase, select one enemy unit within 30" of and visible to this model. Until the end of the phase, each time a friendly **DEATH GUARD** model makes a ranged attack that targets that unit, re-roll a Hit roll of 1 (if that attack is made with a Blast weapon, you can re-roll the Hit roll instead).

KEYWORDS: **INFANTRY, CHARACTER, CHAOS, NURGLE, TERMINATOR, LORD OF VIRULENCE, SHOLGOR THE PUTRID**

FACTION KEYWORDS: **DEATH GUARD**

SEPTIMOL FULG

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

Combat Patrol Datasheet

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.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
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
Close combat weapon	Melee	4	3+	4	0	1

LEADER

This model can be attached to the following unit: **PLAGUE MARINES**

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, you can ignore any or all modifiers to that attack's Ballistic Skill or Weapon Skill characteristics and/or any or all modifiers to the Hit roll.

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

KEYWORDS: **INFANTRY, CHARACTER, CHAOS, NURGLE, TALLYMAN, SEPTIMOL FULG**

FACTION KEYWORDS: **DEATH GUARD**

DEATHSHROUD TERMINATORS

Combat Patrol Datasheet

M	T	SV	W	LD	OC
5"	7	2+	4	6+	1

4+ INVULNERABLE SAVE

Deathshroud Terminators are swollen with the fell powers of their diseased patron. With every swing of their manreapers, 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.

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 [LETHAL HITS]	Melee	8	3+	4	-1	1

ABILITIES

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

KEYWORDS: **Infantry, Chaos, Nurgle, Terminator, Deathshroud Terminators**

FACTION KEYWORDS: **Death Guard**

PLAGUE MARINES

Combat Patrol Datasheet

M	T	SV	W	LD	OC
5"	6	3+	2	6+	2

Plague Marines are the hideously durable heart of the Death Guard. Equipped for mid- to close-range firefights and grinding advances, they are formidable warriors indeed.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Blight launcher [BLAST, LETHAL HITS]	24"	D3	3+	6	-1	2
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 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
Power fist [LETHAL HITS]	Melee	3	3+	8	-2	2
Plague knives [LETHAL HITS]	Melee	3	3+	4	0	1

ABILITIES

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

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

KEYWORDS: **Infantry, Chaos, Nurgle, Plague Marines**

FACTION KEYWORDS: **Death Guard**

CHAOS RHINO

Combat Patrol Datasheet

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

Clad in a cocoon of slime-smeared armour plating, Rhinos of the Death Guard 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 fronts, bear them through hostile terrain or support armoured offensives.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Havoc launcher [BLAST]	48"	D6	3+	5	0	1

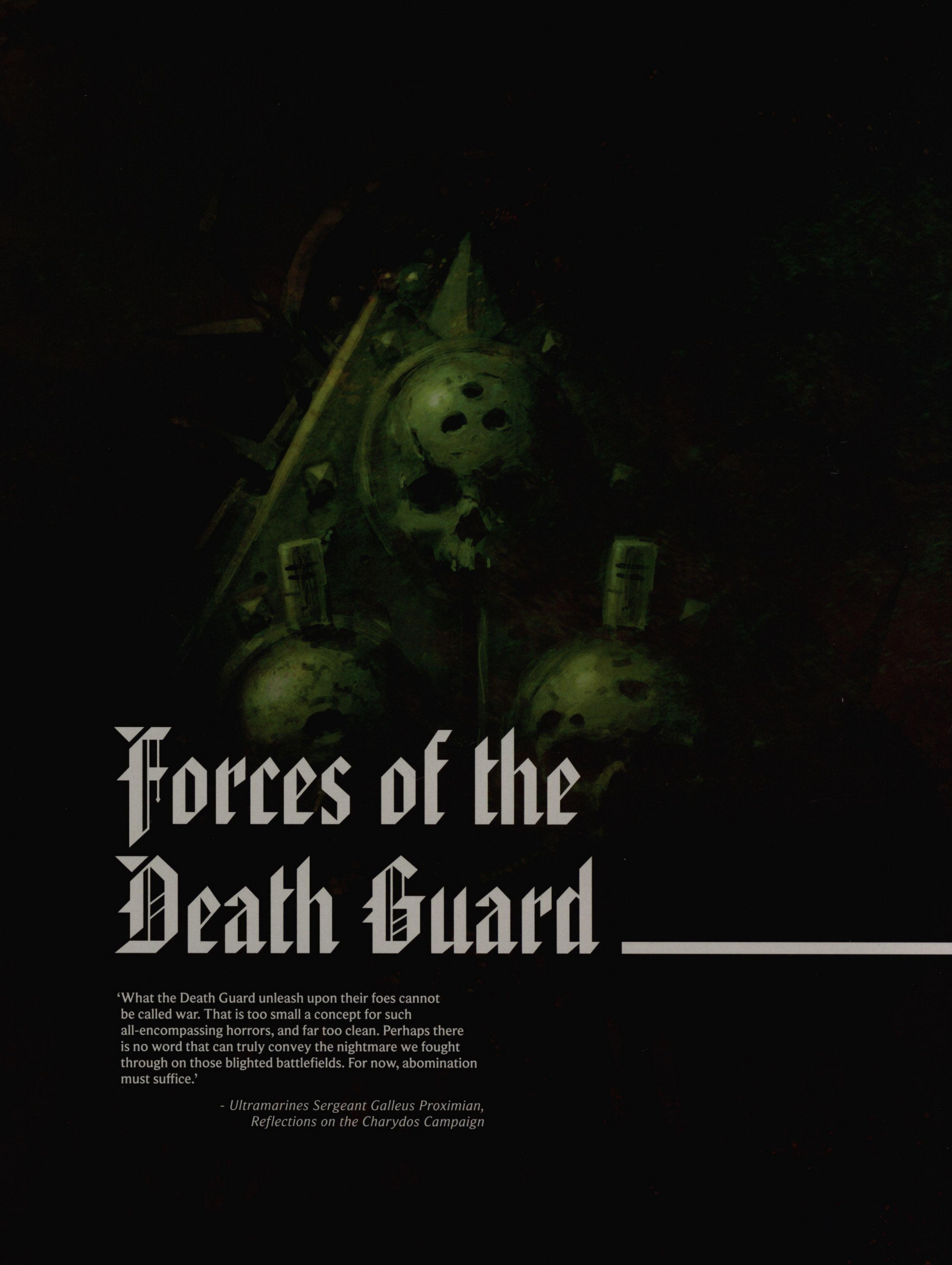
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

TRANSPORT

This model has a transport capacity of 12 **Death Guard Infantry** models. It cannot transport **Terminator** models.

KEYWORDS: **Vehicle, Smoke, Chaos, Nurgle, Transport, Dedicated Transport, Rhino**

FACTION KEYWORDS: **Death Guard**



Forces of the Death Guard

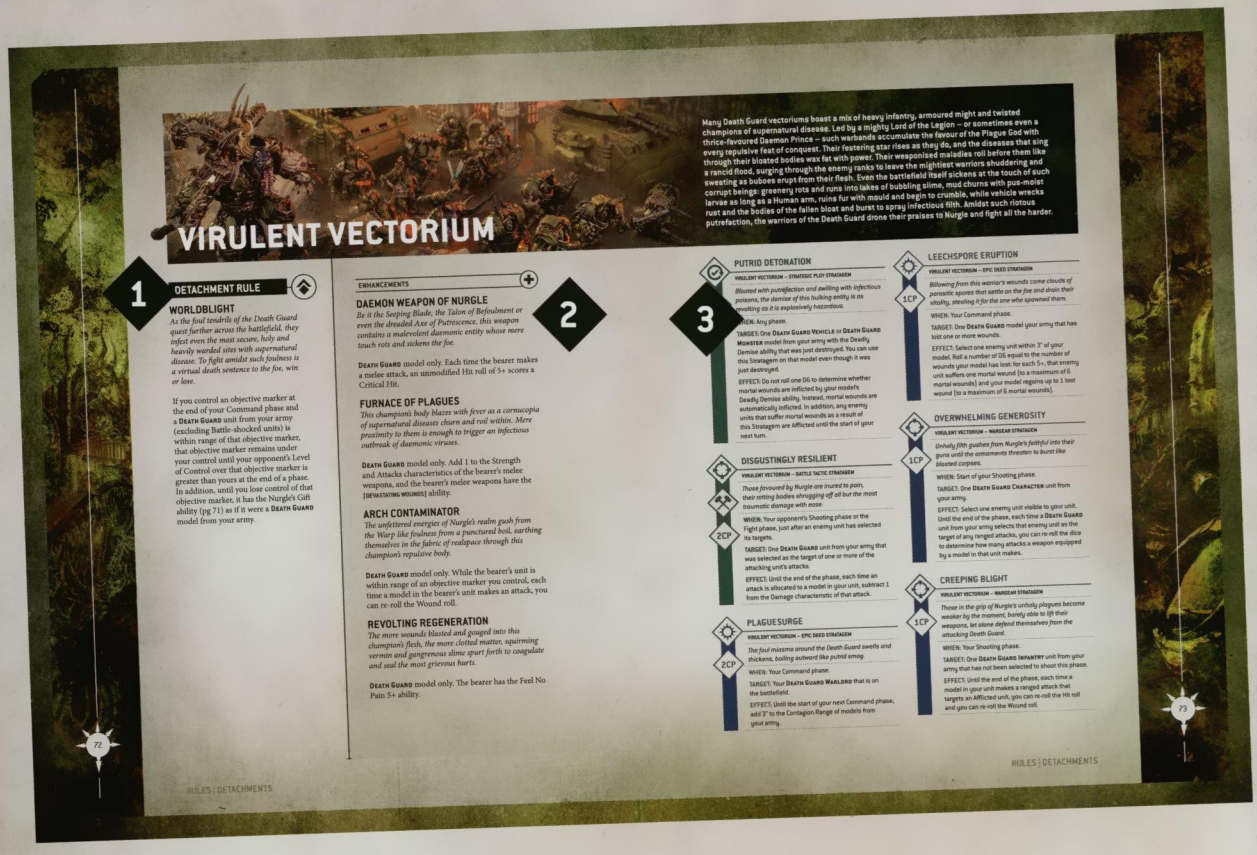
'What the Death Guard unleash upon their foes cannot be called war. That is too small a concept for such all-encompassing horrors, and far too clean. Perhaps there is no word that can truly convey the nightmare we fought through on those blighted battlefields. For now, abomination must suffice.'

- Ultramarines Sergeant Galleus Proximian, Reflections on the Charydos Campaign

INTRODUCTION

Welcome to the rules section of *Codex: Death Guard*. Whether forging your own tales of glory and infamy with narrative play or pitting yourself against your opponents in nail-biting matched play contests, the following pages present all the rules you will need to bring your Death Guard collection to life on the tabletop.

These include Detachment rules that Death Guard armies can use, along with the Death Guard army rule – Nurgle's Gift – which is common to many of your units. This section also includes datasheets for Death Guard units; you can find out more about how to use datasheets on pages 37-38 of the Core Rules.



On the following pages you will find several **DEATH GUARD** Detachments you can select from, as described in the Core Rules (see the Select Detachment Rules step, page 56). If you are playing a Crusade battle, see the equivalent step in the Mustering a Crusade Army section of the main Crusade rules. Each Detachment is a themed fighting force that focuses on one particular combat style employed by the Death Guard – the rules they include are as follows:

1 DETACHMENT RULE

The Detachment rule listed here will apply to either your whole army or to particular units within it. If any additional restrictions or benefits apply to a Detachment, they will be listed here. This can include units your army either must include or cannot include, as well as additional keywords some of your units may gain.

2 ENHANCEMENTS

When mustering your army, your chosen Detachment enables you to upgrade **CHARACTERS** using the Enhancements listed here, as described in the Core Rules (see the Select Units step, page 56). If you are playing a Crusade battle, you can instead use the Renowned Heroes Requisition to give your **CHARACTERS** Enhancements, as described in the main Crusade rules.

3 STRATAGEMS

Your chosen Detachment gives you access to the Stratagems listed here in addition to the Core Stratagems listed in the Core Rules. During the battle, you can spend Command points (CP) to use these Stratagems. You can find out more about how to use Stratagems on pages 41-42 of the Core Rules.

ARMY RULES

NURGLE'S GIFT (AURA)

The Death Guard are warriors of the Plague God Nurgle. Their bloated bodies are riddled with corruption, and their mere presence causes the foe to sicken and wither in the grip of supernatural diseases while the battlefield falls to rot and ruin around them.

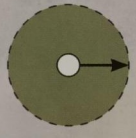
If your Army Faction is **DEATH GUARD**, while an enemy unit is within Contagion Range of one or more **DEATH GUARD** models from your army, it is Afflicted (see below).

CONTAGION RANGE

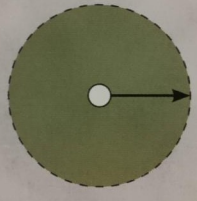
Contagion Range changes over the course of the battle:

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"



3rd Battle Round Onwards: Contagion Range = 9"



AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

This horrifying affliction sees the minds and senses of the victim gnawed gradually away from within.

Each time a model in this unit makes an attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Limbs shuddering with fever palsy, bones turned brittle as glass, these warriors can barely act to defend themselves.

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Victims of this insidious ailment become glassy eyed and morose as their very animus and essence decay.

Worsen the Move, Leadership, and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

PACT OF DECAY

The daemons of Nurgle are not native to realspace, but instead must be summoned through the rotting veil by way of generous sacrifice and acts of foul worship.

When mustering your army, unless specifically stated otherwise, you cannot select **PLAGUE LEGIONS** as your Army Faction.

VIRULENT VECTORIUM

DETACHMENT RULE

WORLDBLIGHT

As the foul tendrils of the Death Guard quest further across the battlefield, they infest even the most secure, holy and heavily warded sites with supernatural disease. To fight amidst such foulness is a virtual death sentence to the foe, win or lose.

If you control an objective marker at the end of your Command phase and a **DEATH GUARD** unit from your army (excluding Battle-shocked units) is within range of that objective marker, that objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase. In addition, until you lose control of that objective marker, it has the Nurgle's Gift ability (pg 71) as if it were a **DEATH GUARD** model from your army.

ENHANCEMENTS

DAEMON WEAPON OF NURGLE

Be it the Seeping Blade, the Talon of Befoulment or even the dreaded Axe of Putrescence, this weapon contains a malevolent daemonic entity whose mere touch rots and sickens the foe.

DEATH GUARD model only. Each time the bearer makes a melee attack, an unmodified Hit roll of 5+ scores a Critical Hit.

FURNACE OF PLAGUES

This champion's body blazes with fever as a cornucopia of supernatural diseases churn and roil within. Mere proximity to them is enough to trigger an infectious outbreak of daemonic viruses.

DEATH GUARD model only. Add 1 to the Strength and Attacks characteristics of the bearer's melee weapons, and the bearer's melee weapons have the **[DEVASTATING WOUNDS]** ability.

ARCH CONTAMINATOR

The unfettered energies of Nurgle's realm gush from the Warp like foulness from a punctured boil, earthing themselves in the fabric of realspace through this champion's repulsive body.

DEATH GUARD model only. While the bearer's unit is within range of an objective marker you control, each time a model in the bearer's unit makes an attack, you can re-roll the Wound roll.

REVOLTING REGENERATION

The more wounds blasted and gouged into this champion's flesh, the more clotted matter, squirming vermin and gangrenous slime spurt forth to coagulate and seal the most grievous hurts.

DEATH GUARD model only. The bearer has the Feel No Pain 5+ ability.

Many Death Guard vectoriums boast a mix of heavy infantry, armoured might and twisted champions of supernatural disease. Led by a mighty Lord of the Legion – or sometimes even a thrice-favoured Daemon Prince – such warbands accumulate the favour of the Plague God with every repulsive feat of conquest. Their festering star rises as they do, and the diseases that sing through their bloated bodies wax fat with power. Their weaponised maladies roll before them like a rancid flood, surging through the enemy ranks to leave the mightiest warriors shuddering and sweating as buboes erupt from their flesh. Even the battlefield itself sickens at the touch of such corrupt beings: greenery rots and runs into lakes of bubbling slime, mud churns with pus-moist larvae as long as a Human arm, ruins fur with mould and begin to crumble, while vehicle wrecks rust and the bodies of the fallen bloat and burst to spray infectious filth. Amidst such riotous putrefaction, the warriors of the Death Guard drone their praises to Nurgle and fight all the harder.

PUTRID DETONATION

VIRULENT VECTORIUM – STRATEGIC PLOY STRATAGEM

1CP

Bloated with putrefaction and swilling with infectious poisons, the demise of this hulking entity is as revolting as it is explosively hazardous.

WHEN: Any phase.

TARGET: One **DEATH GUARD VEHICLE** or **DEATH GUARD MONSTER** model from your army with the Deadly Demise ability that was just destroyed. You can use this Stratagem on that model even though it was just destroyed.

EFFECT: Do not roll one D6 to determine whether mortal wounds are inflicted by your model's Deadly Demise ability. Instead, mortal wounds are automatically inflicted. In addition, any enemy units that suffer mortal wounds as a result of this Stratagem are Afflicted until the start of your next turn.

DISGUSTINGLY RESILIENT

VIRULENT VECTORIUM – BATTLE TACTIC STRATAGEM

2CP

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

WHEN: Your opponent's Shooting phase or the 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 the attacking 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.

PLAGUESURGE

VIRULENT VECTORIUM – EPIC DEED STRATAGEM

2CP

The foul miasma around the Death Guard swells and thickens, boiling outward like putrid smog.

WHEN: Your Command phase.

TARGET: Your **DEATH GUARD WARLORD** that is on the battlefield.

EFFECT: Until the start of your next Command phase, add 3" to the Contagion Range of models from your army.

LEECHSPORE ERUPTION

VIRULENT VECTORIUM – EPIC DEED STRATAGEM

1CP

Billowing from this warrior's wounds come clouds of parasitic spores that settle on the foe and drain their vitality, stealing it for the one who spawned them.

WHEN: Your Command phase.

TARGET: One **DEATH GUARD** model your army that has lost one or more wounds.

EFFECT: Select one enemy unit within 3" of your model. Roll a number of D6 equal to the number of wounds your model has lost: for each 5+, that enemy unit suffers one mortal wound (to a maximum of 6 mortal wounds) and your model regains 1 lost wound (to a maximum of 6 lost wounds).

