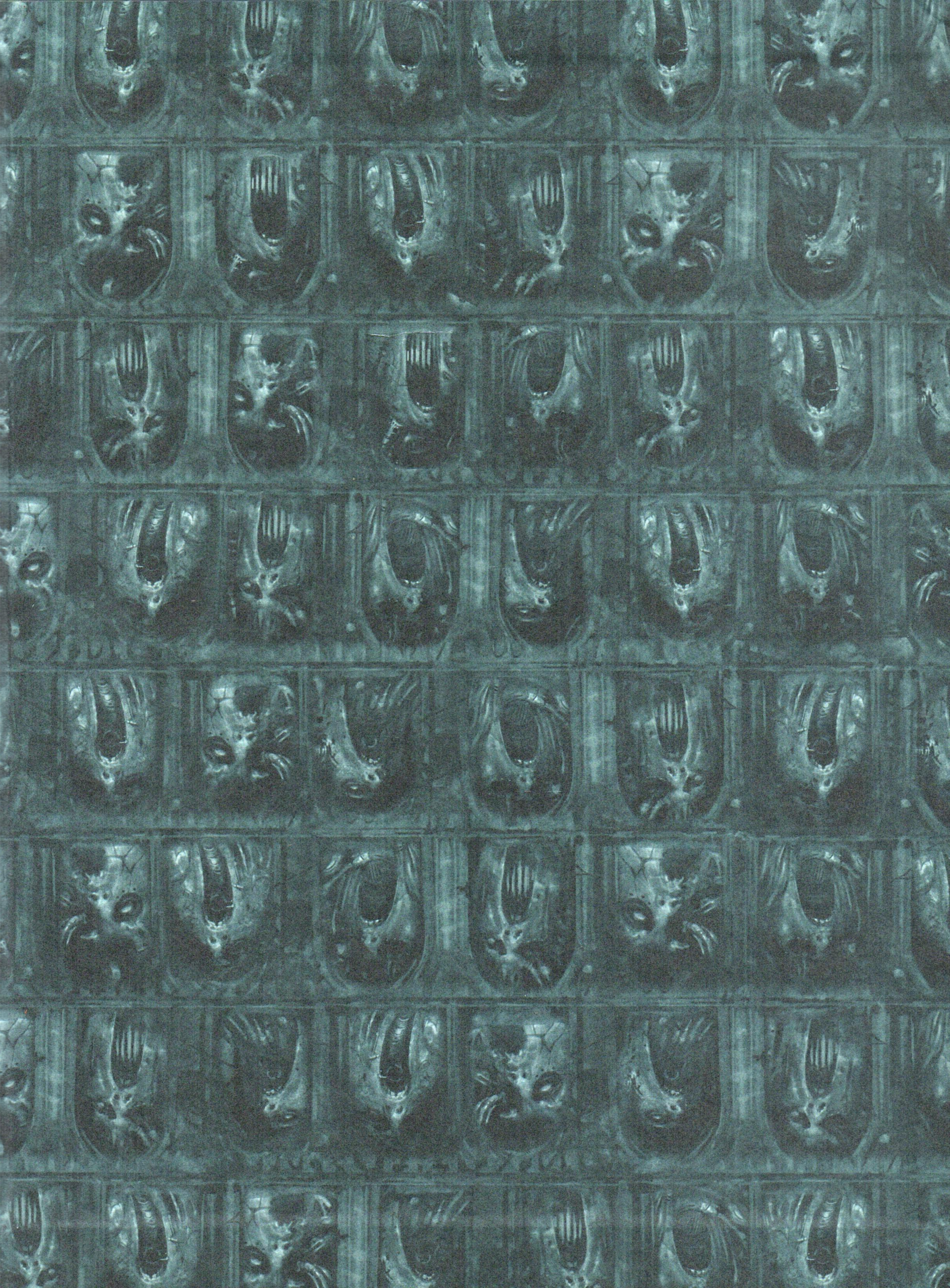
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CODEX

DEATH GUARD





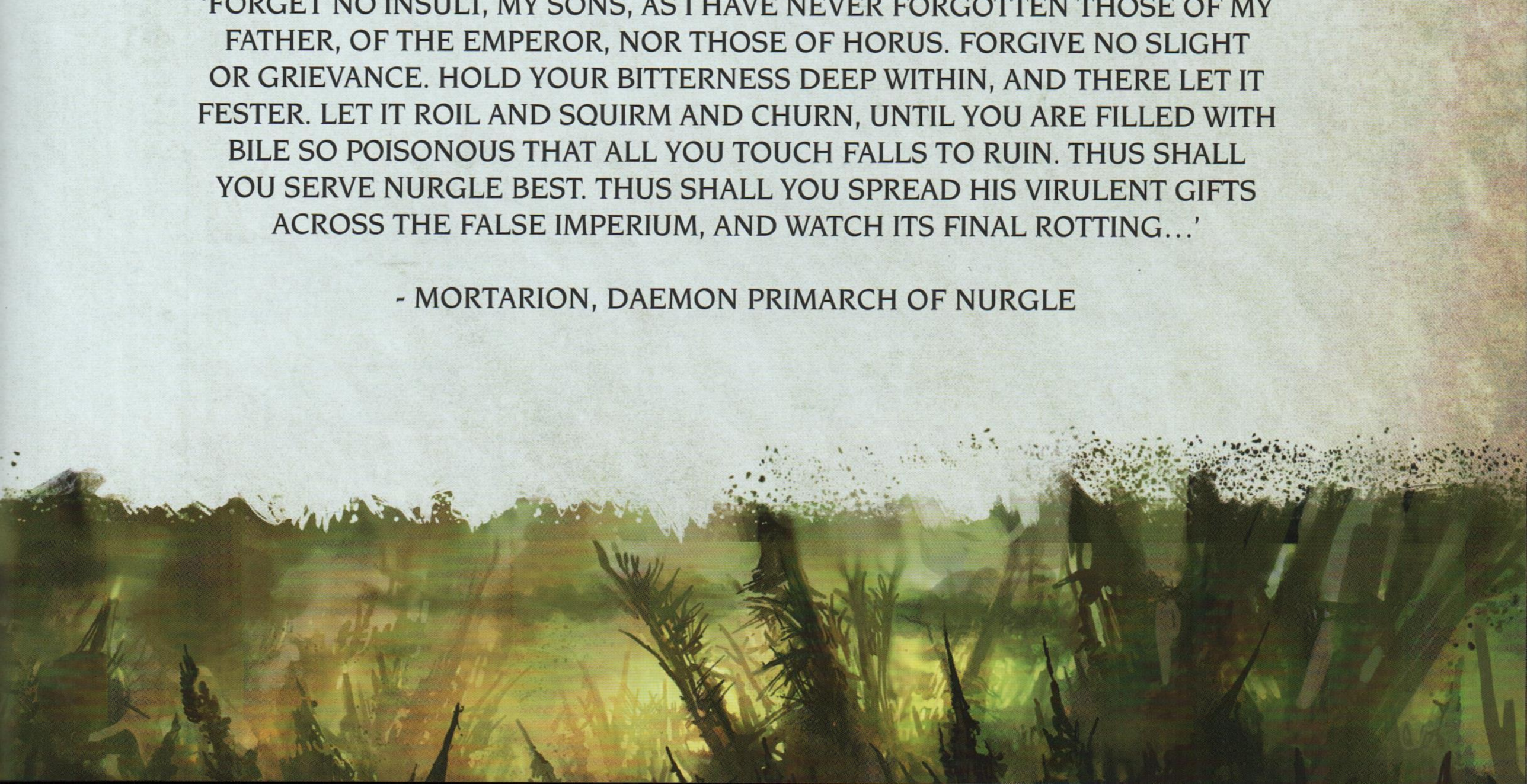




DEATH GUARD

'FORGET NO INSULT, MY SONS, AS I HAVE NEVER FORGOTTEN THOSE OF MY FATHER, OF THE EMPEROR, NOR THOSE OF HORUS. FORGIVE NO SLIGHT OR GRIEVANCE. HOLD YOUR BITTERNESS DEEP WITHIN, AND THERE LET IT FESTER. LET IT ROIL AND SQUIRM AND CHURN, UNTIL YOU ARE FILLED WITH BILE SO POISONOUS THAT ALL YOU TOUCH FALLS TO RUIN. THUS SHALL YOU SERVE NURGLE BEST. THUS SHALL YOU SPREAD HIS VIRULENT GIFTS ACROSS THE FALSE IMPERIUM, AND WATCH ITS FINAL ROTTING...'

- MORTARION, DAEMON PRIMARCH OF NURGLE



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The Death Guard are the greatest champions of the Plague God, Grandfather Nurgle. His favoured spreaders of his bounteous gifts. Look upon them, and see the signs. Pus seeping from festering wounds that never heal; miasmic smogs of corrosive, stinking gas hanging thickly in the air wherever Nurgle's chosen tread; the wriggling, lamprey-mouthed tick-leeches that clamp on to their rotting flesh; the droning billions of plague flies that swarm the battlefields they stalk and the ships in which they course through the stars. See them stride through their foes' defences, impervious to incoming fire. Hear them gurgle and retch their praises to the Lord of Decay as they hack heavy, envenomed blades through those that stand against them. Breathe deep of the lung-clogging pollutants pumped from their flesh-fuelled power packs. See how their enemies recoil in their mere presence – writhing, vomiting, hacking, coughing, screaming, contorting. See how the foe's flesh is liquefied by the toxic ooze in which the Death Guard drench them. See how their armour bubbles and melts!

How eagerly they are followed by ragged mortal masses, desperate for but a sliver of their gifts. How blessed are they, to have bound to their will the malady-infested Daemon Engines that hunger so much for the flesh of mortals, and to feast on rot and decay and mud and maggots!

Truly, they are the Great Corrupter's most blessed!



INTRODUCTION

Take heed, servant of Nurgle. Hark, the Grandfather's dolorous tocsins resound. Prepare to embrace his wondrous gifts. In your scab-covered palms and pustule-riven fingers you hold the definitive guide to the Death Guard. Within these disease-sodden pages you will find all the guidance you need to collect, paint and game with your army of Death Guard Citadel miniatures, as well as vital lore on these most deadly of warriors.

Few armies offer such a rich canvas for painting and modelling as the Death Guard. Every miniature is riddled with gruesome details and grisly flourishes, showing the blessings they have received from Nurgle, and in turn how they will spread the Lord of Decay's infections. With these you can craft a truly head-turning – not to mention stomach-turning – force that can terrify your enemies and be disgustingly powerful on the battlefield.

Every Death Guard warrior belongs to a vectorium, a lethal warband of disease-ravaged killers bent on infecting the galaxy with the most hideous sicknesses imaginable. Each is led by its own brutal warlord and has adopted its own colour scheme. Nurgle's warp-derived poxes can be the hue of putrid greens, inflamed reds, mouldered blues, pallid whites and rotted blacks – giving you incredible freedom to paint your warriors exactly as you like.

If the Death Guard could be described in a single word, it would be 'resilient'. The diseases and maladies they are all host to, along with their bloated flesh and thick suits of power armour, render them all but impervious to much enemy fire as well as the swings of blades, hammers and axes. As your warriors cross the battlefield, watch as a look of dread covers your opponent's face when they recognise their doom strides inexorably towards them. Though the Death Guard lend themselves well to grinding infantry assaults, this is far from the only approach you can take to make war with them on the tabletop. You can support your warriors with fearsome artillery bombardments, hovering drones, thundering battle tanks and a huge variety of supporting characters that make your footsloggers even stronger. If somehow even that fails, you can unleash the awesome power of the Daemon Primarch Mortarion.