OVERWHELMING GENEROSITY

VIRULENT VECTORIUM – WARGEAR STRATAGEM

1CP

Unholy filth gushes from Nurgle's faithful into their guns until the armaments threaten to burst like bloated corpses.

WHEN: Start of your Shooting phase.

TARGET: One **DEATH GUARD CHARACTER** unit from your army.

EFFECT: Select one enemy unit visible to your unit. Until the end of the phase, each time a **DEATH GUARD** unit from your army selects that enemy unit as the target of any ranged attacks, you can re-roll the dice to determine how many attacks a weapon equipped by a model in that unit makes.

CREEPING BLIGHT

VIRULENT VECTORIUM – WARGEAR STRATAGEM

1CP

Those in the grip of Nurgle's unholy plagues become weaker by the moment, barely able to lift their weapons, let alone defend themselves from the attacking Death Guard.

WHEN: Your Shooting phase.

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

EFFECT: Until the end of the phase, each time a model in your unit makes a ranged attack that targets an Afflicted unit, you can re-roll the Hit roll and you can re-roll the Wound roll.

MORTARION'S HAMMER

DETACHMENT RULE

MIASMIC BOMBARDMENT

In the wake of preparatory bombardment by artillery weapons both forbidden and foul, the surviving foe are left reeling amidst clouds of plague smog. With their flesh running like tallow and their weapons rusting in their hands, they will be hard-pressed to fight back.

At the start of the battle round, select a number of enemy units more than 12" away from every model from your army that is on the battlefield. Until the end of the battle round, those enemy units are Afflicted. The maximum number of units you can select in this way depends on the battle size, as shown below.

BATTLE SIZE	UNITS
Incursion	1
Strike Force	2
Onslaught	3

ENHANCEMENTS

EYE OF AFFLICTION

Peering at the world through this bloated yellow orb, the bearer of this vile gift sees the souls of the sickened burning bright as targeting flares no matter how their victims try to hide.

DEATH GUARD model only. Ranged weapons equipped by models in the bearer's unit have the **[IGNORES COVER]** ability while targeting an Afflicted enemy unit.

BILEMAW BLIGHT

This foul sorcerer has been blessed with a unique affliction that allows them to inflate their body like a repulsive bellows before vomiting forth a pressurised torrent of filth that would do any Great Unclean One proud.

MALIGNANT PLAGUECASTER only. At the start of your Shooting phase, until the end of the phase, add 12" to the Range characteristics of the bearer's Plague Wind weapon.

SHRIEKWORM FAMILIAR

This daemonic familiar lives in the champion's flesh and watches with bitter paranoia for enemy threats. Should it spot a counterattack from the foe, it bursts forth to scream its shrill warning.

DEATH GUARD model only. Once per battle round, you can target the bearer's unit with the Fire Overwatch Stratagem for 0CP.

TENDRILOUS EMISSIONS

This warrior has gained greater control of the vile fumes that billow from their armour, willing them forward like coiling tentacles to wreathe targets and guide in the fire of allied war engines.

LORD OF VIRULENCE only. While the bearer is within 3" of one or more friendly **DEATH GUARD VEHICLE** units, the bearer has the Lone Operative ability, and each time one of those **VEHICLE** units makes a ranged attack that targets an enemy unit visible to the bearer, re-roll a Wound roll of 1.

The armoured might of the Death Guard has warped and corroded over the millennia, but it remains prodigious. Formed into grinding spearheads and smog-belching batteries, squadrons of ancient battle tanks and Daemon Engines mass their blunt and brutish power before unleashing it on the foe. Their onslaught is heralded by a rain of rust-pocked artillery shells, alchemical munitions and brittleglass plague-spheres hurled from infernal field guns and towering Daemon Engines behind the lines. The foe cower beneath this explosive deluge, many torn apart by thunderous detonations or eaten away by whirling spore clouds. Amid the devastation surge reaper colonies of Plague Marines mounted in Rhinos and Land Raiders. These warriors are masters of capitalising upon their foes' dismay and horror, tearing the guts out of the most formidable defence lines even as carrion-feeding war engines close in to finish off knots of resistance. Many a siege has been swiftly broken in this way by the fall of Mortarion's Hammer.

BLIGHTED LAND

MORTARION'S HAMMER – STRATEGIC PLOY STRATAGEM

2CP

Firing diseased submunitions or belching swarms of daemonic parasites from its hull, this war engine befouls the battlefield as it advances.

WHEN: End of your Movement phase.

TARGET: One **DEATH GUARD VEHICLE** unit from your army.

EFFECT: Select one terrain feature within 24" of and visible to your unit. Until the start of your next turn, enemy units are Afflicted while they are within 3" of that terrain feature.

RELENTLESS GRIND

MORTARION'S HAMMER – STRATEGIC PLOY STRATAGEM

1CP

When the armoured vehicles of the Death Guard advance, they plough through – or straight over – anything that stands in their way.

WHEN: Your Movement phase or your Charge phase.

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

EFFECT: Until the end of the phase, each time your unit makes a Normal, Advance or Charge move, it can move horizontally through terrain features.

DRAWN TO DESPAIR

MORTARION'S HAMMER – BATTLE TACTIC STRATAGEM

1CP

Those who languish in misery or cower in terror make themselves easy targets for the Death Guard.

WHEN: Your Shooting phase.

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

EFFECT: Until the end of the phase, each time a model in your unit makes an attack that targets a visible enemy unit (excluding **AIRCRAFT**) within your opponent's deployment zone, you can re-roll the Hit roll.

FONT OF FILTH

MORTARION'S HAMMER – STRATEGIC PLOY STRATAGEM

1CP

As though afflicted with some awful vomiting sickness, this vehicle's weapons retch an endless stream of fire at the enemy, heaving themselves empty even as it storms into the enemy lines.

WHEN: Your Shooting phase.

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

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the **[ASSAULT]** ability.

EYESTINGER STORM

MORTARION'S HAMMER – STRATEGIC PLOY STRATAGEM

1CP

Swarms of these revolting insects burrow hives into the hulls of Death Guard vehicles. Drawn to sickened prey, they boil forth in buzzing masses and descend on the foe, spreading panic and horror.

WHEN: Your opponent's Command phase.

TARGET: One **DEATH GUARD VEHICLE** unit from your army.

EFFECT: Select one objective marker visible to one or more models in your unit. Each Afflicted enemy unit within range of that objective marker must take a Battle-shock test. Enemy units affected by this Stratagem do not need to take any other Battle-shock tests in the same phase.

STINKING MIRE

MORTARION'S HAMMER – STRATEGIC PLOY STRATAGEM

1CP

Attempting to counterattack Death Guard can leave foes floundering amidst bubbling filth.

WHEN: Start of your opponent's Charge phase.

TARGET: One **DEATH GUARD VEHICLE** unit from your army.

EFFECT: Until the end of the phase, each time an enemy unit selects your unit as the target of a charge, subtract 2 from the Charge roll (this is not cumulative with any other negative modifiers to that Charge roll).

CHAMPIONS OF CONTAGION

DETACHMENT RULE

MANIFOLD MALADIES

A spirit of competition infects Nurgle's champions when they fight alongside one another. With each vying to outdo the others in virulence, the foes are subjected to a riotous string of nightmarish outbreaks amongst their ranks.

At the start of the battle round, you can select one of the Plagues listed in Nurgle's Gift (pg 71). Until the end of the battle, that is your chosen Plague instead of any previously chosen Plague.

ENHANCEMENTS

FINAL INGREDIENT

Be it the eye of a Kroot or a Space Marine's hearts, ground Ork tusk, or something unnameable wrenched from within a Tyranid's corpse, this champion needs just one more ingredient to perfect a powerful new plague.

Biologus Putrifier only. Once per battle, after the bearer's unit has fought, if one or more **Character** models were destroyed as a result of those attacks, select one Plague. Until the end of the battle, while an enemy unit is Afflicted, that unit has the effect of the selected Plague in addition to any other.

VISIONS OF VIRULENCE

The touch of this sorcerer's mind upon another triggers feverish visions of abundant foulness that erupt into physical manifestations as they reach their crescendo.

Malignant Plaguecaster only. While an enemy unit is enfeebled by the bearer's Pestilent Fallout ability, that unit is also Afflicted.

NEEDLE OF NURGLE

This plague-saturated narthecium delivers generous doses of infernal maladies that restore life to even the most hideously mangled of Mortarion's sons.

Plague Surgeon only. Each time the bearer uses its Tainted Narthecium ability, you can return up to D3 destroyed models to the bearer's unit (instead of 1).

CORNUCOPHAGUS

A plague bellows fashioned by daemonic smiths in a realm of pure putrescence, this rasping device exhales an endless cloying soup of lividly glowing plague motes.

Lord of Poxes only. In the Declare Battle Formations step select one Plague. Until the end of the battle, while an enemy unit is within Contagion Range of the bearer, that enemy unit has the effect of that Plague in addition to any other.

There are many ways to worship Nurgle: the brewing of virulent plagues, the foul perversion of the surgeon's craft, sharing the abundance of unfettered sickness with armies of foes; the champions of the Death Guard practise these and many other expressions of the Plague Lord's faith. A vectorium rich in these diabolical madmen can unleash the full horror of the Legion's alchemical, biological and sorcerous weapons. Foul Blightspawn lumber amidst their comrades, their excremental reek heralding the jetting corrosive sprays of their weapons. Noxious Blightbringers toll their tocsins of misery, battering the foe with entropic shock waves even as Biologus Putrifiers caper through their ranks to fling brittleglass alembics and jab the needles of their injector pistols into promising victims. All the while, the droning count of the Tallymen booms out through rusted vox-emitters, and Plague Surgeons ply their macabre trade, even as their fellow Plague Marines storm relentlessly forward over the withered and maddened remnants of the foe.

BLESSINGS OF FILTH

CHAMPIONS OF CONTAGION – BATTLE TACTIC STRATAGEM

Employing their unique gifts, this champion enhances the weapons of their comrades with even greater levels of infectious malevolence.

1CP

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **DEATH GUARD** Attached 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, an unmodified Hit roll of 5+ scores a Critical Hit.

MALIGNANCE MAGNIFIED

CHAMPIONS OF CONTAGION – BATTLE TACTIC STRATAGEM

The vile talents of such plague specialists act like a filth-smeared lens, focusing and intensifying the infectious gifts of Nurgle.

2CP

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **DEATH GUARD** Attached 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 that targets a unit that is below its Starting Strength, you can re-roll the Hit roll and you can re-roll the Wound roll.

GROTESQUE FORTITUDE

CHAMPIONS OF CONTAGION – BATTLE TACTIC STRATAGEM

After their champion calls down the blessings of Nurgle, these warriors can fight on no matter the catastrophic, often gruesome, damage done to them by the foe.

1CP

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

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

EFFECT: Until the end of the phase, add 2 to the Toughness characteristic of models in your unit.

RABID INFUSION

CHAMPIONS OF CONTAGION – STRATEGIC PLOY STRATAGEM

The combined talents of these Death Guard champions drive their followers into a foam-jawed fury, be it through injection with a curdled cocktail of stimms or immersion in a fug of infectious agents.

1CP

WHEN: Start of the Fight phase.

TARGET: One **DEATH GUARD** unit from your army that includes two **CHARACTER** models.

EFFECT: Until the end of the phase, your unit has the Fights First ability.

MOBILE VECTOR

CHAMPIONS OF CONTAGION – STRATEGIC PLOY STRATAGEM

Nurgle's champions move through the Death Guard ranks like squirming parasites.

1CP

WHEN: Your Movement phase, before the Reinforcements step.

TARGET: One **DEATH GUARD CHARACTER** unit from your army that is not leading a unit.

EFFECT: Select one other friendly **DEATH GUARD** unit (excluding Battle-shocked units and Attached units that already have two Leader units or one of your **CHARACTER** units leading it) within 2" horizontally and 5" vertically of your unit that your unit can lead (as described in the Leader section of its datasheet). Your unit attaches to that unit as a Leader. Change that unit's Starting Strength accordingly.

DEATH'S HEADS

CHAMPIONS OF CONTAGION – WARGEAR STRATAGEM

It takes much effort and sacrifice to fashion the disgusting explosives known as death's heads, but the results are spectacularly horrible.

1CP

WHEN: Your Shooting phase.

TARGET: One **BIOLOGUS PUTRIFIER** unit from your army that is not within Engagement Range of one or more enemy units and has not been selected to shoot this phase.

EFFECT: Select one enemy unit (excluding **VEHICLES**) that is within 8" of and visible to your unit. Until the start of your next turn, that unit has the effect of all Plagues (see Nurgle's Gift, page 71).

TALLYBAND SUMMONERS

DETACHMENT RULE

REVERBERANT RANCIDITY

Reality rings like a struck bell as it rebels against the sheer wrongness of Nurgle's daemons. Borne upon these jarring waves of metaphysical disease, magnified and redoubled with every dolorous peal, the Plague God's myriad infections spread and multiply all the faster.

While a **PLAGUE LEGIONS** unit from your army is within 7" of one or more **DEATH GUARD** units from your army, that **PLAGUE LEGIONS** unit has the Nurgle's Gift ability (pg 71).

While a **DEATH GUARD** unit from your army is within 7" of one or more **PLAGUE LEGIONS** units from your army, add 3" to that **DEATH GUARD** unit's Contagion Range.

PLAGUE LEGIONS

You can include **PLAGUE LEGIONS** units in your army (pg 106-109), even though they do not have the **DEATH GUARD** Faction keyword. The combined points cost of such units you can include in your army is:

- **Incursion:** Up to 500 pts
- **Strike Force:** Up to 1000 pts
- **Onslaught:** Up to 1500 pts

No **PLAGUE LEGIONS** models from your army can be your **WARLORD**.

ENHANCEMENTS

BECKONING BLIGHT

This unclean gift infects its host with animaluminescent fungus. Once their spirit is riddled with incorporeal mycelia, it begins to glow. This sickly radiance acts like a guiding lantern to the daemons of Nurgle, who follow its glare into realspace.

DEATH GUARD model only. Each time a **PLAGUE LEGIONS** unit from your army is set up on the battlefield using the Deep Strike ability, if it is set up wholly within 12" of the bearer, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 9".

FELL HARVESTER

This repugnant daemon weapon extrudes swaying tendrils with lamprey maws to strike at the foe.

DEATH GUARD model only. Add 2 to the Attacks characteristic of the bearer's melee weapons.

ENTROPIC KNELL

Every booming peal of this cursed bell spreads rot, lesions and buboes across the foes' bodies, sending them fleeing in terror and disgust.

GREAT UNCLEAN ONE only. In the Battle-shock step of your opponent's Command phase, each enemy unit within 6" of the bearer that is below its Starting Strength must take a Battle-shock test, subtracting 1 from that test.

TOME OF BOUNTEOUS BLESSINGS

The slurred and vomit-wet incantations from this malodorous tome bolster Nurgle's daemons.

MALIGNANT PLAGUECASTER only. Each time a **PLAGUE LEGIONS** unit within 12" of the bearer takes a Battle-shock test, add 1 to that test and, if that test is passed, one model in that unit regains up to D3 lost wounds (if that unit is a **BATTLELINE** unit and that test is passed, up to D3 destroyed models can be returned to that unit instead).

There are many ways for the daemons of Nurgle to burst the bounds of reality and fight alongside the Death Guard. Sometimes, they are conjured by the concentration of sickness and misery unleashed by Mortarion's sons. At others, their Tallybands may be summoned by a champion of the Death Guard reading aloud from the mouldering pages of one of the seven Books of Woe or through a ritual offering of diseased or despairing souls. Regardless of how these entities find their way to the battlefield, they plague all living things. The mere sight of Great Unclean Ones stomping into battle like swaying mountains of rotted flab can be enough to blast the sanity of the foe. The onset of gruesome Plaguebearers, fleshy avalanches of spiteful Nurglings, bounding packs of Beasts of Nurgle, and thrumming swarms of Plague Drones proves impossible for even the most resolute enemy to halt. Even should some brave victims stand their ground, they will not last long before the ferociously infectious attentions of these befouling entities.

PERSISTENT PESTS

TALLYBAND SUMMONERS – STRATEGIC PLOY STRATAGEM

1CP

There is no simple way to wholly cleanse a Nurgling infestation once it has taken root.

WHEN: Any phase.

TARGET: One **NURGLINGS** unit from your army that was just destroyed. You can target that unit with this Stratagem even though it was just destroyed.

EFFECT: Add a new unit to your army identical to your destroyed unit, in Strategic Reserves, at its Starting Strength and with its full wounds remaining.

CLUTCHING CORRUPTION

TALLYBAND SUMMONERS – BATTLE TACTIC STRATAGEM

1CP

The daemons of Nurgle grasp their victims tightly with rotting talons and coiling tentacles, their clutch as inescapable as entropy itself.

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, each time a model in your unit makes an attack that targets an enemy unit that is within Engagement Range of one or more **PLAGUE LEGIONS** units from your army, you can re-roll the Hit roll.

ALL IS ROT

TALLYBAND SUMMONERS – STRATEGIC PLOY STRATAGEM

1CP

Death Guard warriors open fire into foes already embattled by Nurgle's daemons, knowing that no matter who they hit, all will wither and rot.

WHEN: Your Shooting phase.

TARGET: One **PLAGUE LEGIONS** unit from your army that is within Engagement Range of one or more enemy units.

EFFECT: Until the end of the phase, enemy units are not considered to be within Engagement Range of your unit for the purposes of selecting targets of ranged weapons. Until the end of the phase, each time an enemy model loses a wound, while that model's unit is within Engagement Range of your unit, roll one D6: on a 5+, your unit suffers 1 mortal wound after the attacking unit has finished making its attacks.

FLESHY AVALANCHE

TALLYBAND SUMMONERS – STRATEGIC PLOY STRATAGEM

1CP

The ephemeral structures of realspace have no power to halt the onset of Nurgle's Great Unclean Ones; they crumble, rot and burst apart before their unholy bulk.

WHEN: Your Movement phase or your Charge phase.

TARGET: One **PLAGUE LEGIONS MONSTER** unit from your army that has not been selected to move or charge this phase.

EFFECT: Until the end of the phase, each time your unit makes a Normal, Advance or Charge move, it can move horizontally through terrain features.

AVATARS OF DECAY

TALLYBAND SUMMONERS – STRATEGIC PLOY STRATAGEM

1CP

Countless diseases blossom in the unreal flesh of Nurgle's daemon childer, manifestations of his blessings to be spread to all.

WHEN: Your Shooting phase.

TARGET: One **PLAGUE LEGIONS** unit from your army.

EFFECT: Until the end of the phase, while an enemy unit is within 6" of your unit, that enemy unit is Afflicted.

MIRESLICK

TALLYBAND SUMMONERS – STRATEGIC PLOY STRATAGEM

1CP

Beneath the tread of Nurgle's daemons, even ferrocrete or plasteel soon turns to a quagmire of rotting matter, in which their unlucky enemies begin to sink and become trapped.

WHEN: Your opponent's Movement phase, when an enemy unit (excluding **MONSTERS** and **VEHICLES**) is selected to Fall Back.

TARGET: One **PLAGUE LEGIONS** unit from your army that is within Engagement Range of that enemy unit.

EFFECT: Until the end of the phase, while an enemy unit is within Engagement Range of your unit, each time that unit is selected to Fall Back, it must take a Leadership test. If that test is failed, that unit must Remain Stationary this phase instead.

SHAMBLEROT VECTORIUM

DETACHMENT RULE

NUMBERLESS HORDE

No matter how many Poxwalkers the enemy gun down or tear limb-from-limb at close quarters, more groaning mutants keep coming from every side.

In your Command phase in each of the following battle rounds, depending on your chosen battle size, add a new **POXWALKERS** unit with a Starting Strength of 10 to your army, in Strategic Reserves.

BATTLE SIZE	BATTLE ROUNDS
Incursion	2, 3
Strike Force	2, 3, 4
Onslaught	2, 3, 4, 5

KEYWORDS

POXWALKERS units from your army gain the **BATTLELINE** keyword.

ENHANCEMENTS

WITHERBONE PIPES

This sinister artefact emits a reedy dirge to which Poxwalkers seem drawn and by whose mournful notes they appear energised and lent an echo of purpose.

NOXIOUS BLIGHTBRINGER only. While the bearer is leading a **POXWALKERS** unit, add 1 to the Objective Control characteristic of models in that unit, and each time that unit takes a Battle-shock or Leadership test, add 1 to that test.

LORD OF THE WALKING POX

Gifted by Nurgle to be forever surrounded by shambling packs of Poxwalkers, this champion has become adept at leading their festering hordes into battle.

DEATH GUARD model only. If the bearer is leading a **POXWALKER** unit, and is in Strategic Reserves, for the purposes of setting up that unit on the battlefield, treat the current battle round as the third battle round.

SORROWSYPHON

Parasitising the miserable scraps of soul within nearby Poxwalkers allows this sorcerer to belch even more malignant clouds of murderous foulness.

MALIGNANT PLAGUECASTER only. While the bearer is leading a **POXWALKERS** unit, add 1 to the Damage characteristic of the bearer's Plague Wind weapon. Each time the bearer makes one or more attacks with a Plague Wind weapon, after the bearer's unit has resolved its attacks, D3 Bodyguard models from the bearer's unit are destroyed.

TALISMAN OF BURGEONING

This mould-furred talisman is studded with teeth torn from Poxwalkers' jaws. It bolsters the creatures' putrid vitality, forcing them to stagger and fight even through grotesque wounds.

DEATH GUARD model only. While the bearer is leading a unit, add 1 to the Toughness characteristic of **POXWALKERS** models in that unit.

Many vectoriums unleash heaving swarms of Poxwalkers to soften up and encircle their foes. The first the enemy knows of such an onslaught is the stink of diseased flesh upon the air, mingled with the agonised groans of countless plague-ridden mutants. Then they come – spilling from doorways and windows, boiling up from sewer outlets, trench networks and subterranean transit networks, crawling out of vehicle wrecks and rising from carrion heaps; thousands upon thousands of Poxwalkers converging on the foe at a stumbling yet relentless pace. Engulfed in a sea of grasping hands, biting maws and bloated flesh, even the finest strategies of the foe falter and fail. The enemy finds themselves forced into a battle for survival as they strive to fend off the Poxwalkers closing in from every side. It is at this point that the Death Guard themselves strike. Off balance, broken into desperate pockets and running low on ammunition, the foe has little hope of standing against this second, more punishing onslaught.

GRIP OF THE WALKING POX

SHAMBLEROT VECTORIUM – STRATEGIC PLOY STRATAGEM

1CP

Those infected by walking pox may fall as though fatally wounded, but they soon rise again.

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

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

EFFECT: After the attacking unit has fought, roll one D6 for each model from your unit that was destroyed as a result of those attacks: on a 6, the attacking unit suffers 1 mortal wound. If your unit is not destroyed after the attacking unit has fought, enemy models destroyed as a result of this Stratagem count as enemy models destroyed by an attack made by a model in your unit for the purposes of the Curse of the Walking Pox ability.

SMEARED WITH FILTH

SHAMBLEROT VECTORIUM – STRATEGIC PLOY STRATAGEM

1CP

Hacking a path through a horde of Poxwalkers leaves aggressors coated in infectious matter.

WHEN: Fight phase.

TARGET: One **POXWALKERS** unit from your army that was just destroyed. You can target that unit with this Stratagem even though it was just destroyed.

EFFECT: Select one enemy unit that made one or more attacks that targeted your unit this phase. Until the end of the battle, that enemy unit is Afflicted.

GNAWING HUNGER

SHAMBLEROT VECTORIUM – BATTLE TACTIC STRATAGEM

1CP

Gripped by a sudden, monstrous hunger, the Poxwalkers surge forward in a ravenous mass.

WHEN: Your Command phase.

TARGET: One **POXWALKERS** unit from your army.

EFFECT: Until the end of the turn, add 1 to the Move characteristic of models in your unit, and add 1 to the Attacks and Strength characteristics of melee weapons equipped by models in your unit.

HIDDEN AMONGST THE DEAD

SHAMBLEROT VECTORIUM – STRATEGIC PLOY STRATAGEM

1CP

Another wave of Poxwalkers rises from the battlefield's carrion heaps.

WHEN: The Reinforcements step of your Movement phase.

TARGET: One **POXWALKERS** unit from your army that is in Strategic Reserves and that is not an Attached unit.

EFFECT: Until the end of the phase, models in that unit have the Deep Strike ability.

SHOCK AND HORROR

SHAMBLEROT VECTORIUM – STRATEGIC PLOY STRATAGEM

1CP

Already dismayed by this living nightmare, the enemy falters before another sudden onslaught.

WHEN: Your Charge phase, just after a **DEATH GUARD** unit from your army ends a Charge move.

TARGET: That **DEATH GUARD** unit.

EFFECT: Each enemy unit within Engagement Range of your unit must take a Battle-shock test, subtracting 1 from that test.

SHAMBLING WALL

SHAMBLEROT VECTORIUM – STRATEGIC PLOY STRATAGEM

1CP

Lacking even basic self-preservation instincts, Poxwalkers make excellent walking shields.

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 the attacking unit's attacks, and one friendly **POXWALKERS** unit within 3" of your unit and visible to both your unit and the attacking unit.

EFFECT: Until the end of the phase, each time you would allocate an attack to a model in your **DEATH GUARD** unit, if your **POXWALKERS** unit is visible to the attacking model and is an eligible target for that attack, no saving throw is made for that attack; instead a number of **POXWALKERS** from your **POXWALKERS** unit equal to the Damage characteristic of that attack are destroyed.

DEATH LORD'S CHOSEN

DETACHMENT RULE

DEADLY VECTORS

The plagues and parasites to which these elite warriors play host are amongst the most lethal in the galaxy. Moment by moment, even the most resilient foes sicken and wither in their presence until all that remains is rotted matter deliquescing sloppily from mouldering bones.

In your opponent's Command phase, roll 2D6 for each Afflicted enemy unit, subtracting 1 from the result if that unit is Below Half-strength. If the result is 6 or less, that enemy unit suffers D3 mortal wounds.

ENHANCEMENTS

FACE OF DEATH

So grotesque and monstrous is this champion's aspect that it fills the enemy with unreasoning dread simply to look upon him.

TERMINATOR model only. At the start of the Fight phase, each enemy unit within Engagement Range of the bearer's unit must take a Battle-shock test.

VILE VIGOUR

A fanatical worshipper of Nurgle and a talented orator, this champion can infect their followers with the urgent need to forge into battle and spread the Plague God's blessings to all.

TERMINATOR model only. While the bearer is leading a unit, add 1" to the Movement characteristic of models in that unit and you can re-roll Advance rolls made for that unit.

WARPROT TALISMAN

By invoking the power of this ancient talisman, the bearer can rot a sagging rent in reality and step through the Warp to burst forth elsewhere amidst a gushing sluice of foul fluids.

TERMINATOR model only. Once per battle, at the end of your opponent's turn, if the bearer's unit is not within Engagement Range of one or more enemy units, you can remove it from the battlefield and place it into Strategic Reserves.

HELM OF THE FLY KING

This armoured helm was crafted by the Daemon Prince Vermifulgus the Pestilent and carries his squirming enchantments. It manifests its wearer's will as roaring swarms of plump flies that whirl about their creator like an occluding shroud or descend on the foe to blind eyes, clog sensors and spread revolted panic.

TERMINATOR model only. While the bearer is leading a unit, models in that unit cannot be targeted by ranged attacks unless the attacking model is within 18".

The mightiest champions of the Death Guard are as formidable in battle as they are bloated with the infectious blessings of Nurgle. When they congeal into a unified fighting force, these dread warriors become the grim and relentless will of Mortarion made manifest. Such a vectorium is quite capable of conquering an enemy flagship or command fortress, launching assassination strikes against crucial enemy personnel or breaking into the most heavily defended sacred sites. It is not unusual for Mortarion's champions to turn the course of an entire war with a single shock onslaught or immovable defensive action; this is most likely when the Daemon Primarch leads in person. With their gene-sire's jaundiced gaze weighing heavy upon them, bands of Deathshroud and Blightlord Terminators tear an unstoppable path through the foe. Supported by hand-picked squads of Plague Marines, bellowing Helbrutes and twisted champions, they sweep aside all who stand in their path.

BLOOMING PESTILENCE

DEATH LORD'S CHOSEN – EPIC DEED STRATAGEM

1CP

Death Guard warriors know to chant the sevenfold prayers to unleash Nurgle's bounty on the foe.

WHEN: Start of any phase.

TARGET: One **TERMINATOR** unit from your army.

EFFECT: Until the end of the phase, add 3" to the Contagion Range of models in your unit.

GRIM REAPERS

DEATH LORD'S CHOSEN – BATTLE TACTIC STRATAGEM

1CP

Swollen with bitter arrogance, these warriors carve a path through their perceived lessers and leave them as worm food.

WHEN: Fight phase.

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

EFFECT: Until the end of the phase, each time a model in your unit makes an attack that targets an enemy unit (excluding **MONSTERS** and **VEHICLES**) you can re-roll the Hit roll.

UNDYING SPITE

DEATH LORD'S CHOSEN – STRATEGIC PLOY STRATAGEM

1CP

Driven by bitterness and the putrid vitality of Nurgle's gifts, these warriors fight on for several moments, even after death.

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

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

EFFECT: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6. On a 4+, do not remove the destroyed model from play; it can fight after the attacking unit has finished making its attacks, and is then removed from play.

SIGNAL POX

DEATH LORD'S CHOSEN – EPIC DEED STRATAGEM

1CP

Guided in by rasping jets of fumes sent up by this Lord of Virulence, plague-ridden artillery fire and airbursting spore-shells saturate the target zone.

WHEN: Your Command phase.

TARGET: One **LORD OF VIRULENCE** model from your army.

EFFECT: Select one objective marker within 30" of and visible to your model. Until the start of your next turn, while an enemy unit is within range of that objective marker, that unit is Afflicted.

MORTARION'S TEACHINGS

DEATH LORD'S CHOSEN – STRATEGIC PLOY STRATAGEM

1CP

Exemplifying the Daemon Primarch's doctrines on versatile heavy infantry tactics, these warriors position themselves and let fly.

WHEN: Your Shooting phase.

TARGET: One **TERMINATOR** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the **[ASSAULT]** and **[HEAVY]** abilities.

SICKENING IMPACT

DEATH LORD'S CHOSEN – STRATEGIC PLOY STRATAGEM

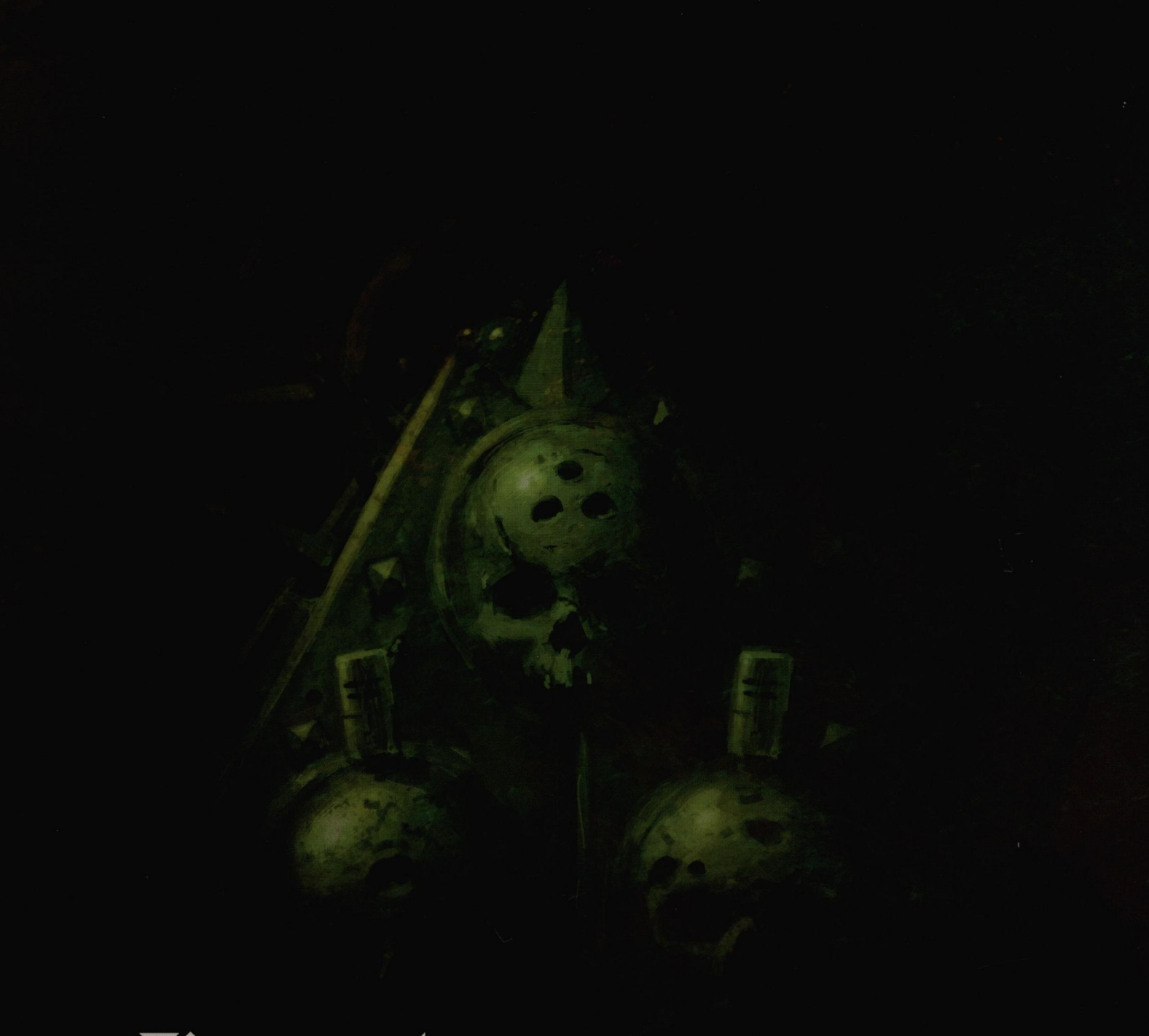
1CP

Employing their crushing bulk and contagious gifts, these Terminators slam into their victims and grind them into putrefying mulch.

WHEN: Your Charge phase, just after a **TERMINATOR** unit from your army ends a Charge move.

TARGET: That **TERMINATOR** unit.

EFFECT: Select one enemy unit within Engagement Range of your unit, then roll one D6 for each model in your unit that is within Engagement Range of that enemy unit: for each 2+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).



Datasheets

'For our vision, they condemned us. For the sin of seeing clearly what our father – their precious Emperor – had become, they called us Traitor and cast us out. But now, my sons, now there shall be a reckoning.'

- Mortarion,
before the invasion of Ultramar

MORTARION

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

4+ INVULNERABLE SAVE

To stand in Mortarion's presence is lethal, such is the infectious aura surrounding him. Wielding his gigantic scythe, Silence, he cuts apart entire enemy squads in seconds. With furious blasts of Lantern, his devastating sidearm, he disintegrates heavy infantry and armour alike, leaving their glowing ashes swirling in his wake.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Lantern [PISTOL, SUSTAINED HITS D3]	24"	1	2+	10	-3	3
Rotwind [BLAST, DEVASTATING WOUNDS, LETHAL HITS, PSYCHIC]	24"	D6+3	2+	7	-2	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Silence – strike [DEVASTATING WOUNDS, LETHAL HITS]	Melee	5	2+	14	-3	D6+1
Silence – sweep [LETHAL HITS, SUSTAINED HITS 1]	Melee	15	2+	8	-2	2

LORD OF THE DEATH GUARD

Diseased Influence: Just after an enemy unit ends a Normal, Advance or Fall Back move within 9" of a friendly **DEATH GUARD** unit that is within 6" of this model, if that **DEATH GUARD** unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 5".

Boon of Death: In the Fight phase, when a friendly **DEATH GUARD** unit within 6" of this model is selected as the target of an attack, this model can use this ability. If it does, until the end of the phase, each time a model in that **DEATH GUARD** unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 2+, do not remove it from play; that destroyed model can fight after the attacking unit has finished making its attacks, and it is then removed from play.