After you peel off this volume's protective mucosal layer, gaze at the glorious photography and artwork within – each piece gives even greater insight into the Death Guard, showcases their foetid power and virulent ways, and serves as wonderful inspiration. In addition to the dark history and gruesome images, you'll find all the rules you need to field the Death Guard in battle. Datasheets, Relics, Psychic Powers, Stratagems, Warlord Traits, Plague Company rules and unique rules for your Crusade force – they're all here. May the enemies of Nurgle tremble.





NURGLE'S LEGION

From their earliest days, those with the gene-seed of Mortarion were renowned for their endurance and self-reliance, and those few with access to the most secret Terran archives know of the brutal victories won by the Death Guard during the Great Crusade. But none could have predicted the grisly fate and terrible fall that awaited this once-loyal Legion of the Emperor.

After reunification with Mortarion, the Death Guard fought tirelessly in the Great Crusade, pursuing what they saw as the liberation of Mankind with incredible fervour. They never paused, taking resupply and reinforcements on the move. They never raised fortresses or left garrisons in their wake, they only destroyed and slew. The Death Guard were perfect infantrymen, deadly in boarding actions, trench warfare and storming enemy bastions.

The world on which Mortarion had grown from infancy, Barbarus, had been ruled by despotic alien overlords. It was his deep hatred of these creatures that led him to have his Legion hurl down tyrants wherever they found them. It was not just their tyrannical nature that Mortarion despised, it was also the psychic powers of these overlords, which they used to torment and torture his people. Mortarion was to ever after loathe psykers, and he brought that prejudice to his Legion's ranks. Those of his gene-sons with such powers were expected to suppress them, on pain of disgrace, exile or even death. The very existence of psychic power Mortarion rationalised through his obsession with arcane pseudo-sciences.

Mortarion was among the first of the Primarchs to turn against the Emperor and side with Horus. Most of his Legion's actions during that immense war are long forgotten, and those that remain within memory either exist only in the half-deranged minds of millennia-old Death Guard warriors or locked deep within the most silent and secure of the Imperium's archives. There they are out of sight, out of reach and out of mind for almost all Imperial citizens, and even those with permission to read them do not know to look. Among those who have fought the Death Guard in the 41st Millennium, most will have little idea the Horus Heresy ever happened, and to them even the idea of such a thing happening is heretical nonsense. Those who have some idea of what happened, perhaps of the Adeptus Custodes and Adeptus Astartes, harbour a deep hatred for all the Traitor Legions, as strong for the Death Guard as any other.

The Death Guard were destined to play a role in the Siege of Terra, the final battle of Horus' rebellion that set the galaxy itself aflame. But their eventual part was not the one they had imagined. On the route to Terra, with the goal of being among the first to assault the Throneworld's defences, the Death Guard fleet was abruptly halted and trapped in a terrible warp storm. Mortarion's First Captain, Calas Typhon – who was later to become Typhus – had the fleet's Astropaths put to the sword. He had leaned on his Primarch's disdain for psykers to have these vital individuals slaughtered, without whom Imperial ships could not navigate the immaterium. He claimed he could lead the fleet through the warp in their stead. He lied.

So was the Death Guard fleet becalmed, trapped in the warp. And when every soul aboard its mighty ships of war was helpless, the Destroyer Plague came. The Legion would never be the same.

The Death Guard were a Legion renowned for their peerless endurance and willingness to wage unremitting war in the most unforgiving conditions. They had won conflicts in zones drenched with radiation that would burn an unaugmented Human alive, on worlds with atmospheres so thick with pollution that respirators issued to the massed Imperial soldiery would clog in seconds, and even on worlds where vile alien infections had slaughtered millions of Imperial citizens in months. But even the Death Guard were helpless before the Destroyer Plague. It churned their organs and distended their post-human forms. They were agonisingly transformed into pustule-riven grotesques. Any semblance of the stoic warriors they had been was scoured away by the disease and replaced with claws, spikes, tentacles and bloated flab. Scabs, boils and growths sprung from their flesh. Their armour burst due to their bodies' rapid expansions, and its white plate turned the colours of rot and decay and corruption. It was forever stained. Even the Death Guard's weapons were affected, becoming encrusted with rust and oozing pus and other foul effluvia. The warriors of the Legion grew more and more sick, but could not die no matter what pain, misery and humiliation they suffered in the clutches of the Destroyer Plague. Mortarion suffered worse than any other.

What humiliation, pain, horror and dread befell Mortarion in that time none but he will ever know. Such was the agony, however, that he broke. He begged for deliverance from his suffering, offering his soul and those of all his gene-sons. Nurgle, the Father of Disease, answered his desperate prayers and claimed the Death Guard. Though saved from the ravages of the Destroyer Plague, they were left physically changed forever. Even their battle tanks, kept in ships' holds, became putrid vessels of decay and disease, as if the Plague God had even claimed their machine spirits for his own.

Some of the Death Guard embraced their transformation, praising the deity that granted them his favour and believing that they had proven themselves worthy of his patronage. Some were driven mad, becoming full of deranged glee or morose misery. Others hated the changes that had befallen them, seeing it as weakness, perhaps even feeling a tinge of regret for the acts of treachery they had committed to bring them to this terrible moment. Regardless, all were now servants of Nurgle forever.

NURGLE, THE GREAT CORRUPTER

Depicted most frequently as an enormously rotund hulk of green, rotting flesh hunched over a cauldron overflowing with brewing infections, Nurgle is said to be the creator of every disease to plague mortal life. Though such concoctions may appear to be the work of a cruel being, Nurgle's followers instead consider him a generous benefactor. It is obvious to them that his fecund blessings and bounteous contagions, while mutating them hideously, also make them immune to pain and suffering. Nurgle's realm in the immaterium is said to resemble a monstrous garden, crawling with life and overgrown with bloated vegetation. Groaning and giggling daemons gambol among vines resembling pulsating intestines, swamps full of clinging, stinking sludge, and foliage that frequently bursts into clouds of ooze that fertilise the foul soil for yet new growth. The Garden of Nurgle can even spill into realspace when enough entropy, misery and disease is focused at a single point.



MORTARION

THE DEATH LORD

Mortarion is the Master of the Death Guard and the Daemon Primarch of Nurgle. He is the Dread Liberator of Barbarus and the Pale King. He has crushed his enemies for ten thousand years and his shadow looms large over the galaxy.

Mortarion is fear, death and plague made manifest. This ancient and festering monster wears the Barbaran Plate, baroque armour of his own design. He drones across the battlefield on huge, groaning wings. With a bitter malice he wields Silence, a fearsome power scythe, and Lantern, an energy pistol of mysterious xenos origin. The toxic miasma is so thick about him many of his enemies choke to death on it. Accompanying him always are flocks of chittering daemon mites and droning flies. He is the very thing of nightmares, but was not always this horrifying being.

As with the other nineteen Primarchs created by the Emperor, Mortarion was ripped from Terra in his incubation pod and scattered to a faraway planet. It was his terrible misfortune to land on Barbarus, a barren, mountainous world riven by flesh-searing pollution that grew with deadly intensity the higher one climbed. Its Human population was physically stunted, scattered and technologically underdeveloped. Worse, they were prey and playthings to the monstrous xenos overlords who held the world in dominion. These creatures were necromantic horrors, versed in the arts of undeath, and led enormous armies of stolen Humans transformed into walking dead and mutant flesh-hulks by fell sorcery. Mortarion was adopted by the most powerful of these overlords, and under the tutelage of his alien 'father' he learned all he could of war and technology. For years he studied in a keep as high in the polluted atmosphere as his enhanced physiology would allow. For many more years he led the overlord's armies in war against the helpless Humans in the world's valleys, before he realised the terrible truth: the pathetic creatures were his own species.

Few now live who know of the rebellion that Mortarion later instigated against Barbarus' overlords, and the records that document it have long been suppressed or destroyed. Through early victories Mortarion earned the trust of the people, eventually raising an army. The finest of his soldiery he called his 'Death Guard'. He clad them in heavy armour designed to shield them from the corrosive pollutions that hung thickest around the highest mountains. One by one he slew the vile and petty despots that claimed Barbarus and oppressed its people, and his followers toppled the monsters' keeps. It was during Mortarion's final battle that the Emperor finally arrived to reclaim his long lost son. The last stronghold to fall was that of Mortarion's adopted father, so high that even a Primarch could not survive long in the toxic atmosphere. The Emperor himself delivered the deathblow to the tyrant, ensuring victory but taking Mortarion's revenge. It was perhaps as early as this that the seed of rebellion was planted in Mortarion's heart, and bitterness and enmity began to fester within him.

Mortarion has all the demi-godlike power of a Primarch, imbued in him by the Emperor himself from the moment of his creation. His intellect is utterly formidable, enhanced by ten thousand years of studying Nurgle's ways and experience of constant war. He was always renowned for his incredible abilities as a general of infantry, and he retains this nous to this day. He oversees vast campaigns that span systems and finds the most direct route to the most crushing victory. He cares little for the losses his forces suffer, for the strong must always prove themselves, and the galaxy is full of the afflicted, desperate to be raised up and out of their misery – and these make for able replacements. Though his power on occasion leads him to underestimate some foes, few can challenge Mortarion's military might or the overwhelming power of the inexorable armies at his command.

THE PLAGUE PLANET

Mortarion's domain in the Eye of Terror, the Plague Planet is Barbarus remade. Empyric and biological diseases run rampant over all of its surface, and feral barbarian tribes cling to their miserable existences among mouldering forests, swamps and hills. The Plague Planet is crossed with vast ranges of jagged mountains that pierce skies roiling with festering warp energy. On the foetid slopes and fecund valleys disgusting monstrosities roam, malady-afflicted beasts hungry for their next meal. Atop the mountain peaks the Death Guard make their bastions and fortresses, as did Barbarus' old overlords. Thus they have become the tyrants Mortarion wished to overthrow – a tragic irony that most Death Guard aware of it regard with shameless scorn. These rusting mountain bulwarks are wreathed in clouds of pestilences that are lethal to all but the Death Guard. Were this not defence enough from those foolish enough to attack the Plague Planet, every fastness is bedecked with batteries of guns and void shields that shimmer with a faint, sickly green glow. Each of the Plague Companies that comprises the Legion has its own colossal fortress, which it runs in its own grotesque manner. The greatest of these is the Black Manse, also known as the Whispering Tower. Constructed between the three highest peaks, it is Mortarion's personal keep. What horrors are kept within can drive even the most devout and courageous insane.

Mortarion's world is alive with foul activity and places of malignant power. Tribal champions battle for the right to join the Death Guard upon tri-lobed platforms of rusted iron. Underground, vast tunnel networks and daemon fabricatorums produce unholy quantities of materiel. Shrines to Nurgle are ubiquitous, as are sprawling plague factories. Each day hundreds of new maladies are brewed, hundreds of Daemon Engines forged and thousands of pitiful inhabitants slain by diseases and plagues – doubtless all to Grandfather Nurgle's delight.

TYPHUS

HOST OF THE DESTROYER HIVE

Master of the *Terminus Est*; the Traveller; Herald of Nurgle; First Captain of the Death Guard – Typhus is all of these and more. He is a master strategist, a deadly warrior, a powerful sorcerer and the most feared of all of the Death Guard's Plague Fleet commanders. That he is favoured especially by Nurgle is little doubted by his Legion brethren.

His origins dating back to the time before the Horus Heresy, there are few in the Death Guard with Typhus' iron will, stamina and rugged military skill. He outlasted all other candidates in the toxin-trials and marathon endurance contests Legion aspirants were subjected to. Though he nurtured his own psychic potential before joining the Death Guard, and aspired to become an Epistolary of the Legion, he suppressed his natural talents in line with Mortarion's wishes when the Primarch disbanded the Death Guard's Librarius early in the Legion's history.