Inflamed Reprisal: In your opponent's Shooting phase, when a friendly **DEATH GUARD** unit within 6" of this model is selected as the target of an attack, this model can use this ability. If it does, after the attacking unit has finished making its attacks, that **DEATH GUARD** unit can shoot as if it were your Shooting phase, but when resolving those attacks it can only target that enemy unit (and only if it is an eligible target).

SUPREME COMMANDER

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

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

ABILITIES

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

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

Lord of the Death Guard: Once per turn, this model can use one of the Lord of the Death Guard abilities (see left).

Host of Plagues: At the end of your Movement phase, roll one D6 for each enemy unit within 6" of this model, adding 1 to the result if that enemy unit is Afflicted: on a 3+, that enemy unit suffers D3 mortal wounds.

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.

UNIT COMPOSITION

- **1 Mortarion – EPIC HERO**

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

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

FACTION KEYWORDS: **DEATH GUARD**

TYPHUS

M	T	SV	W	LD	OC
5"	7	2+	6	6+	1

4+ INVULNERABLE SAVE

Host of the Destroyer Hive, Typhus has travelled the galaxy for millennia, spreading Nurgle's Rot and killing billions. When he takes to the field, he slices apart countless foes with his filth-encrusted power scythe, Lakrimae, and unleashes the swarming horror of his Destroyer Hive to engulf them in murderous plague flies.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Lakrimae – strike [LETHAL HITS]	Melee	6	2+	9	-2	3
Lakrimae – sweep [LETHAL HITS]	Melee	12	2+	6	-1	1

LEADER

This model can be attached to the following units: **Blightlord Terminators, Deathshroud Terminators, Poxwalkers**

ABILITIES

CORE: **Deep Strike, Leader**

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

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

Eater Plague (Psychic): This **Psyker** can use this ability in your Shooting phase. If it does, 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.

UNIT COMPOSITION

- **1 Typhus – Epic Hero**

This model is equipped with: Lakrimae.

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

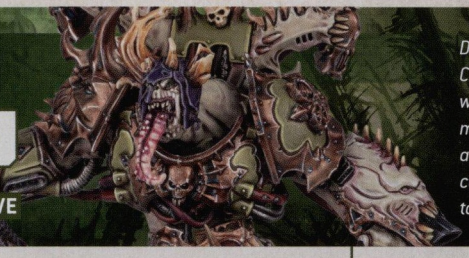
KEYWORDS: **Infantry, Character, Psyker, Epic Hero, Chaos, Nurgle, Terminator, Typhus**

FACTION KEYWORDS: **Death Guard**

DAEMON PRINCE OF NURGLE

M	T	SV	W	LD	OC
8"	12	2+	10	6+	3

4+ INVULNERABLE SAVE



Daemonhood is the ultimate goal for a great many Chaos Space Marines. Those Nurgle worshippers who attain this dark apotheosis 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.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Infernal cannon [LETHAL HITS]	24"	3	2+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Hellforged weapons – strike [LETHAL HITS]	Melee	7	2+	8	-2	3
Hellforged weapons – sweep [LETHAL HITS]	Melee	14	2+	6	-1	1

UNIT COMPOSITION

- **1 Daemon Prince of Nurgle**

This model is equipped with: infernal cannon; hellforged weapons.

ABILITIES

CORE: **Deadly Demise D3**

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

Death Guard Defenders: While this model is within 3" of one or more friendly **Death Guard Infantry** units, this model has the Lone Operative ability.

Fevered Strategist: Once per battle round, one model from your army with this ability can use it when a friendly **Death Guard** unit within 12" of that model is targeted with a Stratagem. If it does, reduce the CP cost of that usage of that Stratagem by 1CP.

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.

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

KEYWORDS: **Monster, Character, Chaos, Nurgle, Daemon, Daemon Prince**

FACTION KEYWORDS: **Death Guard**

DAEMON PRINCE OF NURGLE *WITH WINGS*

M	T	SV	W	LD	OC
12"	11	2+	10	6+	3

4+ INVULNERABLE SAVE

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 them to descend upon their luckless foes from above quickly and spread fearsome maladies over the battlefield.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Infernal cannon [LETHAL HITS]	24"	3	2+	7	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Hellforged weapons – strike [LETHAL HITS]	Melee	7	2+	8	-2	3
Hellforged weapons – sweep [LETHAL HITS]	Melee	14	2+	6	-1	1

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

ABILITIES

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

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

Horrifying Visage: 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, subtracting 1 from that test.

Enfeebling Miasma (Aura): While an enemy unit (excluding **MONSTERS** and **VEHICLES**) is within 6" of this model, each time that unit is selected to Fall Back, models in that enemy unit must take Desperate Escape tests. When doing so, if that enemy unit is Battle-shocked, subtract 1 from each of those Desperate Escape tests.

UNIT COMPOSITION

- **1 Daemon Prince of Nurgle with Wings**

This model is equipped with: infernal cannon; hellforged weapons.

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

FACTION KEYWORDS: **DEATH GUARD**

LORD OF VIRULENCE

M	T	SV	W	LD	OC
5"	7	2+	6	6+	1

4+ INVULNERABLE SAVE

Lords of Virulence are powerful commanders whose grim oversight and plagueridden gifts bolster the marksmanship of nearby Death Guard forces. Coupled with the foulness that gushes from the barrels of their twin plague spewers and the vicious might of their slime-dripping power fists, they are formidable warriors indeed.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Twin plague spewer [ANTI-INFANTRY 2+, IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6	N/A	5	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Power fist [LETHAL HITS]	Melee	5	2+	8	-2	2

LEADER

This model can be attached to the following units: **BLIGHTLORD TERMINATORS, DEATHSHROUD TERMINATORS**

ABILITIES

CORE: **Deep Strike, Leader**

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

Virulent Aura: 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: At the start of your Shooting phase, select one enemy unit within 30" of and visible to this model. Until the end of the phase, each time a friendly **DEATH GUARD** model makes a ranged attack that targets that unit, re-roll a Hit roll of 1 (if that attack is made with a Blast weapon, you can re-roll the Hit roll instead).

UNIT COMPOSITION

- **1 Lord of Virulence**

This model is equipped with: twin plague spewer; power fist.

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

FACTION KEYWORDS: **DEATH GUARD**

LORD OF POXES

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

4+ INVULNERABLE SAVE

The Lord of Poxes lumbers into battle amidst a churning cloud of spore-thick plague smog. These foul fumes wheeze from the miasmic turbine borne upon this monstrous champion's shoulders and cannot only veil advancing Death Guard warriors from harm but also send foes crumpling to the ground as they claw at swollen throats and drown on their dissolving lungs.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
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
Great plague blade [DEVASTATING WOUNDS, LETHAL HITS]	Melee	6	2+	8	-2	2

LEADER

This model can be attached to the following unit: **PLAGUE MARINES**

ABILITIES

CORE: **Leader**

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

Gift of Poxes: Add 3" to the range of this model's Contagion Range.

Shroud of Disease: While this model is leading a unit, that unit cannot be targeted by ranged attacks unless the attacking model is within 18".

UNIT COMPOSITION

- **1 Lord of Poxes**

This model is equipped with: plasma pistol; great plague blade.

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

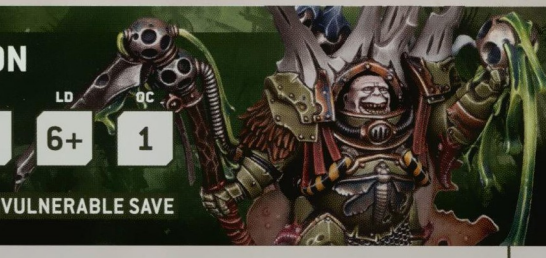
KEYWORDS: **INFANTRY, CHARACTER, GRENADES, CHAOS, NURGLE, LORD OF POXES**

FACTION KEYWORDS: **DEATH GUARD**

LORD OF CONTAGION

M	T	SV	W	LD	OC
5"	7	2+	6	6+	1

4+ INVULNERABLE SAVE



Lords of Contagion are the most aggressive of Nurgle's champions. Their tactics are as brutal and blunt as they are effective. Striding unharmed through torrents of enemy fire in their nigh-impregnable Cataphractii plate, they sweep aside foes in violent bursts of gore with their snarl-toothed and corroded blades.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Manreaper – strike [LETHAL HITS]	Melee	5	2+	9	-2	3
Manreaper – sweep [LETHAL HITS]	Melee	10	2+	6	-1	1

LEADER

This model can be attached to the following units: **BLIGHTLORD TERMINATORS, DEATHSHROUD TERMINATORS**

ABILITIES

CORE: **Deep Strike, Leader**

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

Vector of Disease: While this model is leading a unit, melee weapons equipped by models in that unit have the **[SUSTAINED HITS 1]** and **[LANCE]** abilities.

Unholy Resilience: The first time a model with this ability is destroyed in a battle round, roll one D6 at the end of the phase. On a 2+, set that model back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with 3 wounds remaining. Each model can only be set up in this way once per battle.

UNIT COMPOSITION

- **1 Lord of Contagion**

This model is equipped with: manreaper.

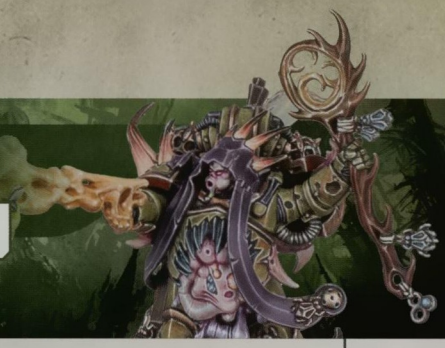
Before selecting targets for this weapon, select one of its profiles to make attacks with.

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

FACTION KEYWORDS: **DEATH GUARD**

MALIGNANT PLAGUECASTER

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



Every foetid fibre of a Malignant Plaguecaster's body is rotted and decayed. They are living conduits for 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.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
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

LEADER

This model can be attached to the following units: **PLAGUE MARINES, POXWALKERS**

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

ABILITIES

CORE: **Leader**

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

Gift of Contagion (Psychic): While this model is leading a unit, each time a model in that unit makes an attack that targets a unit that is Afflicted, that attack has the [SUSTAINED HITS 1] ability.

Pestilent Fallout (Psychic): In your Shooting phase, after this model has shot, select one enemy **INFANTRY** unit hit by one or more of those attacks made with its Plague Wind. Until the end of your opponent's next turn, that unit is enfeebled. While a unit is enfeebled, subtract 2" from the Move characteristic of models in that unit.

UNIT COMPOSITION

- **1 Malignant Plaguecaster**

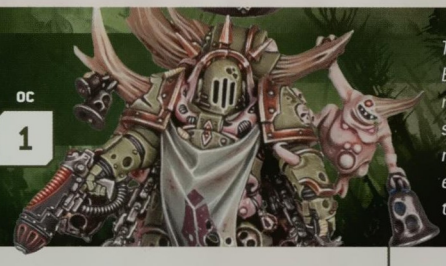
This model is equipped with: bolt pistol; Plague Wind; corrupted staff.

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

FACTION KEYWORDS: **DEATH GUARD**

NOXIOUS BLIGHTBRINGER

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



Tocsins of misery and cursed plague bells tolling, Noxious Blightbringers sow weakness among the enemy. Each rippling sound wave erodes the enemy's will to fight, shatters bone and metal alike, and spawns metaphysical maggots in the minds of psykers. To the Death Guard, every distorted peal is invigorating, and upon hearing them, they surge eagerly into the fray.

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 [ANTI-PSYKER 2+, LETHAL HITS]	Melee	5	3+	4	0	2

LEADER

This model can be attached to the following units: **PLAGUE MARINES, POXWALKERS**

You can attach this model to a **PLAGUE MARINES** *or* **POXWALKERS** *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.*

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

ABILITIES

CORE: **Leader**

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

Sickening Vitality: While this model is leading a unit, add 1" to the Move characteristic of models in that unit and you can re-roll Advance and Charge rolls made for that unit.

Tocsin of Misery (Aura): In the Battle-shock step of your opponent's Command phase, if an enemy unit that is below its Starting Strength is within 9" of this model, that enemy unit must take a Battle-shock test, subtracting 1 from that test if it is a **PSYKER** unit.

UNIT COMPOSITION

- **1 Noxious Blightbringer**

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

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

FACTION KEYWORDS: **DEATH GUARD**

FOUL BLIGHTSPAWN

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

Embedded into a Foul Blightspawn's body 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.

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

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

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.*

ABILITIES

CORE: **Leader**

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

Blinding Spray: In the Fight phase, you can select one model from your army with this ability to use this ability. If you do, until the end of the phase, that model's unit has the Fights First ability. Each model can only be selected for this ability once per battle.

Putrefying Stink: Enemy models cannot start or end an Advance move within 9" of this model.

UNIT COMPOSITION

- **1 Foul Blightspawn**

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

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

FACTION KEYWORDS: **DEATH GUARD**

BIOLOGUS PUTRIFIER

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

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.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hyper blight grenades [ASSAULT, BLAST, LETHAL HITS]	12"	D6	3+	7	-1	2
Injector pistol [ANTI-INFANTRY 2+, PISTOL, PRECISION]	3"	1	3+	4	-1	3

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

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.*

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.

Extraction of Fresh Disease: The first time this model's unit destroys an enemy unit as the result of a melee attack, until the end of the battle, add 6 to the Objective Control characteristic of this model.

UNIT COMPOSITION

- **1 Biologus Putrifier**

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

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

FACTION KEYWORDS: **DEATH GUARD**

TALLYMAN

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

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 sacred chants of the three and of the seven, spurring on the Death Guard.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
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
Close combat weapon	Melee	4	3+	4	0	1

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.*

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, you can ignore any or all modifiers to that attack's Ballistic Skill or Weapon Skill characteristics and/or any or all modifiers to the Hit roll.

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

UNIT COMPOSITION

- **1 Tallyman**

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

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

KEYWORDS: **INFANTRY, CHARACTER, CHAOS, NURGLE, TALLYMAN**

FACTION KEYWORDS: **DEATH GUARD**

PLAGUE SURGEON

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

Equipped with tainted, grime-smeared nartheciums and dripping baleswords, Plague Surgeons also carry vials and alembics full of boosters and stimulants for countless plagues. By such means do they give the Death Guard renewed strength and resilience while inflaming the enemy's infections to unbearable degrees.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
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

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.*

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.

Inflamed Infections: At the start of the Fight phase, select one enemy unit within Engagement Range of this model. Until the end of the phase, each time this model makes an attack that targets that unit, an unmodified Hit roll of 5+ scores a Critical Hit. If that unit is Below Half-strength, an unmodified Hit roll of 4+ scores a Critical Hit instead.

UNIT COMPOSITION

- **1 Plague Surgeon**

This model is equipped with: bolt pistol; balesword.

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

FACTION KEYWORDS: **DEATH GUARD**

POXWALKERS

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

Poxwalkers are victims of walking pox, a cruel virulence that rots the infected almost to death while keeping them conscious. They are terror troops, their ceaseless groaning the vector by which they infect the truly living. In battle, they drown their foes in a sea of decaying flesh, clawing hands and gnashing teeth.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Improvised weapon [LETHAL HITS]	Melee	2	5+	3	0	1

ABILITIES

CORE: **Infiltrators, Feel No Pain 5+**

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

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

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

UNIT COMPOSITION

- **10-20 Poxwalkers**

Every model is equipped with: improvised weapon.

KEYWORDS: **INFANTRY, CHAOS, NURGLE, POXWALKERS**

FACTION KEYWORDS: **DEATH GUARD**

ICON BEARER

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

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Boltgun [LETHAL HITS]	24"	2	3+	4	0	1

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

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.*

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.

Blessed Icon of Disease: Once per battle, at the start of any phase, you can select one friendly **DEATH GUARD** unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

UNIT COMPOSITION

- **1 Icon Bearer**

This model is equipped with: boltgun; plague knife.

KEYWORDS: **INFANTRY, CHARACTER, GRENADES, CHAOS, NURGLE, ICON BEARER**

FACTION KEYWORDS: **DEATH GUARD**

PLAGUE MARINES

M	T	SV	W	LD	OC
5"	6	3+	2	6+	2

The mainstay of vectoriums, Plague Marines excel in gruelling firefights and relentless assaults that grind the enemy down. They are tactically astute, deploying plague spewers to drown hordes of enemies in toxic slime and blight launchers to release crippling ironblight into armoured vehicles.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Blight launcher [BLAST, LETHAL HITS]	24"	D3	3+	6	-1	2
Boltgun [LETHAL HITS]	24"	2	3+	4	0	1
Bolt pistol [LETHAL HITS, PISTOL]	12"	1	3+	4	0	1
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 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
Power fist [LETHAL HITS]	Melee	3	3+	8	-2	2

WARGEAR OPTIONS

- The Plague Champion's boltgun can be replaced with one of the following:
  - 1 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 power fist
- For every 5 models in this unit, 1 Plague Marine's boltgun can be replaced with 1 blight launcher.
- For every 5 models in this unit, 1 Plague Marine's boltgun can be replaced with 1 plague spewer.
- For every 5 models in this unit, 1 Plague Marine's 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 boltgun replaced with 1 bubotic weapons.
- For every 5 models in this unit, up to 2 Plague Marines can each have their boltgun replaced with 1 heavy plague weapon.
- One Plague Marine equipped with a boltgun can be equipped with 1 icon of despair. This model's boltgun cannot be replaced.

ABILITIES

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

Infused with the Blessings of Nurgle: In your Shooting phase, each time this unit is selected to shoot, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the start of your next turn, that enemy unit is Afflicted.

WARGEAR ABILITIES

Icon of Despair (Aura): While an enemy unit is within 6" of the bearer, worsen the Leadership characteristic of models in that unit by 1.

UNIT COMPOSITION

- **1 Plague Champion**
- **4-9 Plague Marines**

Every model is equipped with: boltgun; plague knives.