When the Death Guard were trapped in the warp on the route to Terra, and all were subject to the horrors of the Destroyer Plague, Typhus absorbed the full power of the disease. He is now a walking incubation chamber for one of Nurgle's most deadly viruses, and some believe his body has long since been consumed by it, his armour animated by some combination of Typhus' intractable will and the pestilence itself. Whatever the truth, the act of taking the disease within himself swelled Typhus' body enormously in size. His armour was fused shut and pestilential funnels sprouted from his frame, spewing out a hideous, choking miasma. Typhus became Host of the Destroyer Hive in that moment. Now, to even stand in his presence is to be subject to agonising maladies, predatory viruses and lung-rotting infections, inflicted by the horrible plague-insects that inhabit the Destroyer Hive.

After the Legion's retreat into the Eye of Terror, Mortarion began forming the Plague Planet into a hideous new Barbarus. Typhus dismissed the act as sentimental and was disgusted, believing the Death Guard should be spreading Nurgle's gifts throughout the galaxy, not brooding in the Eye of Terror. Taking the *Terminus Est* and a host of warriors with him he pushed out into the galaxy. Despite never allowing subordination in his ranks, Mortarion did not pursue his First Captain. Mortarion and Typhus work together on occasion, though only if such an act is mutually beneficial. It says much of Typhus' strength of character that he can attain this kind of relationship with a being as powerful as a Primarch. Many speculate as to why Mortarion permitted Typhus to leave. Some argue it was because the Daemon Primarch knew Nurgle's work would be done, others because he did not want to risk his Legion being torn apart in civil war. Some have other, more sinister ideas, but none know for certain.

Over ten thousand years Typhus has brought Nurgle's Rot and the Destroyer Hive to countless worlds. Seven times seven times seven Tallymen have dedicated their lives to counting all the billions slain in his wars. Even with so many dedicated to the purpose, there are still three thousand years of Typhus' conquests that are yet to be catalogued, with more needing to be tallied with each passing year. Though they might be listed as such, those slain by the Destroyer Hive do not stay dead. They rise, reanimated by the Chaos infection. These unfortunates become plague zombies, and their bites or even groans bring the infection to those around them. Since the emergence of the Great Rift, empyric energies have mutated the zombie virus to form myriad hideous strains. Many new types of plague zombie now torment the Imperium, including Rotshamblers and Foulcreepers, though leering Poxwalkers are by far the most common: their ambling hordes having swamped countless industrial conurbations, hive cities and even whole worlds.

> We are the tunnelling insects boring into the foundations of the Imperium. We are the viruses that infect the slightest cut in the Imperium's hand. We are the tick that bites, the wasp that stings and the plague that slays. We are the Imperium's ruination, yet from its decay new life, in the Grandfather's image, will emerge.

THE TERMINUS EST

Terminus Est is Typhus' flagship and is one of the most powerful vessels in the Death Guard's Plague Fleets. From its command throne Typhus turned the verdant seas of Thranya into miles-deep oceans of toxic sludge populated by hideous, tentacled megafauna. He instigated the Jonah's World pandemic. He also unleashed the Destroyer Hive against the overpopulated hive world of Menttias and turned its entire population to a groaning, hungry swarm of shambling dead.

Terminus Est's origins go back, some say, further in time than even the Great Crusade. In its heyday as a proud warship of the Imperium it was a sleek and powerful assault carrier, equipped to land armies of Death Guard whilst bombarding a planet below. In the 41st Millennium it is nothing less than an abomination, for when the Death Guard embraced Nurgle, not only were they changed but their vehicles and ships were also befouled and corrupted. *Terminus Est* is caked in thick layers of viscous filth and covered with biomechanical growths and pustulant buboes. It vomits and secretes clouds of muck and disease as it courses through space, polluting the void to the extent that few other ships can navigate without being corroded away. For long years Typhus haunted the Cadian Gate with his flagship, and since the Great Rift emerged, he has spread much further afield, bringing fear and death with him.





LEGION STRUCTURE

In the wake of the Horus Heresy and the Scouring that followed, the Death Guard remained remarkably intact, maintaining a coherence many of their fellow Traitor Legions could not in that time of anarchy. Thanks to Mortarion's firm hand, the Legion retained this core structure in the millennia that followed, right through to the 41st Millennium.

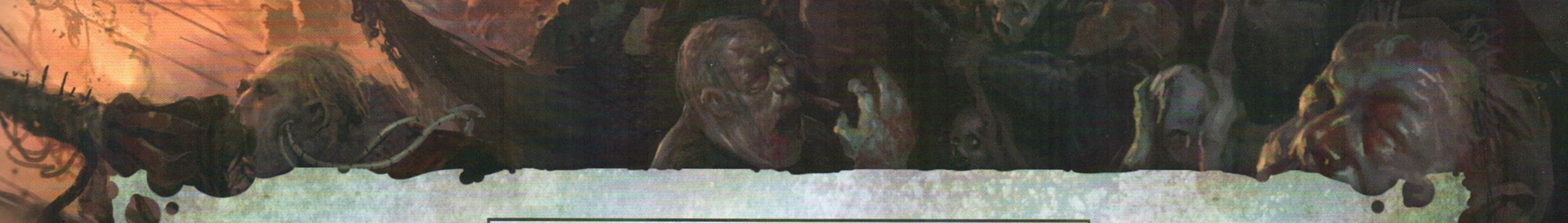
Mortarion has maintained much of the structure the Death Guard had during the time of the Great Crusade and Horus Heresy. His Legion still has seven companies, though they are now called Plague Companies, each comprising many thousands of Death Guard warriors. The Lords and Daemon Princes that command each of these huge formations can call upon their own Plague Fleets numbering scores of capital ships and escorts; vast armouries of battle tanks, fighting vehicles and super-heavy assets; menageries of foul Daemon Engines; squadrons of gunships; and armies of mortal followers millions or billions in number. They are supported by all manner of specialist Death Guard champions including Foul Blightspawn, Noxious Blightbringers, Plague Surgeons, Sorcerers, Biologus Putrifiers and Tallymen. It is not outside the skill set of some Death Guard lords or specialists to summon tallybands of daemons of Nurgle out of the warp and into realspace to fight alongside them. Mortarion and the mightiest of the Death Guard's lords have daemon world domains or even territories secured in realspace that they rule with cruel and grubby fists. The Lord Commander of each Plague Company is the sacred host to one of Nurgle's vilest diseases, and the sepsis cohorts that serve him are its most favoured vessels.

For all the Death Guard's nominal cohesion, the nature of galactic war means that the warriors of the Legion are scattered across thousands of war zones in different warbands at the whims of their lords, champions and others. These forces, though they can vary enormously in size and composition, are all known as vectoriums. They are uniquely named by their leader and adopt, or even manifest, a unifying colour scheme that incorporates all manner of hues. Many vectoriums draw their number from the same Plague Company, though this is not always the case.

Mortarion is fully aware of the potential for sedition that arises among a Legion that is widely spread. As one who turned against his own liege, he knows this better than most others. Thus does he dispatch warriors of the Deathshroud to watch over his lords – they shield the favoured, remove the dangerous and persuade those who might consider treachery that it is not a path they wish to tread. Known also as the Pale Harvestmen, the Scythes of Nurgle, the Eyes of Mortarion, Those That Reap and many other titles, they were once Mortarion's personal bodyguard. They are selected for their devotion, stubborn commitment to duty and peerless warrior skill, and before Mortarion's ascension to daemonhood, two were within forty-nine paces of him at all times. They are the most formidable warriors in the Legion, as unerringly loyal to Mortarion as they are immovable on the battlefield.

The forces of the 1st Plague Company are Typhus' own. Their warriors are infused with Shamblerot, the Groaning and Biter's Pox, all hideous variants of the planet-dooming zombie plague. The 2nd Plague Company is known for its colossal formations of corrosion-encrusted battle tanks, and its warriors and vehicles bear the Ferric Blight, an affliction that mottles their armour with living rust that swarms the enemy. The 3rd Plague Company are experts in devising cruelly ingenious siege defences for their enemies to hopelessly dash themselves against. Their brothers carry the Gloaming Bloat, a plague of fever sweats that coats their armour and causes them to speak in wet gurgles. The 4th Plague Company are known for their numerous Sorcerers who defy Mortarion's distaste for witchcraft. They are led by the gestalt daemon called the Eater of Lives and carry the Eater Plague, which is also known as Drizzleflesh, Pockchewer and the Endless Gift. The bowels of the 5th Plague Company's fortresses and vessels are filled with chained Daemon Engines eager to be unleashed. It is the duty of the 6th Plague Company to garrison the Plague Fleets and acquire more ships for their armadas. A great many Blightlord Terminators serve in their ranks, all riddled with the parasite known as the Droning. The 7th Plague Company are dark alchemists and plague brewers supreme, blessed with the Crawling Pustulance, a contagion also known as Boilblight, Lumpen Splatter or Nurgle's Fruit.

There are many ways by which a warrior can join the Death Guard. Some are renegades from the Imperium, each with their own reason for giving their allegiance to Mortarion and Nurgle. Many of the Death Guard have been directly recruited by the vectoriums since the ending of the Horus Heresy. With the Legion retaining much of its integrity and fleet assets, it has not lost the critical infrastructure required to create more Plague Marines. Worlds ravaged by toxins and contagions are scoured by the Death Guard who take thousands of potential aspirants from the ragged survivors. The Plague Surgeons also make much effort to acquire the gene-seed of fallen Death Guard warriors as well as that of Loyalist Space Marines they have slain. In the aftermath of the Great Rift's emergence, many Space Marine Chapters were forced to leave their fortress monasteries poorly defended to wage countless wars, and Heretic Astartes of all stripes struck in their absence, claiming what treasures lay within or occupying them for themselves. These factors, combined with the Legion's supernatural resilience, have resulted in the Death Guard's numbers vastly increasing since the Siege of Terra. Few are aware, but Mortarion's goals for his Legion since long before Horus turned against the Emperor was for each of its companies to have seventy thousand warriors. He has lost none of his ambition in ten thousand years.



Mortarion, Daemon Primarch of Nurgle

- **1st Plague Company** – *'The Harbingers'*
- **2nd Plague Company** – *'The Inexorable'*
- **3rd Plague Company** – *'Mortarion's Anvil'*
- **4th Plague Company** – *'The Wretched'*
- **5th Plague Company** – *'The Poxmongers'*
- **6th Plague Company** – *'The Ferrymen'*
- **7th Plague Company** – *'Mortarion's Chosen Sons'*

- **1st Sepsis Cohort**
- **2nd Sepsis Cohort**
- **3rd Sepsis Cohort**
- **4th Sepsis Cohort**
- **5th Sepsis Cohort**
- **6th Sepsis Cohort**

SEPSIS COHORTS

Sepsis cohorts number around seven hundred Plague Marines, though this number fluctuates due to battlefield casualties, occasional internal disputes and the Death Guard's depraved recruitment practices. They have their own fleets of vessels and planetary assault assets such as drop pods and gunships. Their lords are joined by Tallymen, Blightbringers and other aides.

- **1st Maladictum**
- **2nd Maladictum**

MALADICTUMS

Each sepsis cohort is formed of two Maladictums. These forces are powerful armies in their own right, their lords having access to all manner of armoured fighting vehicles, Daemon Engines, Helbrutes as well as hordes of mortal followers – crazed, diseased followers of Nurgle all.