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

KEYWORDS: **Infantry, Battleline, Grenades, Chaos, Nurgle, Plague Marines**

FACTION KEYWORDS: **Death Guard**

BLIGHTLORD TERMINATORS

M	T	SV	W	LD	OC
5"	7	2+	3	6+	1

4+ INVULNERABLE SAVE

Blightlord Terminators are incredibly tough, thanks to their Cataphractii armour and Nurgle's gifts, and they 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.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Blight launcher [BLAST, LETHAL HITS]	24"	D3	3+	6	-1	2
Combi-bolter [LETHAL HITS, RAPID FIRE 2]	24"	2	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Plague spewer [ANTI-INFANTRY 2+, IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Reaper autocannon [DEVASTATING WOUNDS, SUSTAINED HITS 1]	36"	4	3+	7	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Bubotic blade [LETHAL HITS]	Melee	3	3+	5	-2	2
Close combat weapon	Melee	3	3+	4	0	1
Flail of corruption [LETHAL HITS]	Melee	6	3+	5	-1	2

WARGEAR OPTIONS

- For every 5 models in this unit, up to 3 models' combi-bolters can each be replaced with 1 combi-weapon.
- For every 5 models in this unit, 1 Blightlord Terminator's combi-bolter and bubotic blade can be replaced with 1 flail of corruption.
- For every 5 models in this unit, 1 Blightlord Terminator's combi-bolter can be replaced with 1 blight launcher.
- For every 5 models in this unit, 1 Blightlord Terminator's combi-bolter can be replaced with 1 reaper autocannon.
- For every 5 models in this unit, 1 Blightlord Terminator's combi-bolter can be replaced with 1 plague spewer.
- If this unit contains only 3 models, 1 Blightlord Terminator's combi-bolter and bubotic blade can be replaced with 1 plague spewer and 1 close combat weapon.

ABILITIES

CORE: **Deep Strike**

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

Blistering Fusillade: If this unit has a Starting Strength of 5 or more, or if a **CHARACTER** is leading this unit, then each time a model in this unit makes a ranged attack that targets an Afflicted unit, improve the Strength and Armour Penetration characteristics of that attack by 1.

UNIT COMPOSITION

- **1 Blightlord Champion**
- **2-9 Blightlord Terminators**

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

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

FACTION KEYWORDS: **DEATH GUARD**

Blightlord Terminator with plague spewer and bubotic blade

Blightlord Terminator with blight launcher and bubotic blade

Blightlord Terminator with flail of corruption

DEATHSHROUD TERMINATORS

M	T	SV	W	LD	OC
5"	7	2+	4	6+	1

4+ INVULNERABLE SAVE

Deathshroud Terminators are swollen with the rotten powers of their diseased patron. With every swing of their giant 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 and the inescapable judgement of Mortarion himself.

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	8	3+	4	-1	1

WARGEAR OPTIONS

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

ABILITIES

CORE: **Deep Strike**

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

Silent Bodyguard: While a **CHARACTER** model is leading this unit, that **CHARACTER** model has the Feel No Pain 4+ ability.

Death Approaches: Each time this unit is set up on the battlefield using the Deep Strike ability, it can be set up anywhere on the battlefield that is more than 6" horizontally away from all Afflicted enemy units, and more than 9" horizontally away from all other enemy units.

WARGEAR ABILITIES

Icon of Despair (Aura): While an enemy unit is within 6" of the bearer, worsen the Leadership characteristic of models in that unit by 1.

UNIT COMPOSITION

- **1 Deathshroud Champion**
- **2-5 Deathshroud Terminators**

Every model is equipped with: plaguespurt gauntlet; manreaper.

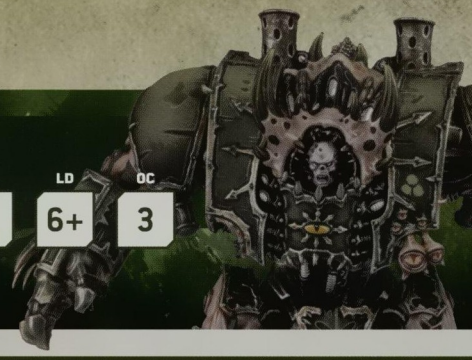
Before selecting targets for this weapon, select one of its profiles to make attacks with.

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

FACTION KEYWORDS: **DEATH GUARD**

HELBRUTE

M	T	SV	W	LD	OC
7"	9	2+	8	6+	3



The most terribly wounded of Nurgle's champions 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.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-bolter [LETHAL HITS, RAPID FIRE 2]	24"	2	3+	4	0	1
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Missile launcher – frag [BLAST]	48"	D6	3+	4	0	1
Missile launcher – krak	48"	1	3+	9	-2	D6
Multi-melta [MELTA 2, LETHAL HITS]	18"	2	3+	9	-4	D6
Plasma cannon [BLAST, HAZARDOUS, LETHAL HITS]	36"	D3	3+	8	-3	3
Twin autocannon [TWIN-LINKED, LETHAL HITS]	48"	2	3+	10	-1	3
Twin heavy bolter [LETHAL HITS, SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

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	4	3+	14	-3	D6+1
Power scourge	Melee	8	3+	7	-1	2

WARGEAR OPTIONS

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

** That Helbrute fist cannot then be replaced.*

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

ABILITIES

CORE: **Deadly Demise 1**

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

Diseased Malice: Each time this model makes an attack that targets an Afflicted unit, add 1 to the Wound roll.

Froth-spattered Frenzy: If this model is equipped with two melee weapons in addition to its close combat weapon, add 2 to the Attacks characteristic of those two weapons.

UNIT COMPOSITION

- **1 Helbrute**

This model is equipped with: multi-melta; Helbrute fist; close combat weapon.

KEYWORDS: **VEHICLE, WALKER, CHAOS, NURGLE, HELBRUTE**

FACTION KEYWORDS: **DEATH GUARD**

CHAOS SPAWN

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

Many of Nurgle's gifts are metaphysical maladies, parasitic infestations or physical mutations. Some champions become so overburdened by these distorting changes that they degenerate into howling and mindless Chaos Spawn. Their putrefying bodies in constant flux, their sanity shattered by the horror of their fate, they now live only to rend, gnaw and ruin.

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

ABILITIES

CORE: **Deadly Demise 1, Feel No Pain 5+, Scouts 6"**

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

Lethal Ichor: Each time a melee attack is allocated to a model in this unit, after the attacking unit has finished making its attacks, roll one D6 (to a maximum of six D6 per attacking unit): for each 4+, the attacking unit suffers 1 mortal wound.

UNIT COMPOSITION

- **2 Chaos Spawn**

Every model is equipped with: hideous mutations.

KEYWORDS: **Beast, Chaos, Nurgle, Chaos Spawn**

FACTION KEYWORDS: **Death Guard**

MYPHITIC BLIGHT-HAULER

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

5+ INVULNERABLE SAVE

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.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bile spurt [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, LETHAL HITS]	18"	2	3+	9	-4	D6

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

ABILITIES

CORE: **Deadly Demise D3**

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

Tank Hunters: In your Shooting phase, each time a model in this unit makes an attack that targets a **Monster** or **Vehicle** unit, add 1 to the Hit roll and add 1 to the Wound roll.

UNIT COMPOSITION

- **1-2 Myphitic Blight-haulers**

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

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

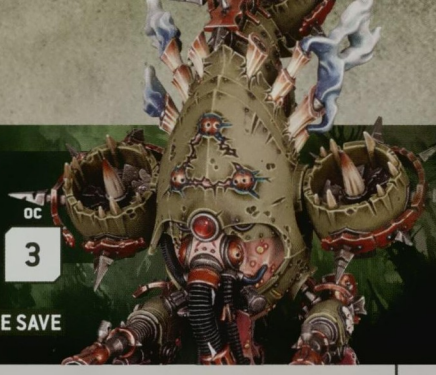
KEYWORDS: **Vehicle, Smoke, Chaos, Nurgle, Daemon, Myphitic Blight-hauler**

FACTION KEYWORDS: **Death Guard**

FOETID BLOAT-DRONE

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

5+ INVULNERABLE SAVE



Foetid Bloat-drones are Daemon Engines that skim across the battlefield on clattering turbines. Adept at providing point support wherever needed, some mount grisly fleshmowers that allow them to charge the enemy lines in a blizzard of mangled flesh. Others are fitted with plaguespitters, sucking up battlefield filth before spewing it in diseased gouts across the foe.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
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

WARGEAR OPTIONS

- This model's fleshmower can be replaced with 2 plaguespitters.

ABILITIES

CORE: **Deadly Demise D3**

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.

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**

FOETID BLOAT-DRONE *WITH HEAVY BLIGHT LAUNCHER*

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

5+ INVULNERABLE SAVE

Some Foetid Bloat-drones carry heavy blight launchers and the bulky ammo hoppers required to feed them. Thrumming ponderously into firing positions, these airborne monsters bombard the enemy with volleys of explosive shells. Each detonation unleashes swift-spreading blights that chew through flesh, rust metal and even corrode souls.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy blight launcher [BLAST, LETHAL HITS]	36"	D6+2	3+	10	-2	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Plague probe [LETHAL HITS]	Melee	3	3+	6	-1	1

ABILITIES

CORE: **Deadly Demise D3**

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

Explosive Blight: In your Shooting phase, each time this model makes an attack that destroys an enemy unit, before removing the last model in that unit from play, roll a D6, adding 1 to the result if that unit is Afflicted: on a 5+, each enemy unit within 6" of that model is Afflicted until the start of your next turn.

UNIT COMPOSITION

- **1 Foetid Bloat-drone**

This model is equipped with: heavy blight launcher; plague probe.

KEYWORDS: **Vehicle, Fly, Chaos, Nurgle, Daemon, Foetid Bloat-drone with Heavy Blight Launcher**

FACTION KEYWORDS: **Death Guard**

PLAGUEBURST CRAWLER

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

5+ INVULNERABLE SAVE

The brainchild of Mortarion himself, the Plagueburst Crawler is a hulking Daemon Engine with a giant ram-blade and thick armour plating that renders it incredibly resilient. Equipped with a Plagueburst mortar, the engine launches hideously powerful explosive shells that unleash clouds of corrosive spores upon detonation.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Entropy cannon [LETHAL HITS]	36"	1	3+	10	-3	D6+1
Heavy slugger [LETHAL HITS]	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]	36"	3	3+	5	0	1

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

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.

ABILITIES

CORE: **Deadly Demise D3**

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

Spore-laced Shock Waves: In your Shooting phase, each time you select a target for this model's Plagueburst mortar, roll one D6 for the target unit and every other enemy unit within 3" of the target unit, adding 1 to that roll if the unit being rolled for is Afflicted. On a 6+, the unit being rolled for is struck by spores; after resolving all of this model's attacks against the target unit, each unit struck by spores suffers D3 mortal wounds.

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.

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**

CHAOS PREDATOR ANNIHILATOR

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

The Predator Annihilator is designed for hunting enemy battle tanks, monstrous beasts and other high-value targets. The Death Guard highly values these war engines, for they provide much-needed fire support for their infantry assaults. Bloated with contagion and crewed by mutant abominations, these tainted war engines spread Nurgle's gifts with every volley.

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

WARGEAR OPTIONS

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

ABILITIES

CORE: **Deadly Demise D3**

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

Metalophagic Infection: In your Shooting phase, after this model has shot, select one enemy **MONSTER** or **VEHICLE** unit hit by one or more of those attacks. Roll one D6, adding 1 to the result if that unit is Afflicted; on a 5+, that unit suffers D3 mortal wounds.

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.

UNIT COMPOSITION

- **1 Chaos Predator Annihilator**

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

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

FACTION KEYWORDS: **DEATH GUARD**

CHAOS PREDATOR DESTRUCTOR

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

These pustule-covered battle tanks provide mobile armoured support for advancing Death Guard infantry. Maintaining a punishing rate of fire, whether lurking hull-down or ploughing in alongside the vectorium's warriors, they riddle the enemy with diseased munitions that leave those not immediately slain weakened and withering before the might of Mortarion's sons.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-bolter [LETHAL HITS, RAPID FIRE 2]	24"	2	3+	4	0	1
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
Heavy bolter [LETHAL HITS, SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Lascannon	48"	1	3+	12	-3	D6+1
Predator autocannon [LETHAL HITS, RAPID FIRE 2]	48"	4	3+	10	-1	3

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

WARGEAR OPTIONS

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

ABILITIES

CORE: **Deadly Demise D3**

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

Hail of Corrosive Disease: In your Shooting phase, after this model has shot, select one enemy unit (excluding **MONSTERS** and **VEHICLES**) hit by one or more of those attacks. Until the end of the phase, each time a friendly **DEATH GUARD** unit makes a ranged attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1. The same enemy unit can only be affected by this ability once per phase.

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.

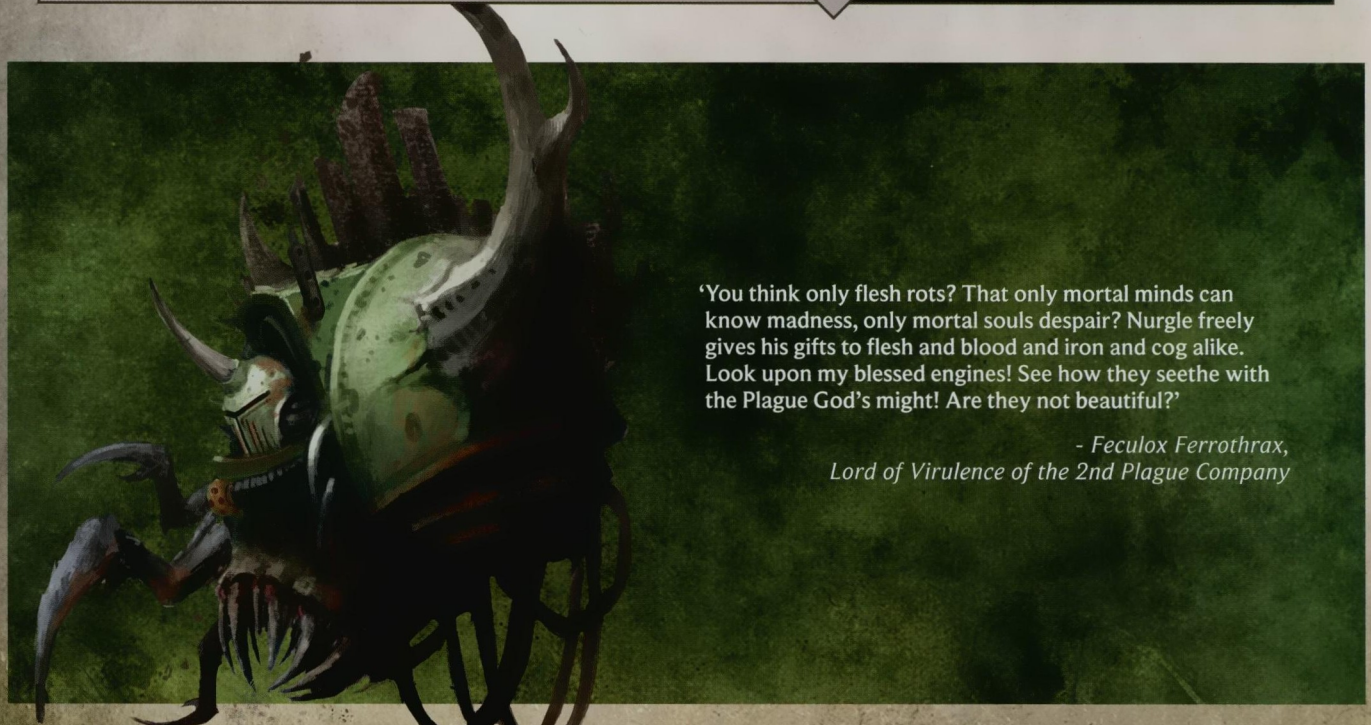
UNIT COMPOSITION

- **1 Chaos Predator Destructor**

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

KEYWORDS: **VEHICLE, SMOKE, CHAOS, NURGLE, PREDATOR DESTRUCTOR**

FACTION KEYWORDS: **DEATH GUARD**



'You think only flesh rots? That only mortal minds can know madness, only mortal souls despair? Nurgle freely gives his gifts to flesh and blood and iron and cog alike. Look upon my blessed engines! See how they seethe with the Plague God's might! Are they not beautiful?'

- Feculox Ferrothrax, Lord of Virulence of the 2nd Plague Company

DEFILER

M	T	SV	W	LD	OC
8"	11	3+	14	6+	5

5+ INVULNERABLE SAVE

Huge arachnoid Daemon Engines, Defilers are potent whether bombarding the foe from range or tearing through them at close quarters with piston-driven talons and claws. Those possessed by daemons of Nurgle fire grotesquely diseased projectiles that detonate in choking miasmic clouds or rains of corrosive slop, driving their targets from cover and rendering them easy prey.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Battle cannon [BLAST, LETHAL HITS]	48"	D6+3	3+	10	-1	3
Combi-bolter [LETHAL HITS, RAPID FIRE 2]	24"	2	3+	4	0	1
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
Reaper autocannon [DEVASTATING WOUNDS, SUSTAINED HITS 1]	36"	4	3+	7	-1	1
Twin heavy bolter [LETHAL HITS, SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin heavy flamer [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6	N/A	5	-1	1
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

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

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 heavy bolter
  - 1 twin lascannon
- This model can be equipped with one of the following:
  - 1 combi-bolter
  - 1 combi-weapon

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 through friendly **MONSTER** and **VEHICLE** models and terrain features that are 4" or less in height.

Barrage of Filth: In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, that unit cannot have the Benefit of Cover.

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.