- **1st Colony**
- **2nd Colony**
- **3rd Colony**
- **4th Colony**
- **5th Colony**
- **6th Colony**
- **7th Colony**

COLONIES

Colonies number seven squads of Traitor Legionaries and are led by a powerful lord. The 1st Colony of each Maladictum often consists solely of Blightlord Terminators. Colonies can be organised around specific battlefield roles or largely be made of specialist troops. Typical warbands include Plague Colonies of Plague Marines, Destroyer Colonies equipped with alchemical weapons, Harvest Colonies armed with axes, cleavers and flails, and Reaper Colonies of squads mounted in transport vehicles.

MANTLES OF CORRUPTION

Mortarion devised the Mantles of Corruption to bestow upon his lords, so that the recipients could become the living embodiments of Nurgle's greatest plagues. Lords of Contagion are pugnacious and belligerent commanders, resembling a swift-spreading infection. Lords of Poxes favour the spreading of airborne miasmas. Lords of Virulence are like a lethal contagion laying its victim low. The Mantles of Parasitism, Withering and Flux are much more rarely seen. The existence of a seventh Mantle is rumoured, which none have ever been worthy of, and talk of it is dark indeed.



PLAGUE SPECIALISTS

As the Space Marine Legions had specialist roles dedicated to certain battlefield, administrative, logistical and strategic tasks, so do the Death Guard have their own warriors dedicated to specific roles. Each is a hideously diseased individual, with his own dark desires, horrific duties and putrid methods by which he helps the spread of Nurgle's many wonderfully baleful gifts.

PLAGUE SURGEONS

Many of the earliest Plague Surgeons were once Apothecaries, responsible for healing wounded battle-brothers or bringing peace to those who could not recover. The Death Guard of the 41st Millennium are so resilient they shrug off many of the wounds they sustain, and they can only be slain by the most devastating of weapon impacts. Thus they have little need for traditional combat medics. Instead of tending to their fellow Legionaries, the Plague Surgeons instead care for the diseases their brothers carry within their malformed bodies.

A Plague Surgeon's body is also an incubator for countless strains of malady, phage and disease, whether that be Boilsurge, Gangrengoop, the Festering, Rotlung or scores of others. They offer their flesh and blood willingly to serve as nurseries for these contagions, and as a result their very touch is virulently infectious and each of their breaths abounds with toxic spores.

Though no longer battlefield Apothecaries, Plague Surgeons still carry the tools of their former trade, including disease-pocked reductors. As a result they not only extract the mulch-like progenoids of their Death Guard brethren, but take special glee in taking those of fallen Loyalist Space Marines. Whilst some of this is used to make new Death Guard, the rest is used for other unspoken, sickening purposes.

NOXIOUS BLIGHTBRINGERS

Noxious Blightbringers come to battle bearing monstrous, hell-forged bells, the warped tolling of which heralds the coming of the sons of Mortarion and the doom of their enemies. Every doleful ring sends splinters of madness into the enemy and leeches their mortality, all whilst lending an unnatural vigour to the Death Guard warriors that is at odds with their heaving bulks.

The great bells Noxious Blightbringers carry are known as tocsins of misery, and are awarded by Mortarion himself only to the most corrupt and cruel of his sons. These Death Guard become living cankers who live only to spread misery and infection. They seek to force themselves amongst the enemy to crush their spirit utterly.



Whilst every Plague Company has their own Noxious Blightbringers, none have more than the 3rd, who favour brutal meat-grinder battles and gruelling sieges. The dolorous toll of tocsins of misery emits entropic shock waves of despair, and defenders break all the quicker beneath their relentless chiming. Lord Gothax the Morose ensures that he is accompanied by seven Blightbringers at all times, and the Putrid Choir and Dolorous Gnaw warbands never take to the field without two or three of these callous bringers of despair.

FOUL BLIGHTSPAWN

Foul Blightspawn were originally warriors who most enjoyed watching the tortuous suffering of those afflicted by Nurgle's plagues. Over time their malignant cruelty manifests itself in grotesque physical deformities. Their flesh bulges with excess meat, pus and bloating gas. Their eyes dribble from their sockets as black slime. Their mouths become fanged snouts. The stench that hovers thickly around them is so pungent even Plague Marines baulk at it. Through strange, empyric means Nurgle's secrets sprout in their minds, making them totally absorbed with the practice of alchemy and the concocting of sicknesses.

Those this has happened to are dispatched to the Plague Planet's disease factories by their lords and masters, where mechanical mixing churns are forced into their guts and incubatums are roughly sutured into their armour. They then learn to use Nurgle's secrets from the older Blightspawn within rotting laboratories, amongst vats overflowing with sickly liquids and test subjects pickled in infectious fluids. The very oldest of the Blightspawn masters have grown so bloated with Nurgle's blessings they resemble sentient fungi, taking root in the disease factory walls and feeding on toxic waste. After a period of time honing the crafts of virus-breeding, malady-broiling and contagion-brewing they return to their vectoriums with batches of their latest work. At this point they are ready to unleash their hideous creations in realspace, where the number of test subjects is incalculable.

BIOLOGUS PUTRIFIERS

When Foul Blightspawn bring their vile concoctions back to their warbands, the Biologus Putrifiers ferment and distil these creations to perfect potency, brewing even deadlier plagues and diseases and blending them into the vectorium's arsenal. Putrifiers are avid learners who croak, gurgle and wheeze their observations to their malformed slaves and daemonic scribes, who fill

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…



SORCERERS

Despite Mortarion's millennia-old disdain for psykers, the Death Guard have many Sorcerers, who harness the power of the warp to call revolting blessings of Nurgle upon the enemy. Though most are shunned by their Legion-brothers, many Death Guard lords value their sorcerers as living weapons, even extending some form of command to them if necessary.

Many Sorcerers form their own shamanic sub-cults, often with coteries or even great throngs of mortal followers. There are many sects, including Slopjaw Maggotmancers, Cadaverous Faminebringers, Slimeclench Sludgeconjurors, Gangrenous Fleshmoulders and Malignant Plaguecasters.

Malignant Plaguecasters have bargained their souls for the ability to channel the infernal malaise of the Plague God's realm, and the blessings they have received are truly horrifying. When at war they breathe deep, with every rasping gasp consuming lungfuls of foetid air from the Garden of Nurgle. This they then retch out in foul exhalations. The toxic clouds they heave up rot the lungs of those who breathe them in, liquefy flesh, corrode armour and eat away at weaponry. Those that view the effects and live to tell the tale often scratch out their eyes, desperate to unsee what they have witnessed.



tomes of rotting parchment with their conclusions and measurements. A Putrifier's ability to absorb information is staggering – they have lidless, milky eyes called occulobes beneath their skin that can see through armour and flesh to take in every nuance of a disease's effect on the infected.

Little gives Biologus Putrifiers more pleasure than to test their contagions in battle. They rapidly identify all kinds of test subjects, whether they be weak, strong, brave, cowardly, resilient, feeble, fast or slow. Using their injector pistols they implant these targets of interest with their plagues. The results are extraordinary. Those afflicted will have warped maggots burst from beneath their skin all over their body, vomit swarms of daemonic flies, witness their own flesh liquefy to putrid slime or suffer any one of thousands of disgusting fates. Biologus Putrifiers take samples from those who suffered the most fascinating deaths for future experiments.

TALLYMEN

The blessed number of Nurgle is seven, known also as the integer infectum, the digit of disease, the toxarithma and the numerus virulentis. Mortarion is obsessed with it – as are many in his Legion. With fervent repetition, ritual conjunction and symbolic adherence they channel the energies of their sacred numeral to beseech the Plague Lord's blessings.

The Tallymen are the preachers of this sevenfold doctrine. They are demagogues, priests, metaphysical scribes, quartermasters and zealots. Their sermons are a purgatorial drone of counting, which they boom with their stentorian voices. As their name would suggest, the Tallymen count. They count woes, shells expended, wounds inflicted, fleeing foes, victories achieved, losses suffered and every other battlefield factoid. Always do they tally the number seven, and in doing so they receive Nurgle's boon. As they chant, empyric power seeps into the souls of the Death Guard around them, congealing seeping wounds and strengthening rotting muscles.

Outside of battle, Tallymen are cloistered and secretive. Mortarion has entrusted them with the numerological codes that unlock hidden vaults where the Death Guard keep their most dreadful viral, chemical and radiological weapons. The Tallymen are responsible for Winnowflesh bombs, Cullgene canisters, Sarithex torpedoes and Nephthex cluster mines to name but a few – all former Imperial weapons made even more lethal by Nurgle's blessings.

WAR ZONE:
THE TRI-FORGE CLUSTER

Located within the same sector as the forge world of Metalica, the Tri-forge Cluster has produced components for Imperial battle tanks for millennia. When Mortarion ordered his Legion to strike Metalica, he dispatched vectoriums from the 2nd and 4th Plague Companies to seize the Tri-forge Cluster. They found much more than they ever expected.

When vectoriums of the 2nd and 4th Plague Companies reached the Tri-forge Cluster, the nine worlds scattered across three systems were embroiled in conflict. Uprisings racked the region. The Death Guard suspected Thousand Sons involvement, as Tzeentchian cults battled for supremacy against Imperial forces and psykers ran rampant. The Death Guard relished the opportunity to demonstrate Nurgle's superiority to Tzeentch, and so surged into the cluster, spreading plagues and raising cults of their own.

To the Death Guard, their victory was inevitable. The Tri-forge Cluster was a triple tri-lobe, and with the number three being similarly sacred to the number seven, this was indeed an auspicious arrangement. Yet they soon learned the Tzeentchian cults also saw numerological significance. Nine was the sacred number of the Changer of the Ways. Both factions believed in their right to claim the cluster.

Vectoriums of the 2nd Plague Company raced to secure tank component fabricator-shrines across all three of the cluster's systems, aiming to unleash the Ferric Blight upon them and corrupt them. On Thrios, the Carrion Brotherhood planted hundreds of Miasmic Malignifiers to convert auto-factorums producing Leman Russ turrets into biomechanical monstrosities. On Septios, the Sons of Glorious Decay battled Space Marines of the Auric Consuls, Black Pegasi and Nightshades Chapters for weeks to capture seven manufactorums producing tracks for Chimera-chassis vehicles.

Many of the 4th Plague Company's vectoriums fought the forces of Tzeentch. A region so replete with psykers was prime territory to reap huge harvests of recruits for the Wretched, and the Tzeentchian cults threatened to take such a bountiful crop of aspirants for their own. On Oktos, the Missionaries of Putridity engaged in ferocious psychic battles with rogue Tzeentchian psykers throbbing with empyric energy. The Congregation of the Blessed Foul nearly destroyed Seixios when they unleashed vast tides of sludge to quench city-sized firestorms fuelled by Tzeentchian power.

The Disciples of Pustulence made a staggering discovery on Novios: three hundred Predator tanks, marked in the colours of the Chorus of Eltain Space Marines Chapter. Unbeknownst to the Death Guard, the Tri-forge Cluster had been awarded the honour of producing a single Predator each year for the Chapter, which was destroyed in the disastrous Abyssal Crusade in M37. That news had never reached the Tri-forge Cluster, which continued to produce the tanks without question for nearly three thousand years. The Death Guard set about corrupting the tanks' machine spirits and claiming them for their own, unaware that hundreds more lay undiscovered.




Fabrikatus System
Qintos
God-Engines of the False Emperor stride with impunity!
Seixios
Flames of cerulean and fuchsia and amber burn! Quench them!
Qartos
Lay low the dust-abominants of the Cyclops!
Tri-Forge Cluster
Fabrikatus
Kalefaktori
Skhimar
Kalefaktori System
Septios
Send the thinbloods back to their Corpse God!
Novios
A great prize is uncovered! Sow the Malignifiers!
Oktos
Claimed for the Eater of Lives!
Skhimar System
Thrios
Bring blossoming vitality to mechanical unlife!
Duos
Desolate the crystalline labyrinths!
Onos
The Ferric Blight Consumes, Grandfather be praised!



Kattorax Vorthire laughed as he paced along the edge of the field, the grating noise of the chuckle a combination of wet rasps, nauseating retching and breathless wheezes. Overhead, smog churned thickly in the air, its colours evolving through pallid greys, rotten greens and foul browns. Only a dim light pierced this veil, giving all in sight a hue of something in deep decay.

Vorthire stopped laughing and took in a deep breath. He had lived for six thousand years, and yet even he could not identify the source of every putrid stench that assaulted the flapping tubes that served him as nostrils. Putrefying corpses, certainly; mounds of human waste, undoubtedly. But the diseases within them that gave each their distinctive… aroma? Lungrot, the Black Wither, Flab-burst, Bilewart Blight, Mutterflux, and so many more wonderful plagues and contagions.

He gazed at the landscape. As far as all seven of his eyes could see there were spiked chimneys. Each sprouted out of trios of cauldron-like bulbs made of corroded, bulging metal. They were as tall as four or five Plague Marines combined, and pumped dense clouds of filth into the atmosphere. Some appeared to have grown naturally out of the ground, despite clearly at least in part being made of metal. More were clamped to the earth like bloodsucking parasites. Others had been roughly sutured to the terrain. Roaring fires burned in the largest of each chimney's bulbs, the flames barely contained by a wide grating panel. They were Miasmic Malignifiers, and they were magnificent.

'How Grandfather Nurgle blesses us with such wondrous gifts,' he said to himself as he surveyed the fields. His grotesque Human followers were shoving hideously mutated prisoners into the roiling infernos of the Miasmic Malignifiers. The screams of the burning and the wails of those being held before being thrown into the fire echoed up towards him.

He pondered the fact that there were six more fields like this one on the planet Chakre. Thousands of spores that would grow into fully fledged Malignifiers were secreted away in dark, dank places – unpleasant locations few would explore to discover them. Chakre's billions of people were crammed into their hab-blocks like insects in nests far too small, and with each day more succumbed to the contagions being pumped from the Malignifiers.

'Many more blessings are still to be given,' Vorthire said. The world had yet to fall fully into the Plague God's embrace. Resistance still held.

Eventually he reached Gulthus Kythex, his primary Tallyman. Kythex was hooded and his armoured form was etched with strange symbols. He bore upon his shoulders a huge loudspeaker, just like most of the Death Guard's Tallymen, though it was currently inactive.

'Seven; septimus; septimal; epton; evdomos; hepta; hebdomon. Must always be seven, always be seventh. Seven times seven times seven times seven times seven is the tally, but it is but one of the sevens. Others are incomplete, the tally is not done, the tally is not done,' said the Tallyman. Rotting parchments lay all around him. Diseased slaves rushed to and fro, bringing him mouldering tomes or reordering those that currently lay unused. Nurglings cavorted among them, the little daemons imitating the Human menials in a mocking fashion that amused them all greatly. As Kythex spoke, he never stopped writing with his quill, and the scritch and scrape of the device against the rusted writing tablet made even Vorthire wince, even if just a little.

'Patience, brother,' said Vorthire, placing a hand on the numerologist's shoulder. Kythex did not cease in his work or look up.

'How long have you served me, Kythex?' Vorthire asked.

'Seven times seven centuries, lord,' Kythex replied without hesitation.

'I have given my word on many occasions in that time, have I not?'

'Yes, lord. The tally is long indeed.'

'And I have prayed many times to our divine patron, from whom gifts and blessings wondrous and beautiful come?'

'Yes, lord, my tally-brothers count still the graces he has bestowed upon us even as we speak.'

'And how many times have I failed to uphold my word, or to pray to the god of all that which infects, and how many times has the god not heeded my beseechments and sacrifices?'

'The tally remains none.'

'None. I am no counter, but I do know that tally. It is a count I never intend to increase. Chakre will fall. Have patience. Have faith. The sanctuary belonging to the daughters of the False Emperor remains standing. Today is the day that I shall see it brought to ruin and decay. I will allow them to live long enough to see how misguided their false faith truly is. Their refuge may appear unusually resilient in the face of our magnificent plagues and fine contagions, but the most satisfying infection is that which takes longest to overwhelm the system that tries to resist it.'



'That is so, lord,' said the Tallyman. 'I will count their screams of pain, their cries of despair and their renouncements of faith.'

'I thank you, Kythex,' said Vorthire, giving a brief inclination of his head in respect. 'But I must ask one more thing of you.'

'What is it that you ask for, lord?'

'You are the only one under my command who knows the codes. I need a weapon, before this is done, to do the true god's work.'

For the first time in the entire interaction, Kythex stopped writing. 'To do such a thing is no light request, lord. Our resources are finite. To replace them is beyond our abilities, powerful and favoured even as you are.'

'I understand,' said Vorthire. 'And you do our god, our Primarch and your order honour in your words and actions. But I promise that the deeds we will perform in this system will earn us what we need to bring to us many more weapons than we have. It starts here, in this place. I shall see that no follower of the False Emperor builds here ever again, and that those who try meet the agonising end they deserve. All I ask is for but one vial of sarinaxence, and that you bring it to me as I stand in the centre of the sanctuary's ruins.'

Just the uttering of that substance's name caused the cavorting Nurglings to cease their mockery and gape open-mouthed. Though Kythex's servants endeavoured to maintain their composure, one spilled a bottle of gloopy ink. Another dropped a scroll.

'It hasn't been used by any in centuries, lord, and for good reason after the failure at Danikhar, but I will do as you ask. I am sworn to say that should what I bring you be misused, the Primarch will know. And his displeasure will be great,' said the Tallyman as he bowed his head low.

'I understand, Kythex,' said Vorthire. 'I have never failed to uphold my word, and I give you it now when I say that none of us shall regret its use.'

'I understand. I shall hurry to the task you have set me.' The Tallyman bowed again, stepped backwards for seven paces, then turned and walked away. His slaves and Nurglings hurried in tow, bearing all his volumes and scrolls.

Vorthire began to stride through the mire between the Miasmic Malignifiers. I *will lead us to victory*, he thought. He would have smiled, if his features had not been so warped by mutation he could no longer do so.

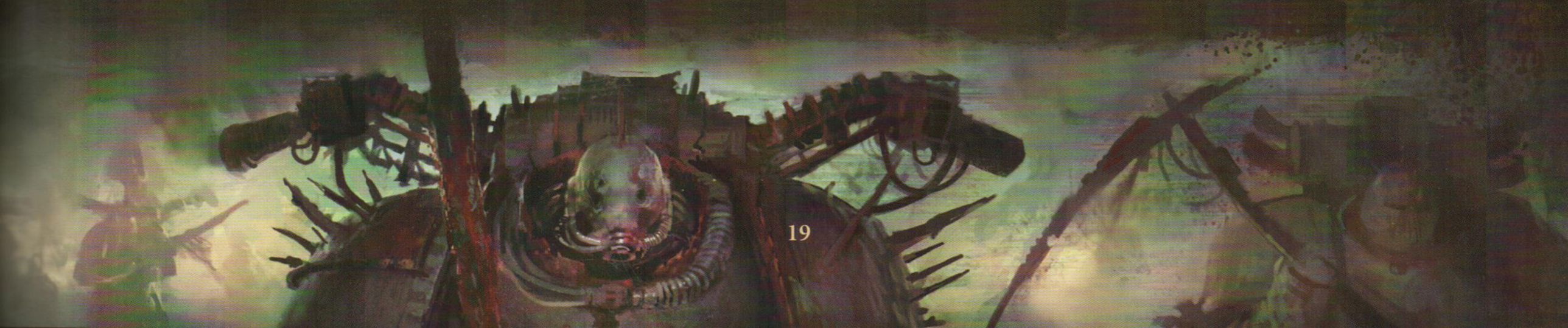
Eventually he saw the sanctuary in the near distance through the dense smog. Its alabaster white towers rose defiantly into the air, the very sky above them a radiant blue. The choking smog in the air somehow could not obscure that part of the firmament. Bells in the tower's steeples chimed incessantly, the noise making his head ache.

As he drew closer, he saw the sanctuary's gates and walls. Though there was no breach, they were in much worse condition than the towers. Reinforcement rods poked through areas where artillery shells had burst on impact. Purest white had turned to the colours of rot and decay where plague weapons had struck them over and over again. Reliefs of the Battle Sisters' saints and heroes had been blown apart or scoured away in previous bombardments and assaults. Parts of the ramparts had been blown apart entirely, but on those areas still intact he could make out the outlines of defending guards, waiting stoically for the next Death Guard assault. *They must be exhausted*, he thought. *Soon they will have their final rest*. He shook his head. *No. They will know for years the failure of their defiance. I will make pox walkers of them before I leave this world for conquests new.*

Outside of the defenders' weapon range, dozens of Plagueburst Crawlers and Defilers were chained to the ground. They strained at their bindings, desperate to reach the Sisters of Battle and slay them. They were always eager. Land Raiders, Predators, Plague Marines and Blightlord Terminators were arrayed in battle formation, ready to begin another assault on his order. Thousands of Human cultists were in loose formations, ready to be unleashed in a tide of diseased flesh.

Vorthire looked to the sanctuary's central tower. On its flanks it bore a massive symbol, a black chalice in which a studded skull was engulfed in dancing flames. He had learned that this was a bastion of the Order of the Ebon Chalice. He had learned to hate them. 'I will tear down every one of your strongholds. I swear this in the name of Nurgle,' he said.

He reached the front of his battle lines, where his personal bodyguard awaited him. His most senior warrior, Morbgor Gulglok, handed him his plague spewer. He felt even more powerful when wielding it, ready for battle. 'The time for the final assault is nigh, my Legion-brothers. For the true god, for the Primarch, for the Legion, we shall bring it crashing down!' Without further word he advanced straight towards the sanctuary. He counted seven times seven paces, then gave a final attack order. 'Unleash the engines.'



IMPLEMENTS OF INFECTION

To fight against the Death Guard is to fight warriors with the power of a bounteous god coursing through them. They bear the vilest of Nurgle's gifts, and with impunity unleash them upon their enemies, causing agonising deaths and hideous injuries in an onslaught of all-consuming contagions and rapacious viruses – all of which can come from any number of vectors.

'Filth and grim, pox and slime, heaving wings and seeping gut. Bring pour fluxsome energies, bring unclean life, we beseech you.'

- Extract from the 7th Incantagion

The Death Guard have always been masters of biochemical warfare, and over the millennia they have combined their extensive stocks of chemical, biological and radiological weapons with Nurgle's daemonic gifts. They have an insatiable desire to brew ever more inventive diseases and maladies to unleash on their enemies in the name of their disgusting patron. The vile liquids, toxic gases and predatory infections they unleash are infused with empyric energy, making them all the more hideously potent. Inches-thick armour plating can melt to sludge on contact with these noxious weapons. Air filtration and ventilation systems corrode and break down in seconds – or worse, filter suppurating smog into sealed zones they were designed to protect. Gas masks and other rudimentary equipment are useless before them.

The warriors of the Death Guard stride through the roiling miasmas of filth and disease as if it were a summer breeze, their every step bringing the grating clank of rusting armour. No matter what terrain they march on, sickening squelches emanate from their armour and vox-grilles. Fumes pour forth from their power packs and flesh-fuelled boilers, adding to the already dense smog of diseased pollution. Some Death Guard giggle in manic glee as they advance, groan praise to Nurgle or utter glottal battle cries, creating an ugly disharmony of wet gurgles, rasping wheezes and stomach-churning retches from their pus-clogged respirators. For all this they remain highly disciplined infantry, tactically astute and skilled in all forms of warfare. Their unholy resilience means they are well suited for short-ranged firefights, where their relentlessness makes them all but impossible to halt.