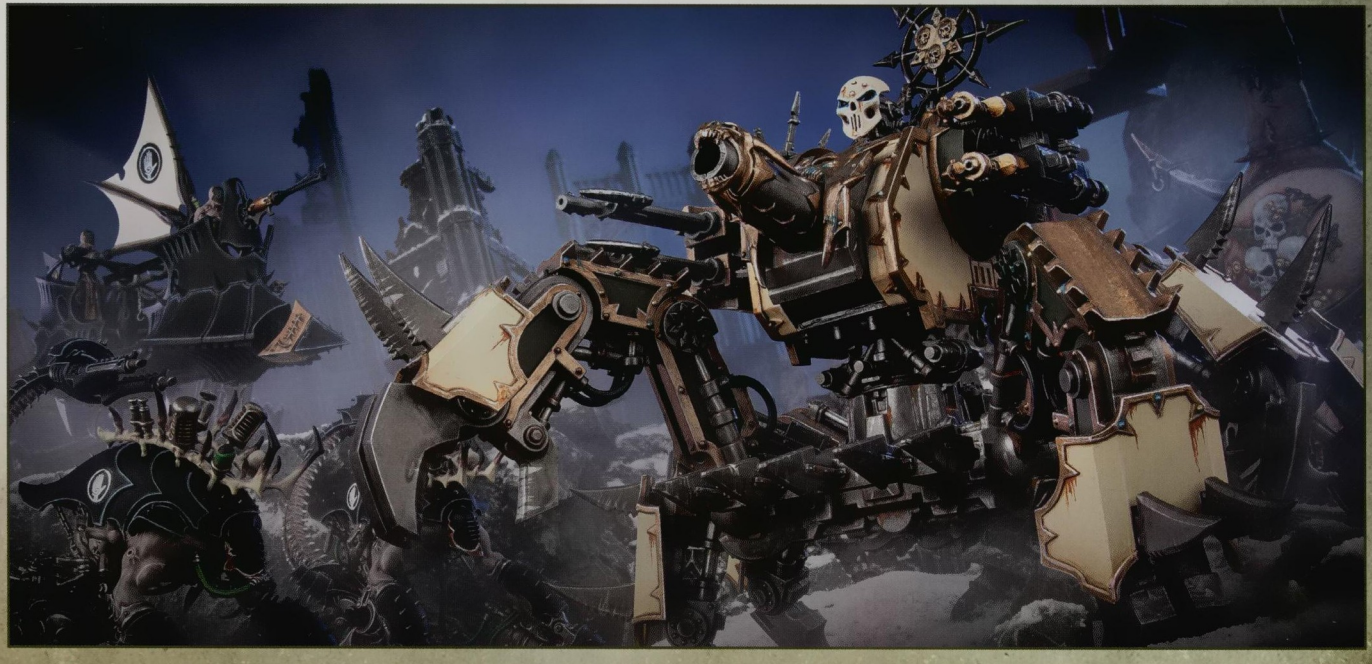
UNIT COMPOSITION

- **1 Defiler**

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

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

FACTION KEYWORDS: **DEATH GUARD**



CHAOS LAND RAIDER

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

Land Raiders are destructive and versatile vehicles equipped with a fearsome arsenal of weapons and a large transport capacity. Drenched in thick, stinking slime, Death Guard Land Raiders are host to various scratching and biting parasites and sprout throbbing growths emitting fogs of foetid gas.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-bolter [LETHAL HITS, RAPID FIRE 2]	24"	2	3+	4	0	1
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
Soulshatter lascannon	48"	2	3+	12	-3	D6+1
Twin 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

WARGEAR OPTIONS

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

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.

UNIT COMPOSITION

- **1 Chaos Land Raider**

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

TRANSPORT

This model has a transport capacity of 14 **DEATH GUARD INFANTRY** models. Each **TERMINATOR** model takes up the space of 2 models.

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

FACTION KEYWORDS: **DEATH GUARD**

Chaos Land Raider with two soulshatter lascannons, twin heavy bolter and combi-bolter

CHAOS RHINO

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

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, taking them to new battlefronts, bearing them through hostile terrain or supporting armoured offensives.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-bolter [LETHAL HITS, RAPID FIRE 2]	24"	2	3+	4	0	1
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

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

WARGEAR OPTIONS

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

ABILITIES

CORE: **Deadly Demise D3, Firing Deck 2**

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

Fire Support: In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a friendly model that disembarked from this **TRANSPORT** this turn makes an attack that targets that enemy unit, you can re-roll the Wound roll.

UNIT COMPOSITION

- **1 Chaos Rhino**

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

TRANSPORT

This model has a transport capacity of 12 **DEATH GUARD INFANTRY** models. It cannot transport **TERMINATOR** models.

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

FACTION KEYWORDS: **DEATH GUARD**

'Let our foes believe us plodding. Let them call us ponderous, lumbering. Let them shower us with insults as the Grandfather showers us with blessings. Their shock and despair will just be all the greater when we grind their flimsy bodies beneath our rusted tracks.'

- Molghoth the Bitter,
Lord of Contagion of the 5th Plague Company

MIASMIC MALIGNIFIER

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

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Miasmic gouts [IGNORES COVER, TORRENT]	9"	2D6	N/A	3	0	1

UNIT COMPOSITION

- **1 Miasmic Malignifier**

This model is equipped with: miasmic gouts.

DEPLOYMENT

Both parts of this **FORTIFICATION** must be set up within 1" of each other. Both parts are then treated as a single model for all rules purposes.

ABILITIES

CORE: **Deadly Demise D3**

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

Putrescent Fog: Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of this model.

Diseased Cover: Each time a ranged attack is allocated to a model, if that model is not fully visible to 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**

ROTIGUS

M	T	SV	W	LD	OC
7"	12	5+	22	6+	5

4+ INVULNERABLE SAVE

Rotigus Rainfather lumbers into battle, vomiting rivers of corrosive, plague-laden filth across all who stand in its path. In its bloated fist, it clutches a gnarlrod while an endless and infectious downpour accompanies the daemon, a fecund flood fit to drown, corrupt and mutate all it touches.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Streams of brackish filth [DEVASTATING WOUNDS, IGNORES COVER, TORRENT]	12"	2D6	N/A	8	-2	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Gnarlrod – strike [LETHAL HITS, PSYCHIC]	Melee	7	2+	10	-3	3
Gnarlrod – sweep [LETHAL HITS, PSYCHIC]	Melee	14	2+	8	-1	1

UNIT COMPOSITION

- **1 Rotigus – EPIC HERO**

This model is equipped with: streams of brackish filth; gnarlrod.

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

ABILITIES

CORE: **Deadly Demise D6, Deep Strike, Feel No Pain 6+**

FACTION: **Pact of Decay**

Virulent Blessing (Psychic): At the start of the Fight phase, you can select one enemy unit within 24" and visible to this model. Until the end of the phase, each time an attack made by a **PLAGUE LEGIONS** model is allocated to a model in that unit, add 1 to the Damage characteristic of that attack.

Deluge of Nurgle (Aura): While an enemy unit is within 6" of this model, subtract 2 from the Move characteristic and subtract 1 from the Objective Control characteristic of models in that unit.

DAMAGED: 1-7 WOUNDS REMAINING

While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **MONSTER, CHARACTER, EPIC HERO, PSYKER, CHAOS, NURGLE, DAEMON, SUMMONED, ROTIGUS**

FACTION KEYWORDS: **PLAGUE LEGIONS**

GREAT UNCLEAN ONE

M	T	SV	W	LD	OC
7"	12	5+	20	6+	5

4+ INVULNERABLE SAVE

These greater daemons possess the same boundless energy and drive to corrupt as a swift-spreading virus. Their booming voices roll across the battlefield, their cruel jollity and the perverse pride they take in their underlings' achievements horribly at odds with the misery and disease they spread.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Plague flail	6"	D6+1	3+	7	-2	2
Putrid vomit [IGNORES COVER, TORRENT]	12"	D6+3	N/A	5	-2	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Bileblade [EXTRA ATTACKS, LETHAL HITS]	Melee	3	2+	6	-2	2
Bilesword – strike [LETHAL HITS]	Melee	6	2+	10	-2	D6+1
Bilesword – sweep [LETHAL HITS]	Melee	12	2+	7	-1	1
Doomsday bell [LETHAL HITS, REVERBERATING SUMMONS]	Melee	6	2+	7	-1	2

Reverberating Summons: Each time a model is destroyed by this weapon, you can select one friendly **PLAGUEBEARERS** unit within 12" of the bearer and return 1 destroyed Plaguebearer model to that unit.

WARGEAR OPTIONS

- This model's plague flail can be replaced with 1 bileblade.
- This model's bilesword can be replaced with 1 doomsday bell.

ABILITIES

CORE: **Deadly Demise D6, Deep Strike, Feel No Pain 6+**

FACTION: **Pact of Decay**

Daemon Lord of Nurgle (Aura): While a friendly **PLAGUE LEGIONS** unit is within 6" of this model, add 1 to the Toughness characteristic of models in that unit.

Nurgle's Rot (Psychic): At the end of your Movement phase, you can select one enemy unit within 12" of this model. Until the start of your next Movement phase, that unit is rotted. While a unit is rotted, subtract 1 from the Toughness characteristic of models in that unit.

DAMAGED: 1-7 WOUNDS REMAINING

While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Great Unclean One**

This model is equipped with: plague flail; putrid vomit; bilesword.

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

KEYWORDS: **MONSTER, CHARACTER, PSYKER, CHAOS, NURGLE, DAEMON, SUMMONED, GREAT UNCLEAN ONE**

FACTION KEYWORDS: **PLAGUE LEGIONS**

Great Unclean One with plague flail and bilesword

Bileblade

PLAGUEBEARERS

M	T	SV	W	LD	OC
5"	5	7+	2	7+	2

5+ INVULNERABLE SAVE

Born from the souls of those who die of Nurgle's Rot, Plaguebearers are the foot soldiers of the Plague God. They wield plagueswords that drip with infectious slime and are surrounded by the endless drone of counting as they pursue their hopeless and eternal task of tallying each new outbreak of their master's many diseases.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Plaguesword [LETHAL HITS]	Melee	2	3+	4	-1	1

WARGEAR OPTIONS

- 1 Plaguebearer that is not equipped with a daemonic icon can be equipped with 1 instrument of Chaos.
- 1 Plaguebearer that is not equipped with an instrument of Chaos can be equipped with 1 daemonic icon.

UNIT COMPOSITION

- **1 Plagueridden**
- **9 Plaguebearers**

Every model is equipped with: plaguesword.

ABILITIES

CORE: **Deep Strike**

FACTION: **Pact of Decay**

Infected Outbreak: At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

WARGEAR ABILITIES

Daemonic Icon: Models in the bearer's unit have a Leadership characteristic of 6+.

Instrument of Chaos: Add 1 to Charge rolls made for the bearer's unit.

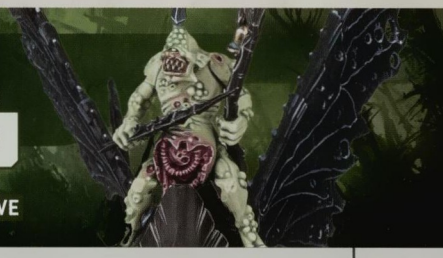
KEYWORDS: **Infantry, Battleline, Chaos, Nurgle, Daemon, Summoned, Plaguebearers**

FACTION KEYWORDS: **Plague Legions**

PLAGUE DRONES

M	T	SV	W	LD	OC
10"	8	6+	5	7+	2

5+ INVULNERABLE SAVE



Plague Drones ride monstrous rot flies to war. These vile steeds scrabble and rip at their prey, impaling them on dripping proboscis or biting off the heads of their victims. The finest stolen craniums are recovered and fashioned into filth-swollen projectiles – death's heads – for the daemonic riders to hurl at their foes.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Death's heads [BLAST, LETHAL HITS]	12"	D3	4+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Foul mouthparts [EXTRA ATTACKS, LETHAL HITS]	Melee	2	4+	5	-1	2
Plaguesword [LETHAL HITS]	Melee	2	3+	4	-1	1

WARGEAR OPTIONS

- 1 Plague Drone that is not equipped with a daemonic icon can be equipped with 1 instrument of Chaos.
- 1 Plague Drone that is not equipped with an instrument of Chaos can be equipped with 1 daemonic icon.

UNIT COMPOSITION

- **1 Plaguebringer**
- **2-5 Plague Drones**

Every model is equipped with: death's heads; foul mouthparts; plaguesword.

ABILITIES

CORE: **Deep Strike**

FACTION: **Pact of Decay**

Death's Heads: In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the end of the turn, each time a friendly **Plague Legions** unit makes an attack that targets that unit, you can re-roll the Wound roll.

WARGEAR ABILITIES

Daemonic Icon: Models in the bearer's unit have a Leadership characteristic of 6+.

Instrument of Chaos: Add 1 to Charge rolls made for the bearer's unit.

KEYWORDS: **Mounted, Fly, Chaos, Nurgle, Daemon, Summoned, Plague Drones**

FACTION KEYWORDS: **Plague Legions**

BEASTS OF NURGLE

M	T	SV	W	LD	OC
6"	9	6+	7	7+	3

5+ INVULNERABLE SAVE

Filled with dim-witted ebullience at odds with their diseased and nightmarish forms, Beasts of Nurgle heave themselves into battle like eager hounds. They are drawn instinctively to mortal playthings, whose desperate cries and frantic flight they mistake for participation, at least until their luckless new friends have twitched their last.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Putrid appendages [DEVASTATING WOUNDS]	Melee	6	4+	6	-1	2

ABILITIES

CORE: **Deadly Demise 1, Deep Strike, Scouts 6"**

FACTION: **Pact of Decay**

Grotesque Regeneration: At the end of each phase, if a Beasts of Nurgle model in this unit has lost any wounds but is not destroyed, that model regains all of its lost wounds.

UNIT COMPOSITION

- **1-2 Beasts of Nurgle**

Every model is equipped with: putrid appendages.

KEYWORDS: **Beast, Chaos, Nurgle, Daemon, Summoned, Beasts of Nurgle**

FACTION KEYWORDS: **Plague Legions**

NURGLINGS

M	T	SV	W	LD	OC
5"	3	7+	4	8+	0

5+ INVULNERABLE SAVE

Nurglings are malicious plague mites that pour across the battlefield in giggling masses. These foul imps might seem almost amusing from a distance, yet the illusion is shattered as the Nurglings spill forth to engulf their screaming victims in a rancid avalanche of needle fangs, filthy talons and bloated flesh.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Diseased claws and teeth [LETHAL HITS]	Melee	4	5+	2	0	1

ABILITIES

CORE: **Deep Strike, Infiltrators**

FACTION: **Pact of Decay**

Mischief Makers: Each time an enemy unit (excluding **Titanic** units) within Engagement Range of one or more units with this ability is selected to fight, until the end of the phase, each time a model in that enemy unit makes a melee attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **3-6 Nurgling Swarms**

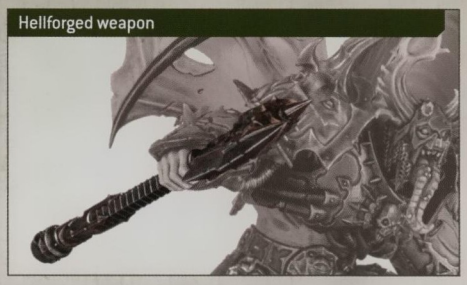
Every model is equipped with: diseased claws and teeth.

KEYWORDS: **Swarm, Chaos, Nurgle, Daemon, Summoned, Nurglings**

FACTION KEYWORDS: **Plague Legions**

WARGEAR OF THE DEATH GUARD

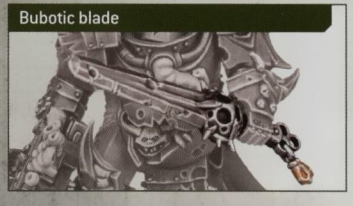
HELLFORGED WEAPONS



WEAPONS OF THE WARP

The corporeal forms of the Daemon Princes of Nurgle coalesce from warp-stuff bound together by unholy will. Many such entities also manifest baroque and monstrous hellforged weapons to harvest the souls of their mortal prey. Such implements of destruction may take on the aspect of a pocked and rusted battle axe, a venom-slick sword graven from diseased bone, or even stranger and more esoteric weapons of war.

CLOSE-QUARTERS WEAPONRY



PLAGUE KNIVES

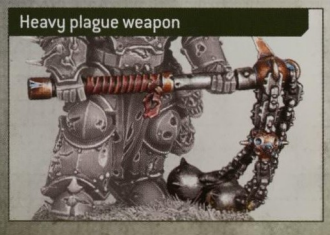
Whether forged of cursed iron, carved from mutant bone or even wrought out of noctilith, each plague knife is unique and terrible. Their curse-enfolded blades emit a subsonic whine that causes eyes to water and teeth to clench, while the slightest nick from their seeping edges triggers rampant infection that blossoms through mortal flesh with horrifying speed.

BLIGHT WEAPONS

CURSED CORROSION

Launched in shells or brittleglass orbs, or hurled in grenade form, the myriad alchemical agents known collectively as blights corrode all they touch. Flesh, metal, ferrocrete, even air and soulstuff run to putrescent slop when exposed.

IMPLEMENTS OF BRUTALITY



BONE-BREAKING FORCE

In the trench fights, boarding actions and urban warfare favoured by the Death Guard, sometimes a huge blunt instrument is the perfect weapon. Flails of corruption can entangle and disarm foes even as they break their bones and smash their equipment. Great plague cleavers and similarly huge axes and mauls are also useful, both for sweeping aside bodies and staving in bulkhead doors.

PLAGUE PROJECTORS

Plaguespitter

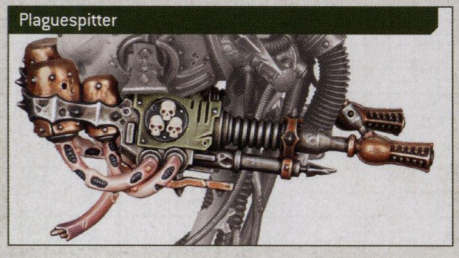
Twin plague spewer

Plague sprayer

JETTING FILTH

Plague-thrower weapons project sprays of hyper-infectious matter, either in wide point-blank fans or long arcing jets. Their operation is often accompanied by dreadfully loud regurgitative rasps and heaving convulsions.

Plaguespitter



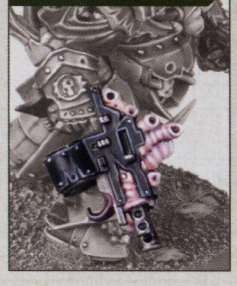
Plague spewer

Plague belcher

Plaguespurt gauntlet

COMBI-WEAPONS

Combi-bolter



Combi-weapon

TACTICAL FIREPOWER

A combi-weapon is comprised of two ranged weapons built into one housing, with a shot selector or twin triggers allowing the wielder to direct both guns' fury. Some generate hails of anti-personnel fire while others can punch through armour with thrumming melta beams.