Whilst many Death Guard warriors carry corroded versions of Imperial weapons such as boltguns or plasma guns, others carry wargear more fitting to them as followers of Nurgle. Sorcerous venoms drip from their heavy, brutal-looking blades. Blight grenades detonate in sprays of infectious shrapnel, rotting spores and septic slime. Plague spewers are highly effective anti-infantry weapons that vomit toxic deluges of infectious slop. When faced with heavily armoured opponents the Death Guard ready their blight launchers – the shells these weapons fire penetrate deep before their brittleglass cores shatter and release corrosive ironblight into bodies and hulls.

Whilst devastating infantry assaults have always been the bedrock of the Death Guard's way of war, Mortarion has always equipped his Legion with the necessary armoured assets to secure victory. Predator battle tanks and Land Raiders power through the swarms of flies and dense gloom, their pulsating, mutated hulls glistening wetly. Ravenous maws, writhing tentacles and clusters of swivelling eyes protrude from their armoured flanks. Inside, crew and vehicle often fuse together, becoming a single foul organism bent on inflicting slaughter.

DAEMON ENGINES

Daemon Engines are killing machines designed not to be powered by plasma or promethium, but by the empyric energies of a daemon forcibly bound within a metal shell. The Death Guard maintain many manufactorums – from the Black Manse to the Scourge Stars and beyond – where infernal war machines are churned out thanks to the summoning works of the Dark Mechanicum and the Warpsmiths. Since the opening of the Great Rift, the Death Guard have amassed huge packs with frightening ease.

Plagueburst Crawlers grind inexorably behind the Death Guard advance. These slug-like artillery tanks are equipped with plagueburst mortars, which they use to saturate target locations with their shells – explosives that spread clouds of lethal spores amidst shock waves of fire and shrapnel. Those areas struck by such weapons become virtually inhospitable – but even in these forsaken lands, the Death Guard still walk unscathed.

Crustacean-like Defilers were first designed on Abaddon the Despoiler's orders, the Warmaster later handing over the hexamechanic scrolls detailing their creation at Mortarion's demand. Those fielded by the Death Guard are stinking, pustule-riven monstrosities and are accompanied by swarms of flies wherever they clatter.

Ever hungry Myphitic Blight-haulers trundle over the battlefield on trios of articulated track units. Like ravenous wolves, they hunger for flesh, hunting their quarry and encircling them before making the kill. Strong, rusting armour and thick blubber grant them unnatural durability, and their foul stink causes enemies to retch and heave. Though capable of hunting alone, they readily form packs of three, known as tri-lobes.

Foetid Bloat-drones labour through the air on buzzing turbines, capable of navigating dense terrain. The Daemons that possess them are amongst the most aggressive, and some the Death Guard cannot trust with ranged weapons. These Engines are equipped with frenetically whirring fleshmowers, which reduce their foes to puddles of lumpy slop. The cost in blood sacrifice to create these machines is immense, and the binding rituals are extremely hazardous – yet they are ever popular with the Death Guard's lords.

THE VENOMARINERS

Hailing from the 6th Plague Company, the Venomariners are vicious reavers, tearing across the void to plunder, make war and spread Nurgle's blessings. They are expert marauders and void fighters that specialise in crushing raids and ferocious boarding actions, and have plagued vast swathes of Imperial space for millennia.

The Venomariners are led by the warlord Gluthor Skurvithrax, who followed Mortarion into treachery at the outset of the Horus Heresy. Even then he was known for his skill in ship-to-ship conflict, and over the millennia he has honed these talents even further, blending his deep knowledge of space warfare with the capabilities offered to him by Nurgle's gifts. Since Mortarion's return to the galaxy at large, Skurvithrax has ceaselessly prowled the void in his flagship, the *Everbleed*. Once a proud strike cruiser of the Death Guard, it has since been made unrecognisable. It has been bloated to twice its original size. The plate of its hull is swollen by sticky growths that pulsate and throb. Spore towers belch clouds of fecund waste into the void that can reduce Imperial Navy battleplate to slop. Forests of writhing flagelloids sprout on its flanks and greedily absorb warp energy leaking from the Great Rift. In grotesque laboratories, Foul Blightspawn and Biologus Putrifiers conduct experiments using what has been collected to concoct ever deadlier chemical weapons for the vectorium.

On land, the Venomariners specialise in ferocious, infantry-based raids spearheaded by Plague Marines and Blightlord Terminators mounted in Rhinos and Land Raiders. They advance alongside numerous Lords of Virulence who direct hails of pinpoint-accurate plagueburst mortar fire onto enemy emplacements on the move, ensuring the advance is never slowed. They only strike where there is something they wish to take for themselves, or where they see Nurgle's blessings as being most needed. Once their goal is achieved, they withdraw as swiftly as they arrived. The Venomariners move from war zone to war zone like a virus outpacing its victim's beleaguered immune system. For thousands of years Skurvithrax has reaved unfettered, unleashed by Mortarion himself to seize hoards of weapons, ammunition and fuel for the Legion's ongoing war effort. He enjoys the freedom such a war offers, and far from the accountability of his Legion's command structure the vice of greed has festered deeply within him. It has not been uncommon for other Death Guard lords to view the Venomariners' marauding as lacking in the appropriate thoroughness, their attacks at odds with the Legion's attritional way of war –and even unworthy of Nurgle's notice.

When he hears such criticism, Skurvithrax smiles through his three rows of black, razor-sharp teeth. He knows that he leaves no world he touches unscathed. It might be weeks or months before an attacked world realises, but in their midst is an incubating infection. Only when the defenders have begun rebuilding their cities, reseeding their fields and have become complacent do the first victims begin coughing up blood and the flies begin to drone. On many worlds the Venomariners strike, they leave behind Miasmic Malignifiers, sutured to the planet's crust far away from the eyes of the populace to slowly infect the world. Corruption seeps into the ground from them even as they consume its nutrients, befouling it and pumping deluges of filth into the atmosphere. The chem-mining world of Panderos XII, the alkali-ocean world of Kaustos and Adeptus Mechanicus xenobiologis enclaves on Thirrio have all been putrefied after their wealth has been plundered by the Venomariners. In Skurvithrax's view, his way of war brings Nurgle's blessings to more worlds quicker, and if the size of his Plague Fleet and the number of his vile mutations are indicators of favour, then truly the Grandfather is paying him close attention.

The Venomariners have spent long years fighting the Tyranids of Hive Fleet Scitalis in defence of the Nurgle-worshipping worlds known as the Vermidium. Here the vectorium maintains many of its bases, draws many of its slaves and recruits, as well as trades what it has taken during its raids. Vermidium is favoured by a number of Plague Fleet captains that know of this enclave. Since the opening of the Great Rift, the region has blossomed, becoming a thriving hub of disease-generation and virus-incubation. Foul Blightspawn and Biologus Putrifiers exchange discoveries and lore to generate the most hideous of contagions before returning to the stars to spread them amongst both the willing and those ignorant of their need for Nurgle's embrace. Conflict has broken out on occasion among the various Death Guard vectoriums that use Vermidium and other renegade warbands attempting to gain a foothold. The Deathshroud have swiftly quashed such events on Mortarion's orders, and made hideous examples of the leaders involved.

With the Tyranid invasion, all this activity is at risk, and the 6th Company in particular has taken great pains to hold back the xenos tendrils. The war has become a vicious arms race, as the Tyranids adapt to new viruses and diseases developed by the Death Guard to exterminate the every hungry aliens as swiftly as possible. For the Venomariners, this time of war has made them immeasurably stronger, for despite their casualties, they have brewed countless maladies made from the liquefying of whole Tyranid armies and mixing the resultant xenological goop with their existing stock of world-corrupting weapons. Whilst Mortarion has himself ordered the vectoriums to share any and all developments to ensure the most efficient annihilation of the Tyranid invaders, Skurvithrax has kept many of his followers' most potent creations for his own. What he has planned for these only he knows, though it cannot bode well for any who do not follow Mortarion – nor indeed for some who do.

THE PLAGUE FLEETS

Having successfully retained their cohesion as a Legion better than all of the other Traitor Legions, the Death Guard also maintain a more sizeable and better organised armada. In the 41st Millennium, the Death Guard's Plague Fleets include ships that fought in the Great Crusade, Imperial vessels captured since and even space hulks gathered from the warp. The Plague Fleets are the vector by which Nurgle's blessings are spread throughout the stars, and the Death Guard gladly ply the warp at what they are sure is Nurgle's whim, arriving at whichever world they believe the Lord of Decay needs them most. On occasion, the Death Guard will lose a ship or be forced to abandon it. With uncanny predictability, these plague-ridden ghost hulks always eventually return to the Plague Planet, ready to serve again. Why this is no one knows, though many theories abound. Some say it is the will of the Grandfather, others claim that once a ship has been bound to the Plague Fleets, its spirit is cursed to obey Mortarion forever more.

THE WEEPING LEGION

The clot- and filth-covered warriors of the Weeping Legion belong to the 5th Plague Company. A most hideous and terrifying vectorium, they terrorise the galaxy with their grotesque forms, merciless attacks and formidable packs of hungry and foul Daemon Engines, such as the Myphitic Blight-haulers known as the Carnal Putriad.

The Weeping Legion enter battle caked in the reeking effluvia that continuously leaks from their never-healing wounds. As layer after layer of putrid filth and drying blood encrusts their armour, they only grow more resilient to damage. This condition is known by many as the Sanguous Flux, though in some circles of the Death Guard it is known as the Everbleed or the Viscidscab Pox. Regardless of its name, those who bear it leave viscous, red-black trails behind them wherever they go. The Weeping Legion take immense pride in their disgusting resilience, so much so that they daub their numerous Daemon Engines with the fluids that seep from their flesh. In so doing they render these monstrosities even more durable as well as marking out those particularly favoured by them – those that have served the vectorium the longest are coated in several inches of encrusted gore that has been carefully applied to them.

Daemon Engines vary immensely in form, but all contain bound warp entities within their armoured shells. The parasitic daemons corrupt the vehicles' dark mechanisms and take full control of their functions. Many are so dangerous they must be chained up between battles, as they present a risk to any nearby. The Plague Marines and Terminators of the Weeping Legion have learned to work in tandem with their accompanying Daemon Engines, and an unusually strong bond has formed between them. In battle the warband's infantry advance alongside hungering packs of Myphitic Blight-haulers, giving the vicious beasts first pickings of the dead and wounded left over from the warband's attacks. Like many other 5th Company vectoriums, the Weeping Legion also make great use of Foetid Bloat-drones. They take obscene delight in witnessing their enemies convulse and twist in the hyper-concentrated putrid sludge squirted all over them by these foul machine-creatures' plaguespitters. When flights of these spiteful Daemon Engines hover over the battlefield, the warriors of the Weeping Legion gurgle wet cheers, knowing soon they will stride through fields of enemy dead reduced to rotted heaps of congealed contagious matter.

Such is their desire to acquire more and more Daemon Engines, the Weeping Legion have forged alliances with numerous sects of the Dark

Mechanicum, including the Tri-fold Blightcog of the planet Rustmurk, the Mechanicankers of the planet Ironclot and the Putremeks of the planet Mhalverde. The Weeping Legion regularly ransack Adeptus Mechanicus research stations, capture Mechanicus vessels or even assault forge worlds directly to seize technologies to offer the foul tech-magi of these realms in exchange for their blasphemous wares.

The Weeping Legion were among the vectoriums of the 5th Company that forced their way into an ongoing war between the beleaguered Imperial defenders of the Lorphax Sub-sector and the Orks of Waaagh! Kraktoof. Orks and Humans alike were infected in the billions with the Sanguous Flux, and the Death Guard attack vectors caused a three-way war between the Astra Militarum, greenskins and their own forces. The Weeping Legion led the spearhead into the Panfor Cluster, accumulating victory after victory against the weakened greenskins and Humans, taking countless thousands of slaves and dozens of Imperial ships for their own.

But their fortunes turned. The Lorphax Sub-sector is but a relatively short distance from the area of space in which the Necrons formed a contra-empyric zone of soul-crushing warp silence that the Imperium have christened the Pariah Nexus. A number of xenos species have fled that cursed region, and those Death Guard forces too close have found the toxins and contagions they carry rendered less effective by the area's enormously powerful null effect. Now the Panfor Cluster is not only inflamed with warring forces of the Death Guard, the Orks, the Imperium, but with those of the fleeing Concord Equilibrium of the Manntidae, the coleopteran Givux, Denhier warflocks and the disease-ridden Nuckelaveer. That there are now seven military powers warring in the region has not eluded the Tallymen of the Weeping Legion, who believe this is a sign from Nurgle that the vectorium has been blessed. What is certainly true is that the bio-matter of so many different species has yielded an impossible variety of gruesome contagions, virulent toxins and fecund infections never before seen.

A true tyrant, Vethoriak Seepspread commands the Weeping Legion with a fist of rusted iron. He keeps three trios of Myphitic Blight-haulers as pets, all nine kept in a semi-starved state so that when he needs to make an example of his foes and rivals, the Daemon Engines are ravenous for flesh. On the Plague Planet he maintains a huge dungeon, called the Syklopeion, within the fortress of the 5th Plague Company. It is home to thousands of bubo-covered slaves that slither, shamble and crawl about their duties, whether that be constantly applying vitae to the fortress' walls to make them stronger, or feeding prisoners and other unfortunate victims to the vectorium's Daemon Engines. In laboratories racked with decay and dark, twisted versions of Apothecarions that reek of diseased mulch, Plague Surgeons, Biologous Putrifiers and Foul Blightspawn work to brew ever more powerful infections and viral weaponry. When plying the stars to wage war, Vethoriak does so from the command throne of his flagship, the *Inexorable Giftbringer*, a name that has been the harbinger of long, agonising doom for many unfortunate worlds.



SIGNS OF INFECTION

The vectoriums of the Death Guard stride to battle arrayed in the colours of death, rampant infection and decay. Their armour and flesh bear the grotesque marks of the pestilences and virulences that riddle their mutated and bloated bodies, and foul icons adorn their rusting battle plate.

Though the Death Guard are most commonly associated with sickly greens, lurid browns and the tinge of rust, the diseases, maladies, plagues and infections of Grandfather Nurgle or limitless in their imagination and variety. Rampant fevers render their victims bright reds and pinks; afflictions of mould and predatory fungi break out in ugly patches of cerulean and cobalt; throbbing buboes greedily latch on to skin, the off-yellow of pus oozing beneath visible through translucent skin.

There is no single hue exhibited in some way, shape or form among those in receipt of the Plague God's gifts, and thus the Death Guard happily adopt armour colours and insignia that reflect their favourite contagions to inflict, or their preferred afflictions to endure. For some the colour of their battle-plate is something they have no control over – its changing being just another reflection of Nurgle's favour and purpose for them.



Icon Bearer





Plague Marine with icon of despair



Plague Marine

Icons of Death

The once-noble iconography of the Death Guard was despoiled when the Legion fell to Chaos. All that it once stood for was cast aside and replaced by the dark and terrible sigils of Nurgle. Since those days, the Death Guard have typically displayed the tri-lobed rune of the Plague God and the debased, Death Guard triple-skull design upon their armour to honour their dark patron.

When the Death Guard turned their fury against Ultramar, they reduced many worlds of the Ultramarines stellar realm to ruins. In many embattled war zones, the inexorable advance of the Death Guard overwhelmed defenders time and time again.



On the forge world of Tyzonn XII, the Death Guard deployed thousands of Miasmic Malignifiers to corrupt the planet's vast factorum networks, promethium refineries and forge-shrines. By the time the Plague Marine struck, it was too late for the planet's defenders.



Plague Marines
Sworn to Nurgle's service, Plague Marines have disgusting, rotted bodies that stink of decay. The putrescent slime that oozes from their sores corrodes armour and boils away skin, yet despite their horrific disfigurements they are fearsome warriors indeed.

Blightlord Terminators
Blightlord Terminators are relentless and elite Death Guard bound forever to mutated suits of Cataphractii armour. Most vectoriums include Blightlord Terminators for breach assaults, boarding actions and sudden teleport strikes, and most Plague Fleet ships have a number of Blightlords aboard.

Deathshroud Terminators
The Deathshroud are swollen with unnatural power. Clouds of plague flies boil around them, while smog spills from vents in their armour to choke and blind foes. Near silent, and uttering no battle cries or raising challenges, when they speak their voices emerge as rattling hisses.



Plague Marine with blight launcher



Blightlord Terminator with balesword and combi-bolter



Deathshroud Terminator with manreaper and Plaguespurt gauntlet

Colours of Decay
Since the Horus Heresy, the Death Guard have retained their uniform colours of leprous green and verdigrised brass. Though many vectoriums have adopted their own panoply, vast swathes of the Legion still march to war in these grim hues. The tri-lobed rune of Nurgle and the sigil of the plague fly can be seen much in evidence on the armour of Death Guard Legionaries, proclaiming their allegiance to Nurgle.



Plague Marine with great plague cleaver



Blightlord Terminator with bubotic axe and combi-flamer



Poxwalker



Poxwalker



Poxwalker

Those Death Guard caught in the expanding Pariah Nexus found themselves beset by colossal phalanxes of android warriors. On these battlefields irresistible forces met immovable objects in months-long battles where neither side gave an inch of ground.

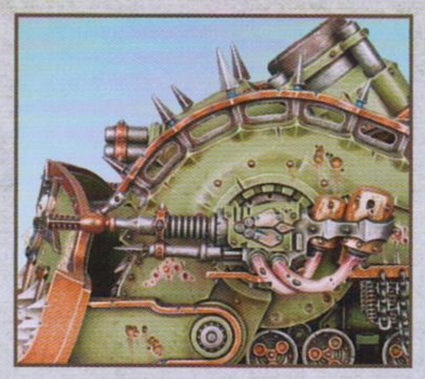


Plagueburst Crawler

Mortarion himself designed the first Plagueburst Crawlers, wishing to create the perfect mobile artillery piece. By making them Daemon Engines, Mortarion showed his contempt for the living and preference for the daemonic – daemons once bound, tirelessly and unfailingly obey their masters.