ICON OF DESPAIR

Icon of despair

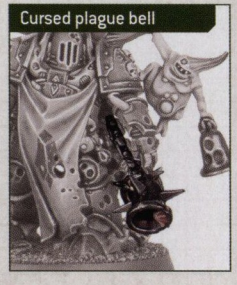
SIGILS OF NURGLE

Many icons of despair are fashioned from the scavenged ruin of previous foes' wargear and fighting machines. The Death Guard claim that the misery of these slain enemies still clings to the twisted metal.

ENSORCELLED BELLS

Tocsin of misery

Cursed plague bell



Doomsday bell

THE PEAL YARD

Deep within the swamps of Munificence lies the Peal Yard. This fortified factory rings with a constant cacophony, for it is here that the tocsins of misery are forged. The Peal Yard is an interstice, existing upon the very cusp of the Warp. Within, droning daemon smiths cast the cursed bells from the screams of dying psykers, beating runes of madness and misery into them ready for war.

Crusade Rules

'There is but one Path to Glory, and yet there are many. Ours is the sevenfold road and the thrice-blessed way. Through rot and through ruin, by misery and by malevolence, with bountiful praise and burgeoning contagion do we ascend to stand amongst the Chosen of the Gods.'

- the Creed Contagious

INTRODUCTION

In this section you'll find additional rules for playing Crusade battles that are bespoke to DEATH GUARD units. You can find out more about Crusade armies in the main Crusade rules.

This section contains the following additional rules:

BOONS OF NURGLE
Here you will find uniquely potent Battle Honours for **DEATH GUARD CHARACTERS** that run the risk of turning your powerful warriors into Chaos Spawn.

A GRAND PLAGUE
The Death Guard are devoted in the service of Nurgle, and seek ever to increase his grip on the galaxy. The rules presented in this section frame a particular campaign for your army, as they seek to weaponise a plague and use it to conquer a world.

ALCHEMICAL PATHOGENS
In this section, you will find rules for tailoring the poisons and pathogens wielded by your army, allowing you to customise the way your units' Lethal Hits weapons work in your battles.

AGENDAS
DEATH GUARD armies can attempt to achieve unique Agendas in addition to those found in other publications. These represent the faction's unique goals and their particular methods of waging war.

REQUISITIONS
DEATH GUARD armies have access to a number of bespoke Requisitions in addition to those found in other publications.

BATTLE TRAITS
As they gain experience and prowess, **DEATH GUARD** units in your Crusade force can be given one of the Battle Traits in this section instead of one presented elsewhere.

CRUSADE RELICS
In addition to the Crusade Relics presented in other publications, **DEATH GUARD CHARACTER** units can claim one of the Crusade Relics found here.

CRUSADE BADGES
Here you will find three Crusade Badges representing goals you can set yourself when campaigning with your Crusade force. Once one is achieved, you could set yourself a new goal, or take the opportunity to start a new Crusade force.

PLAGUE LEGIONS AND POXWALKERS
When mustering your Crusade army, if you are using the Tallyband Summoners Detachment, you will be able to include **PLAGUE LEGIONS** units from your Crusade force in your Crusade army.

PLAGUE LEGIONS and **POXWALKERS** units can never gain Experience points or Battle Honours. However, they automatically pass any Out of Action tests they are required to take, so never gain Battle Scars. You can mark the Experience points section of such units' Crusade cards with 'N/A' to remind you.

BOONS OF NURGLE

Boons of Nurgle are a type of Battle Honour that can be given to **DEATH GUARD CHARACTER** models. Each time a **DEATH GUARD CHARACTER** model from your army would gain a Battle Honour, you can choose for it to gain a Boon of Nurgle. **DAEMON PRINCE** models cannot gain Boons of Nurgle, and no model from your Crusade force can have more than three Boons of Nurgle.

Each time a model gains a Boon of Nurgle, roll a D33 to randomly determine one from the table on the right. To do so, roll two D3 one after the other: the first result determines your 'tens' and the second your 'units'. For example, if you roll two D3 and the first result is a 2 and the second is a 1, the D33 result is 21.

A model can have more than one Boon of Nurgle, but if you roll a result that duplicates a Boon of Nurgle a model already has, that model's unit suffers Spawndom (see below). As with any Battle Honour, make a note on a model's Crusade card when it gains a Boon of Nurgle, and increase its Crusade points by 1.

SPAWNDOM

There are significant risks to dedicating oneself to Nurgle and inviting the Plague God's repulsive gifts. Many powerful champions have degenerated into swollen masses of rotting flesh, putrid muscle and screaming mouths, ending their Path to Glory as insane mutant aberrations. These mindless beasts are then herded together with other unfortunate Spawn and goaded towards the enemy to spread sickness in Nurgle's name.

If a **DEATH GUARD** unit from your Crusade force suffers Spawndom, remove that unit from your Crusade force, then add a new **DEATH GUARD CHAOS SPAWN** unit to your Crusade force. The new unit has the same number of Battle Honours, Battle Scars and XP as the unit it replaced. If adding this unit would cause your Crusade points total to exceed your Crusade force's Supply Limit, you must first increase your Supply Limit (such as by using the Increase Supply Limit requisition) or your unit is removed from your Crusade force and no new unit is added in its place.

BOONS OF NURGLE	D33
Febrile Vitality: Add 1" to the Move characteristic of models in this model's unit.	11
Slitherswift Limbs: Add 1 to Advance and Charge rolls made for this model's unit.	12
Writhing Tentacles: Add 1 to the Attacks characteristic of melee weapons equipped by this model.	13
Grossly Swollen: Add 2 to this model's Wounds characteristic.	21
Leprous Insensibility: This model has the Feel No Pain 5+ ability.	22
Veil of Flies: Models in this model's unit have the Stealth ability.	23
Touch of Rot: Improve the Armour Penetration characteristic of melee weapons equipped by this model by 1.	31
Plaguesight: Each time this model makes an attack that targets an Afflicted unit, you can re-roll the Hit roll.	32
Billowing Miasma: Add 6" to this model's Contagion Range.	33

A GRAND PLAGUE

Some plague champions obsess over perfecting Nurgle's supernatural plagues as a form of worship, leading their warbands into campaigns of military conquest to facilitate their ritualised experiments.

If your Crusade force includes a **DEATH GUARD CHARACTER** unit, and is not attempting to Concoct a Plague, it can attempt to Concoct a Plague.

Outbreak

When your Crusade force attempts to Concoct a Plague, you must first create the world your Crusade force will attempt to conquer. Each world has its own strengths and weaknesses for you to overcome, described by three characteristics: Fecundity, Population Density, and Vulnerability.

These characteristics are each measured on a scale of 1 to 6, and cannot be decreased or increased beyond these values, with the exception of Population Density, which can be decreased to 0. To create your world, you can either roll a D6 for each of these characteristics, or you can choose one of the example worlds (see right), which have fixed starting characteristics. Then add up your world's characteristics to determine the world's suitability score – this does not change during the attempt, and is just referred to if you succeed in your quest to Concoct a Plague.

Hive World

Fecundity:
Population Density:
Vulnerability:

Suitability Score: 10

Agri World

Fecundity:
Population Density:
Vulnerability:

Suitability Score: 10

Forge World

Fecundity:
Population Density:
Vulnerability:

Suitability Score: 10

Each pair of characteristics adds up to a Plague Total:

Characteristics of the World			Characteristics of the Plague		Plague Total
Fecundity	1 2 **3** 4 5 6	+	Rate of Reproduction	1 2 3 4 5 6	= 4
Population Density	1 2 3 4 **5** 6	+	Survival Rate	1 2 3 4 5 6	= 6
Vulnerability	1 **2** 3 4 5 6	+	Adaptability	1 2 3 4 5 6	= 3

For example, if you chose a hive world, at the start of the campaign your Plague Totals would be:

Fecundity (3) + Rate of Reproduction (1) = 4

Population Density (5) + Survival Rate (1) = 6

Vulnerability (2) + Adaptability (1) = 3

After each battle, you will follow the Path of Contagion (see opposite), where various factors will influence the characteristics of your world and your plague. You can also influence these characteristics using Agendas (pg 124), Requisitions (pg 125) and even some Crusade Relics (pg 126).

Your goal is to reach a total of precisely 7 for each of the three Plague Totals.

PATH OF CONTAGION

If you are attempting to Concoct a Plague, after each battle, use the following sequence.

1. **Reap the Rewards:** Apply any characteristic changes to your world and/or plague as described by any Death Guard Agenda you used in the battle.

2. **First Check for a Breakthrough:** Check if you have managed to Concoct a Plague (see Success, right).

3. **Cultivation:** Roll one D6, adding 2 to the result if you won the battle. On a 4+, you can choose one characteristic of your plague and add 1 to or subtract 1 from that characteristic.

4. **Counteragents:** Roll one D6: if the result is higher than the Adaptability characteristic of your plague, reduce the Vulnerability characteristic of your world by 1.

5. **Death Toll:** Roll one D6: if the result is higher than the Survival Rate characteristic of your plague, reduce the Population Density characteristic of your world by 1. Once you have done so, if your world's Population Density characteristic is lowered to 0, your quest has failed (see Failure, right).

6. **Final Check for a Breakthrough:** Check if you have managed to Concoct a Plague (see Success, right).

Suitability Score 15-18

Acceptable Offering: You can select one **DEATH GUARD CHARACTER** unit from your Crusade force to gain 2XP. When you next create a world when you attempt to Concoct a Plague, each time you roll a D6 to determine a characteristic of that world, you can re-roll a result of 5 or 6.

Suitability Score 11-14

Foul Bounty: You can select one **DEATH GUARD CHARACTER** unit from your Crusade force to gain 2XP. In addition, you can select one unit from your Crusade force to gain one Battle Trait from those listed on pages 122-123 (it must be a Battle Trait that unit can have).

Suitability Score 7-10

A Mighty Pestilence: You can select one **DEATH GUARD CHARACTER** unit from your Crusade force to gain 3XP. In addition, you can claim a permanent Blessings of Nurgle reward for your Crusade force from those listed on the right.

Suitability Score 3-6

Malign Masterpiece: You can select one **DEATH GUARD CHARACTER** unit from your Crusade force to gain 5XP. In addition, you can claim a permanent Blessings of Nurgle reward for your Crusade force from those listed on the right.

Failure

If your world's Population Density characteristic is lowered to 0, your quest to Concoct a Plague fails. Similarly, you can choose at any time to abandon your quest to Concoct a Plague. In either case, you are no longer attempting to Concoct a Plague, and are free to start concocting a new one.

Success

If, when you check for a breakthrough, your three Plague Totals each equal 7, you have managed to Concoct a Plague. You gain the reward associated with your world's suitability score, as shown on the table (see left). You are no longer attempting to Concoct a Plague, and are free to start concocting a new one.

Blessings of Nurgle

Each time you gain a Blessing of Nurgle, record it on your Crusade tracker (pg 121). After mustering your Crusade army for each battle, for the purposes of determining Crusade Blessings, add 1 to your total Crusade points for that battle for each Blessing of Nurgle your Crusade army has. You cannot gain the same Blessing of Nurgle more than once.

Burgeoning Fortitude

After each Crusade battle, you can ignore your first failed Out of Action test.

Eye of Nurgle

After each Crusade battle, roll one D6, adding 1 to the result if you won the battle. On a 6+, select one additional unit to be Marked for Greatness.

Fecund Fervour

After each Crusade battle, each **BATTLELINE** unit that was part of your Crusade army and survived the battle gains 2XP.

Seeping Poisons

When a unit from your Crusade force gains the Weapon Modifications Battle Honour, you can choose for that weapon to gain **[LETHAL HITS]** instead of randomly generating Weapon Modifications for that weapon.

Endless Harvest

After each Crusade battle, roll one D6: on a 4+, you gain 1 additional Requisition point.

Vile Possession

Each time you add a **VEHICLE** unit to your Crusade force, add the **DAEMON** keyword to that unit's keywords (if it does not already have it) and that unit gains 6XP (immediately gaining the Blooded Rank); select one Battle Honour for it as normal.

ALCHEMICAL PATHOGENS

Many are the alchemical poisons and weaponised pathogens with which the Death Guard anoint their weapons, the Biologus Putrifiers and Foul Blightspawn working constantly to refine them.

If your Crusade force includes any **DEATH GUARD** units, then as you progress through your Crusade campaign, you will have the opportunity to tailor the alchemical pathogens transmitted by your warriors' weaponry.

Each **DEATH GUARD** model in your Crusade force equipped with one or more Lethal Hits weapons can also gain abilities associated with your Crusade force's Pathogen. When you create your Crusade force, your Pathogen has a Duration of 1 and no abilities, but after each battle you will have the opportunity to add to or change your Pathogen's Duration and abilities using Agendas and Requisitions.

Brew Your Batch

Each time a rule tells you that you can Brew Your Batch, you can do one of the following:

- Add 1 to the Duration of your Pathogen (to a maximum of 5).
- Add a Property to your Pathogen, along with its associated Drawback (if any).
- Suppress a Drawback for a Property you have added to your Pathogen.

Each time you do one of these, keep a note of the current Duration of your Pathogen, which Property you have added to your Pathogen, or which Drawback you have chosen to suppress by marking the relevant sections on the Crusade tracker.

Pathogen Potency

Each time you Brew Your Batch, add up the number of marks in the Duration, Property and Drawback sections of your Crusade tracker; this is your current Pathogen Potency. Your Pathogen Potency can never exceed 7 – if your Pathogen Potency is 7, you cannot Brew Your Batch. In this instance, you can instead Tailor the Toxins (see below).

Tailor The Toxins

When a rule allows you to Tailor the Toxins, reduce your Pathogen's Duration by 1, remove a Property from your Pathogen or remove suppression of a Drawback. Each time you Tailor the Toxins, you can then Brew Your Batch.

Duration

In your Command phase, you can declare that you will use your Pathogen. If you do, your Pathogen is active until you have reached the start of your Command phase a number of times equal to its Duration (or until you reach the start of your next Command phase, if your Pathogen has a Duration of 1).

Properties

While your Pathogen is active, each **DEATH GUARD** model in your Crusade army equipped with one or more Lethal Hits weapons also has the abilities of each Property you have added to your Pathogen.

Drawbacks

Some Properties have associated Drawbacks. While your Pathogen is active, each **DEATH GUARD** model in your Crusade army equipped with one or more Lethal Hits weapons also has the Drawback of each Property you have added to your Pathogen, unless you have suppressed that Drawback.

Characteristics of the World		Characteristics of the Plague		Plague Total
Fecundity	1 2 3 4 5 6	Rate of Reproduction	1 2 3 4 5 6	
Population Density	1 2 3 4 5 6	Survival Rate	1 2 3 4 5 6	
Vulnerability	1 2 3 4 5 6	Adaptability	1 2 3 4 5 6	

Blessings of Nurgle

- Burgeoning Fortitude
- Fecund Fervour
- Endless Harvest
- Eye of Nurgle
- Seeping Poisons
- Vile Possession

Duration 1 2 3 4 5

Pathogen Potency

Property	Drawback	Suppressed
Putridity: Each time this model makes an attack with a Lethal Hits weapon, a unmodified Hit roll of 5+ scores a Critical Hit.	Subtract 3 from the Strength characteristic of Lethal Hits weapons equipped by this model.	
Hypervector: In your Shooting phase, after this model's unit has shot, if this model made one or more attacks with a Lethal Hits weapon, select one enemy unit hit by one or more of those attacks. Until the end of the battle, that enemy unit is Afflicted. Only one model in each unit can use this ability per turn.	Subtract 1 from the Attacks characteristic of ranged Lethal Hits weapons equipped by this model.	
Parasitic Implantation: Lethal Hits weapons equipped by this model have the [SUSTAINED HITS 1] ability.	Each time this model makes an attack with a Lethal Hits weapon, you cannot re-roll the Hit roll.	
Lurid Flux: In the Fight phase, after this model's unit has fought, if this model made one or more attacks with a Lethal Hits weapon, select one enemy unit hit by one or more of those attacks. That enemy unit must take a Battle-shock test. Only one model in each unit can use this ability per turn.	None.	
Spreading Pox: If one or more units were destroyed by attacks made with Lethal Hits weapons while your Pathogen is active, the first POXWALKERS unit added to your Crusade force after this battle gains 6XP (immediately gaining the Blooded rank); select one Battle Honour for it as normal (even though POXWALKERS units cannot normally gain XP or Battle Honours).	None.	

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BATTLE TRAITS

When a DEATH GUARD unit gains a Battle Trait, you can use one of the tables presented here to determine which Battle Trait that unit has gained.

'For is not Nurgle a generous and a bountiful God? And does he not rain down his dark blessings upon our unworthy bodies like the deluge that rots the crop in the field then sets it all asquirm with new and vital life?'

- Repugnus Moulderlocke, Noxious Blightbringer of the Sevenfold Setpid

INFANTRY UNITS — D6

When randomly generating a Battle Trait from this table, if your unit has no ranged weapons, or no ranged weapons other than Torrent weapons, if you roll a 4+, roll again until you roll a 1-3.

SPATTERFILTH

Infectious slop erupts from the bodies and weapons of these warriors with every blow. Amidst such a rain of vileness, finesse counts for little.

Each time a model in this unit makes a melee attack, you can ignore any or all modifiers to the Hit roll, to the Wound roll and to the Armour Penetration characteristic.

CHOKING MIST

A miasma swirls around these warriors, swirling outward at their unspoken bidding to leave foes temporarily blinded by gluey tears as they cough up putrid gore.

Once per battle, when this unit is selected to make a Normal, Advance or Fall Back move, is set up on the battlefield, or declares a charge it can use this Battle Trait. Until the end of the turn, enemy units cannot use the Fire Overwatch Stratagem to shoot at this unit.

BONE HORNS

These lances and hooks of rotted bone jut from the Plague Marines' bodies to impale unlucky foes.

Each time this unit ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6 for each model in this unit that is within Engagement Range of that enemy unit: for each 5+, that enemy unit suffers 1 mortal wound.

STOLID BULK

Swollen into lumbering hulks of flesh and rancid muscle, these warriors absorb weapon recoil effortlessly.

Add 1 to the Ballistic Skill characteristic of ranged weapons equipped by models in this unit.

CACKLING PLAGUE MITES

Capering and jabbering, an infestation of Nurgle's plague mites tortures these warriors' foes and reveals their positions no matter how they try to hide.

Ranged weapons equipped by models in this unit have the [IGNORES COVER] ability.

QUIVERING CILIA

These foul, frond-like growths help Nurgle's servants to sense and anticipate enemy movements.

Each time you target this unit with the Fire Overwatch Stratagem, hits are scored on unmodified Hit rolls of 5+ while resolving that Stratagem.

DAEMON UNITS — D6

INFECTIOUS BUBOES

When punctured, these foul swellings spray warp-pus so infectious it can rot living flesh in seconds.

Each time a melee attack is allocated to this unit, after the attacking unit has finished making its attacks, roll one D6 (to a maximum of six D6 per attacking unit): for each 5+, the attacking unit suffers 1 mortal wound.

SPOREBELCH

As these daemons slouch back from combat, they retch up great clouds of infectious spores that choke, bloat and suffocate pursuing foes.

Each time this unit ends a Fall Back move, select one enemy unit that was within Engagement Range of this unit at the start of the phase. Roll three D6: for each 4+, that enemy unit suffers 1 mortal wound.

LAMBENT TAINT

These daemons splatter their targets with leprously glowing soul-filth that marks the prey in the perceptions of other Nurglesque entities.

In your Shooting phase, after this unit has shot, select one visible enemy unit hit by one or more of those attacks. Until the end of the phase, each time a friendly **NURGLE DAEMON** model makes an attack that targets that unit, re-roll a Hit roll of 1.

VEHICLE UNITS — D6

PLATED GROWTHS

The hull of this vehicle has built up layers of encrusted filth and scabbed matter that soak up impacts.

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.

MASTERWORK MALADIES

This vehicle ammunition is so virulent that even a near miss is enough to sicken and kill victims.

Add 6" to the Range characteristic of ranged Lethal Hits weapons equipped by models in this unit. Roll again if your unit has no ranged Lethal Hits weapons.

SKITTERING LIMBS

These repulsive insectile limbs remain within the vehicle's body until needed, at which point they slide forth from dripping burrows to hoist it high and bear it across the battlefield with a skittering gait.

Each time a model in this unit makes a Normal, Advance or Fall Back move, it can move through enemy models. When doing so, it can move within Engagement Range of such models but cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.

AGENDAS

If your Crusade army includes any DEATH GUARD units, you can select Agendas from those presented here.

SOW THE SEEDS OF CORRUPTION

This region is rendered a more fertile bed where plagues can grow by liberally spreading infectious foulness and spore-thick slop across the battlefield.

At the start of the battle, select one objective marker in your deployment zone, No Man's Land, and your opponent's deployment zone. At the end of your turn, for each of those objective markers, if one or more **DEATH GUARD INFANTRY** units from your army are within range of that objective marker, no enemy units are within range of that objective marker, and that objective marker is not seeded, that objective marker becomes seeded and you select one of those units to gain 2XP.

At the end of the battle, if units from your army seeded two objective markers, roll one D6: on a 4+, add 1 to the Fecundity characteristic of your world. If units from your army seeded three objective markers, add 1 to the Fecundity characteristic of your world instead.

UNWITTING VECTORS

Even as the foe fights your warriors, they do not realise they participate in a field test of your latest brewed plagues. Those enemies that survive against the odds are judged hard enough to unknowingly bear the infection back to their comrades elsewhere in the war zone.

At the end of the battle, roll one D6 for each enemy unit on the battlefield, adding 2 to the result if that unit is below its Starting Strength. If there are one or more results of 6+, add 1 to the Survival Rate characteristic of your plague, and select one **DEATH GUARD** unit from your army that was not destroyed. That unit gains 3XP.

VIRAL HARVEST

The field of war is a veritable cornucopia of ingredients for the biochemical arts of the Death Guard. By reaping this feculent harvest, they refine their supernatural maladies further.

At the start of the battle, each objective marker in No Man's Land represents a Vector Target.

At the start of your Shooting phase, select one **DEATH GUARD INFANTRY** unit from your Crusade army (excluding Battle-shocked units) that is eligible to shoot and is within range of one or more Vector Targets; that unit can attempt to exhume one of those Vector Targets. If attempted, until the end of your turn, that unit is not eligible to shoot or declare a charge. If that unit is within range of the selected Vector Target and no enemy units are within range of that Vector Target (excluding **AIRCRAFT**) at the end of your turn, that unit gains 1XP (to a maximum of 3XP per unit).

At the end of the battle, roll one D6, adding 1 to the result for each successful exhumation attempt: on a 7+, add 1 to the Adaptability characteristic of your plague.

VILE RESEARCH

The great work of perfecting toxins and refining weaponised alchemy never ends for the twisted scientific minds of the Death Guard. With every gruesome observation scratched on mouldering parchment in a spidery hand, another step is taken towards malevolent perfection.

Each time a **DEATH GUARD** unit from your army destroys an Afflicted enemy unit, add 1 to your research tally, and that unit gains 1XP (to a maximum of 3XP per unit).

At the end of the battle, if your research tally is 1-3, you can Tailor the Toxins (pg 120). If your research tally is 4+, you can Tailor the Toxins twice.

REQUISITIONS

If your Crusade force includes any DEATH GUARD units, you can spend Requisition points (RPs) on any of the following Requisitions.

TAINTED TINKERING 1RP

Amidst grime-smeared surgical slabs and alembics bubbling with clotted poisons, twisted minds have made a vile breakthrough.

Purchase this Requisition at the end of a battle, if you won that battle. You can Brew Your Batch (pg 120).

FRUITS OF THE CAULDRON 1RP

Just as Nurgle is said to hunch over his cauldron of poxes, endlessly inventing and perfecting his contagious brews, so too do his worshippers follow his divine example.

Purchase this Requisition at the end of a battle. You can Tailor the Toxins (pg 120).

REMISSIVE RUSE 1RP

Many warp-spawned plagues are in and of themselves daemonic, possessing enough rudimentary intelligence to know when to allow populations – and hope – to temporarily recover before striking anew.

Purchase this Requisition at the end of a battle, if you won that battle. Add 1 to the Population Density characteristic of your world.

CAREFUL CULTIVATION 2RP

Fevered activity fills the laboratoria of your plague champions as they sense pestilent perfection is almost within their grasp.

Purchase this Requisition at the end of a battle, before following the Path of Contagion. When you next follow the Path of Contagion, resolve the Cultivation step twice.

PUTRID ASCENSION 2RP

For a chosen few, the Path to Glory ends in apotheosis into a mighty and malevolent Daemon Prince of Nurgle.

Purchase this Requisition when a **DEATH GUARD CHARACTER** unit from your Crusade force (excluding **DAEMON** units) that has three Boons of Nurgle reaches the Heroic or Legendary rank. Remove that unit from your Crusade force and replace it with one **DEATH GUARD DAEMON PRINCE** or **DEATH GUARD DAEMON PRINCE WITH WINGS**.

In either case, the new unit has the same number of Battle Honours and XP as the unit it replaced. The new model can keep any Boons of Nurgle the unit it replaced had, even though **DAEMON** models cannot normally have Boons of Nurgle. Any Battle Scars the replaced unit had are not retained. You cannot purchase this Requisition if doing so would cause you to exceed your Crusade force's Supply Limit.

WRETCHED MIGHT 2RP

Even the most accursed and unworthy of Nurgle's servants may know their god's blessings for a time; their foul might increased before their unworthy bodies burn out in the grip of such supernatural malignancy.

Purchase this Requisition before a battle. Select one **POXWALKERS** unit from your Crusade army. Generate a Battle Trait for that unit, even though **POXWALKERS** units cannot normally have Battle Traits. Until the end of the battle, that **POXWALKERS** unit has that Battle Trait.

CRUSADE RELICS

When a DEATH GUARD CHARACTER model gains a Crusade Relic, you can select one of the Crusade Relics presented here.

ARTIFICER RELICS

BOUNTIFUL CENSER

Said to use the ever-regenerating heart of a Great Unclean One as its fuel, this smog-wreathed censer emits roiling clouds of sorcerous fumes. These cause grotesque bloating and swelling within the mightiest warriors and war engines of the Death Guard, an overabundance of blessed foulness leaving them ever on the verge of violently bursting.

Each time a friendly model with the Deadly Demise ability within 9" of the bearer is destroyed, the bearer can use this Crusade Relic. If it does, add 2 to the roll to determine whether mortal wounds are inflicted by that model's Deadly Demise ability. You cannot target that model with the Putrid Detonation Stratagem.

GNAWING TOME

This malevolent book is bound in flayed maggots' hides and penned in the blood of famine-starved mutants. It drinks in cruelty, hatred, despair and pain from the battlefield, and, as it does, new passages crawl across its pages to reveal daemonic plague lore to its bearer.

Each time an enemy unit within 9" of the bearer's unit fails a Battle-shock test, roll one D6: on a 4+, you gain 1 Requisition point.

FOULFORGED ARMOUR

Fashioned by witchsmiths in an unclean forge borne upon the back of a colossal plague toad, this armour is said to embody the timeless resilience of the Plague Planet itself.

The bearer has a Save characteristic of 2+.

ANTIQUITY RELICS

ORB OF DECAY

Scores of terrible maladies are stored in this orb, collected from battlefields and conquered worlds the galaxy over. Its carrier can unleash them all at the right moment to overwhelm their enemies.

Once per battle, when you target the bearer's unit with the Grenade Stratagem, the bearer can use this Crusade Relic. If they do, until that Stratagem has been resolved, add 2 to the result of each dice you roll for that Stratagem.

CASKET OF CORRUPTION

No larger than an Imperial nobleman's snuff box, this nightmarish artefact contains a pale green pearl said to have congealed in Nurgle's own cauldron. The hyper-contagious energies it emits can wither forests, curdle oceans and rot entire worlds if concealed in the right place and given time to work.

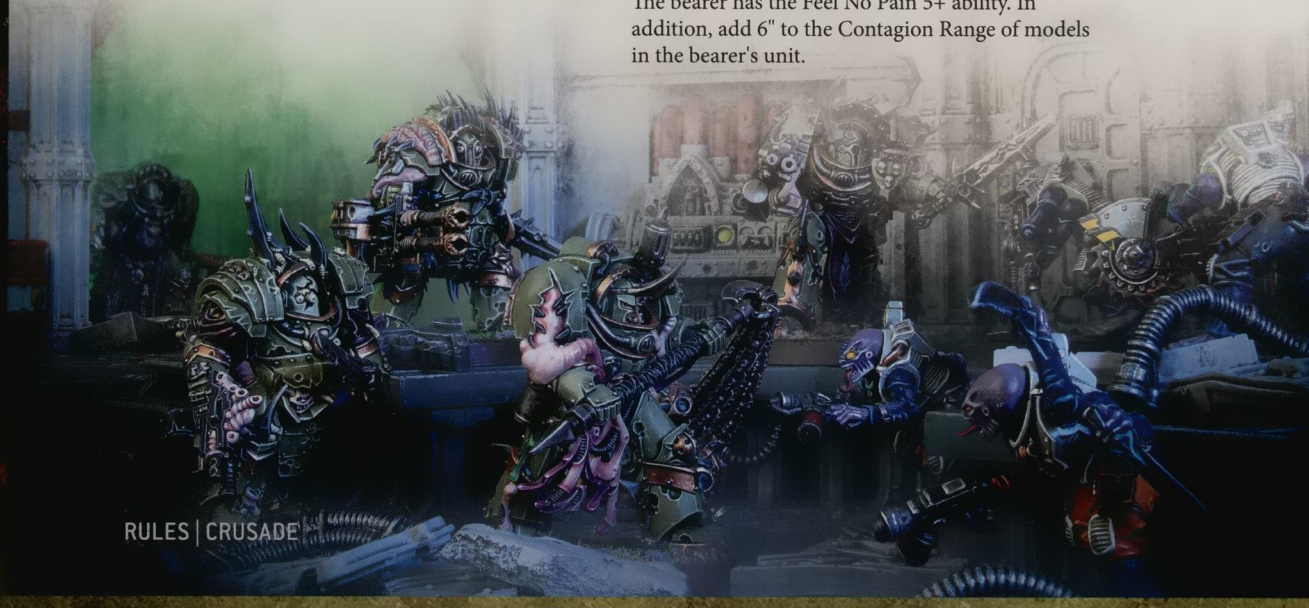
The bearer has the Deadly Demise D3 ability. In addition, at the end of the battle, if the bearer's unit is wholly within your opponent's deployment zone, when you next follow the Path of Contagion, you can skip the Counteragents step.

LEGENDARY RELIC

PUTRID HEART

This parasitic daemon-organ squirms into its host's body and melds with its biology before pumping corruption through every cell. One so blessed becomes an avatar of contagion made manifest, a seething nexus of infectious foulness whose presence few can long survive.

The bearer has the Feel No Pain 5+ ability. In addition, add 6" to the Contagion Range of models in the bearer's unit.



CRUSADE BADGES

When your Crusade force accomplishes specific long-term goals, you can earn the Crusade badges shown below, representing your warriors' successes over many battles.

PLAGUE CHAMPION

Your rancid star is on the rise. Champions of order and purity have fallen beneath your putrid blade, their armies scattered in despair before your inexorable advance. The plagues of Nurgle spread all the faster wherever you take to the battlefield, encouraged by the dark alchemy of your followers, lent virulence by the horror of your victories. Your feet are set firmly on the Path to Glory. Your future is one of glorious apotheosis or a descent into festering spawndom.

- You have a Pathogen Potency of two or more.
- You have won two or more battles.

CHOSEN OF NURGLE

Sevenfold are your blessings, for you serve Grandfather Nurgle and the Death Lord Mortarion well. Entire worlds have been transformed into putrid plague beds by your efforts. Planetary systems have soured in the grip of disease and misery, crushed beneath your armoured tread. With every victory, you court the mightiest blessings of the Plague God and draw closer to final triumph or utter damnation.

- You have concocted one or more Plagues.
- You have won four or more battles.
- One or more **CHARACTER** units from your Crusade force have reached the Heroic rank.

DISEASED DAEMON LORD

Ultimate glory is yours, for great Nurgle has rewarded you with daemonic immortality. Your name has become a byword for sickness and suffering across entire galactic sectors. Yet even now, there is more to do, for the war will not be won until the stars themselves rot and fall, spoiled from the heavens. With your newfound supernatural power, of course, even this mighty goal does not seem beyond your reach.

- You have concocted two or more Plagues.
- You have a Pathogen Potency Score of seven.
- You have won ten or more battles.
- One or more **CHARACTER** units from your Crusade force have reached the Legendary rank.

POINTS VALUES

You can use this section to determine the points (pts) value of each unit from your army. Each entry lists the unit's size (which may include a lower and upper limit) and the associated points value for that size. You can learn more about using points to muster your army on pages 55-56 of the Core Rules.

In addition to the points values printed here – which you can always use in agreement with your opponent – this Codex is supported with live online points values and rules updates so that you can enjoy the most balanced and exciting games of Warhammer 40,000. To access these resources, scan this QR code or check the Warhammer 40,000 app.

Biologus Putrifier	
1 model	45 pts
Blightlord Terminators	
3 models	115 pts
5 models	185 pts
10 models	370 pts
Chaos Land Raider	
1 model	240 pts
Chaos Predator Annihilator	
1 model	140 pts
Chaos Predator Destructor	
1 model	145 pts
Chaos Rhino	
1 model	85 pts
Chaos Spawn of Nurgle	
2 models	80 pts
Daemon Prince of Nurgle	
1 model	195 pts
Daemon Prince of Nurgle with Wings	
1 model	195 pts
Death Guard Icon Bearer	
1 model	45 pts
Deathshroud Terminators	
3 models	160 pts
6 models	320 pts
Defiler	
1 model	195 pts
Foetid Bloat-drone	
1 model	90 pts
Foetid Bloat-drone with Heavy Blight Launcher	
1 model	100 pts
Foul Blightspawn	
1 model	60 pts
Helbrute	
1 model	130 pts
Lord of Contagion	
1 model	95 pts
Lord of Poxes	
1 model	75 pts
Lord of Virulence	
1 model	105 pts
Malignant Plaguecaster	
1 model	70 pts
Miasmic Malignifier	
1 model	105 pts
Mortarion	
1 model	400 pts
Myphitic Blight-haulers	
1 model	110 pts
2 models	220 pts
Noxious Blightbringer	
1 model	50 pts
Plague Marines	
5 models	100 pts
7 models	140 pts
10 models	200 pts
Plague Surgeon	
1 model	60 pts
Plagueburst Crawler	
1 model	180 pts
Poxwalkers	
10 models	60 pts
20 models	120 pts
Tallyman	
1 model	50 pts
Typhus	
1 model	105 pts

PLAGUE LEGIONS

Beasts of Nurgle	
1 model	70 pts
2 models	140 pts
Great Unclean One	
1 model	260 pts
Nurglings	
3 models	40 pts
6 models	80 pts
Plaguebearers	
10 models	110 pts
Plague Drones	
3 models	115 pts
6 models	230 pts
Rotigus	
1 model	260 pts

DETACHMENT ENHANCEMENTS

Champions of Contagion	
Cornucophagus	35 pts
Final Ingredient	20 pts
Needle of Nurgle	25 pts
Visions of Virulence	15 pts
Death Lord's Chosen	
Face of Death	10 pts
Helm of the Fly King	20 pts
Vile Vigour	15 pts
Warprot Talisman	30 pts
Mortarion's Hammer	
Bilemaw Blight	10 pts
Eye of Affliction	20 pts
Shriekworm Familiar	15 pts
Tendrilous Emissions	20 pts
Shamblerot Vectorium	
Lord of the Walking Pox	15 pts
Sorrowsyphon	10 pts
Talisman of Burgeoning	25 pts
Witherbone Pipes	25 pts
Tallyband Summoners	
Beckoning Blight	20 pts
Entropic Knell	15 pts
Fell Harvester	10 pts
Tome of Bounteous Blessings	20 pts
Virulent Vectorium	
Arch Contaminator	25 pts
Daemon Weapon of Nurgle	10 pts
Furnace of Plagues	25 pts
Revolting Regeneration	20 pts

ALL THAT YOU HOLD DEAR,
WE WILL ROT UNTO RUIN.
ALL OF YOUR HOPES,
WE SHALL TURN TO DESPAIR.

Mortarion

DAEMON PRIMARCH OF THE DEATH GUARD