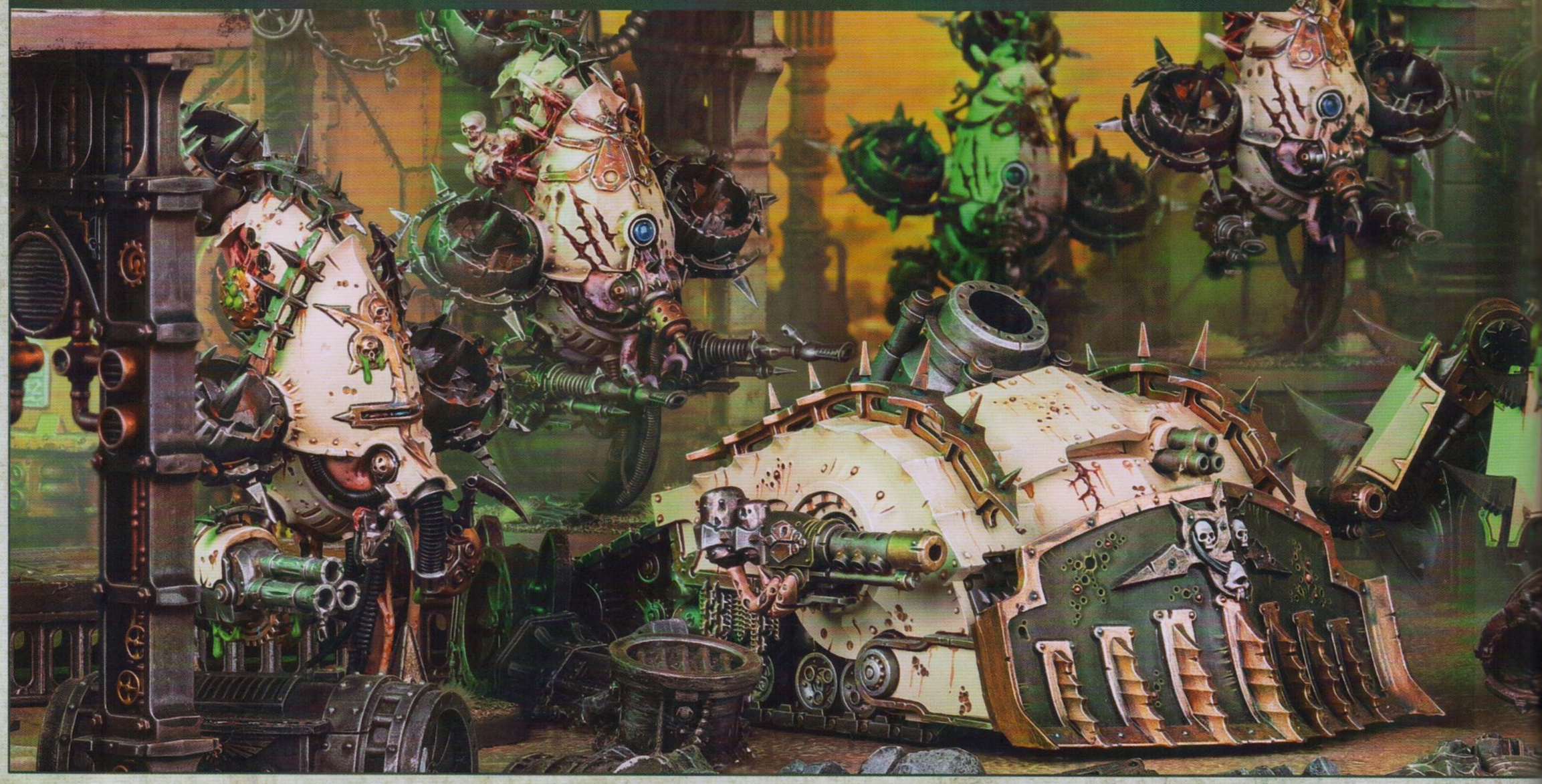
Plagueburst Crawler



Alternate Weapons

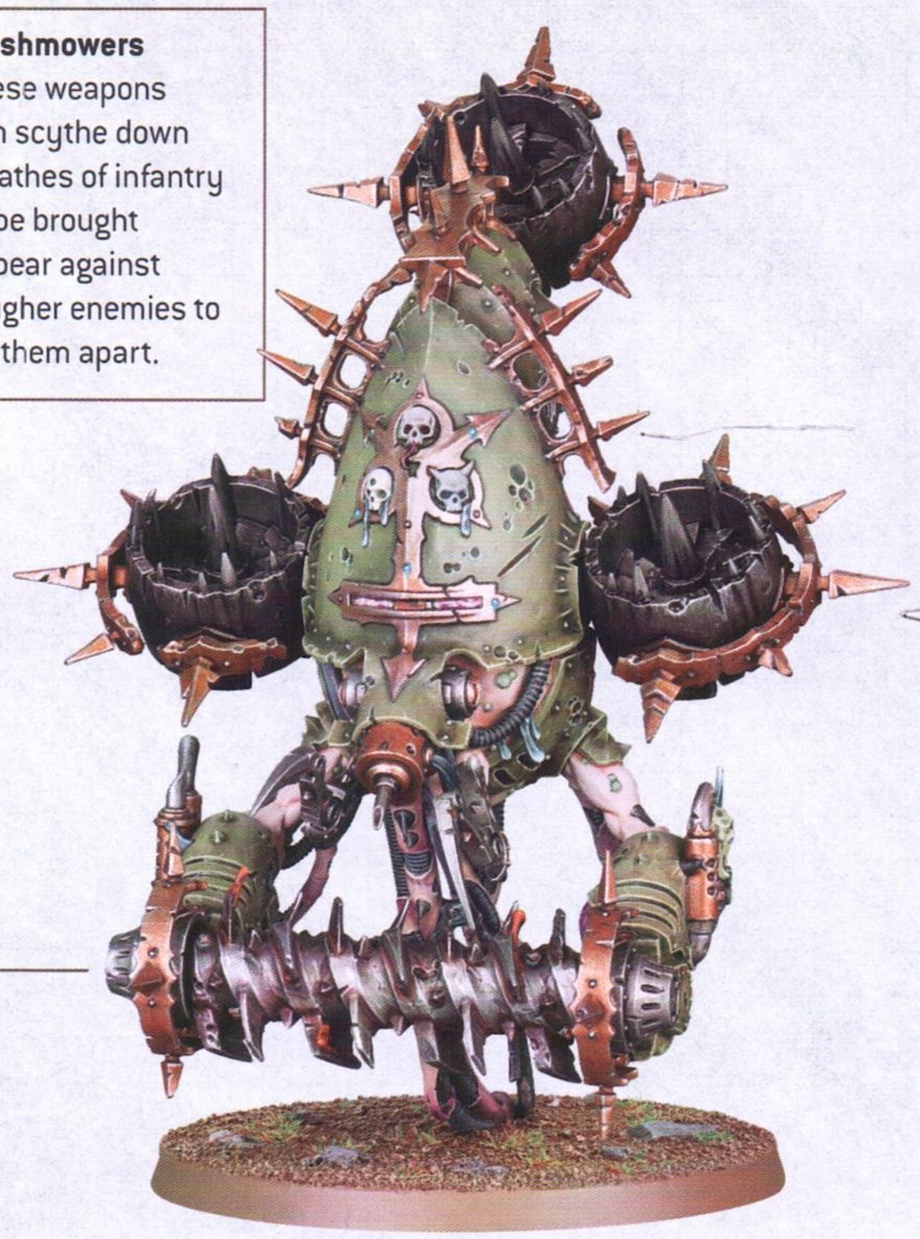
A Plagueburst Crawler may be armed with plaguespitters or entropy cannons.

The Death Guard's Daemon Engines are truly horrifying foes to face, a host of sentient vehicles hungry for flesh and bent on slaughter.



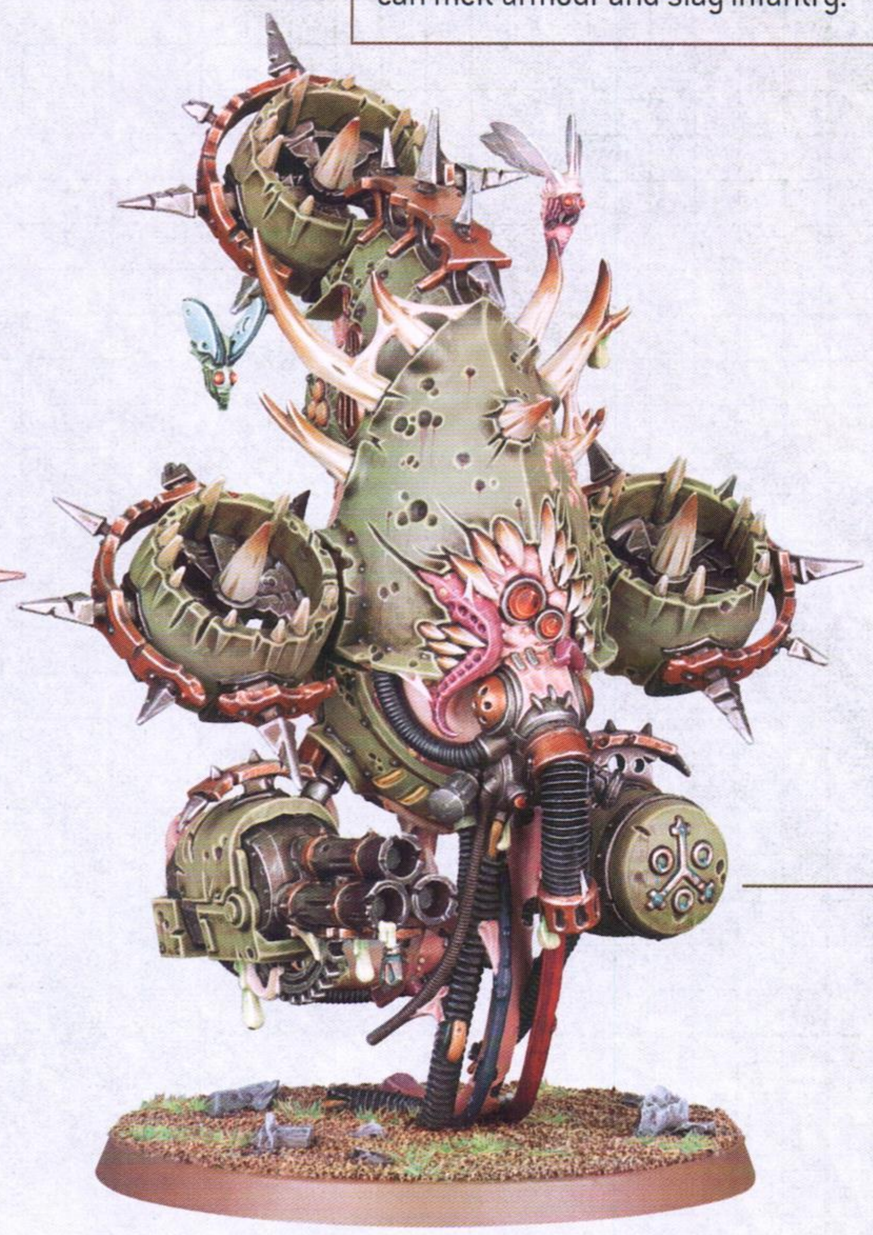
Foetid Bloat-drones
Airborne attack waves of these aggressive and spiteful Daemon Engines featured strongly in Mortarion's Creeping Doom offensive against Ultramar. The 5th Company – including warbands such as the Smogrot Brotherhood and Suppurant Sting – deployed great swarms.

Fleshmowers
These weapons can scythe down swathes of infantry or be brought to bear against tougher enemies to rip them apart.



Foetid Bloat-drone with fleshmower

Heavy Blight Launchers
These fire armour rippling volleys of piercing shells sucked from rusting drum magazines. The pox-ridden shells can melt armour and slay infantry.



Foetid Bloat-drone with heavy blight launcher



On the bleak factory world of Vorx, when the Death Guard of Lord Typhus invaded they were met by hordes of Genestealer cultists desperate to throw off the diseased invaders. As plague spores mingled with factory pollutants in the air, ferocious battle raged.





Biologus Putrifier



Plague Surgeon



Foul Blightspawn



Tallyman



Mortarion



Lord of Virulence



Noxious Blightbringer



Lord of Contagion



THE RULES

Welcome to the rules section of *Codex: Death Guard*. On the following pages you will find all the rules content you need to bring every aspect of the Death Guard plague companies to life on your tabletop battlefields. Maybe you're inspired to dive straight into some open play games, maybe you want to forge your own tales of glory and infamy with narrative play, or perhaps you can't wait to pit yourself against your opponents in nail-biting matched play contests. Whichever appeals to you – even if it's a bit of all three – this section of your Codex provides a modular toolbox that allows you to get the most out of your collection.

Of course, there's no need to take it all in at once! Some of the content on the following pages, things like your army's datasheets and the rules for its weapons, will be useful no matter what kind of game you're playing. Others, such as your army's Stratagems, Warlord Traits and Relics, will become relevant once you start playing games with Battle-forged armies. Then there's content like Deadly Pathogens or the Contagion discipline that you will unlock by including particular models in your tabletop army. In each case, you can include these new elements at your own pace; whether you're a brand new hobbyist playing your first few games or a veteran general ready to cause carnage, there's plenty here to provide you with countless hours of fresh and exciting gameplay.

On top of this, the Death Guard are the only faction in Warhammer 40,000 with access to the Contagion of Nurgle rules, by which you can infect and corrupt the very bodies of your foes. You will find everything you need on the following pages to include these rules in your games of Warhammer 40,000, not to mention bespoke content for your Death Guard Crusade force. Included in the latter are exciting Requisitions that enable you to expand the diseases and mutations of your foetid minions, and a system allowing you to build your own aggressive strain of plague from scratch!

'Rot… decay… entropy. There are no other absolutes. To deny me is to deny those fundamental truths, to stall the inevitable. No matter the strength of will standing against me, the might of arms assembled and deployed, all will fall. The Plague God cannot be denied, cannot be defeated, for he is the natural way of things – and their end.'

- Mortarion



MATCHED PLAY RULES

CHAPTER APPROVED RULES (PG 39)
If you are playing a battle that instructs you to select secondary objectives, then you will be able to choose from the additional Death Guard ones printed here. These represent the tactical and strategic goals unique to Death Guard armies. You can find out more about selecting secondary objectives in many matched play mission packs, including the Eternal War mission pack found in the Warhammer 40,000 Core Book.

BATTLE-FORGED RULES

DETACHMENT ABILITIES (PG 40)
Units in Death Guard Detachments gain additional abilities to better reflect how Death Guard armies operate together and wage war on the battlefield. You can find out more about Detachment abilities in the Battle-forged Armies section of the Warhammer 40,000 Core Book.

PLAGUE COMPANIES (PG 40-43)
Death Guard Detachments in your army can be from one of the seven Plague Companies. If they are, units in those Detachments will have access to unique rules that reflect the way those companies fight on the battlefields of the 41st Millennium.

STRATAGEMS (PG 44-47)
Death Guard armies have access to unique battlefield strategies and tactics that they can utilise to best their foes in any theatre of war; these are represented by the Stratagems in this section, which you can spend Command points to use in your games. You can find out more about Stratagems and Command points in the Warhammer 40,000 Core Book.

ARMY RULES

DEADLY PATHOGENS (PG 48)
Certain models in your Death Guard army can be upgraded to improve the virulence of their plague weapons. These diseases increase the powerful efficacy of these already deadly weapons.

WARLORD TRAITS (PG 49)
The Warlord of a Death Guard army can have one of the traits presented in this section. These help to personalise the leader of your force and better reflect their individual combat prowess and command style on the battlefield.

RELICS (PG 50)
Death Guard characters can take powerful artefacts and ancient weapons called Relics into battle; these Relics and the rules they bestow are described in this section.

CONTAGION DISCIPLINE (PG 51)
If your army includes any Sorcerers or Malignant Plaguecasters, they can be given additional psychic powers from the Contagion discipline. This represents the different arcane lore and particular talents of each individual psyker. You can find out more about psychic powers in the Warhammer 40,000 Core Book.

CRUSADE RULES

CRUSADE (PG 52)
Death Guard have access to a host of additional rules that can further personalise your Crusade force. These include bespoke Requisitions, Agendas and Battle Honours that reflect the disgusting background of the Death Guard. Amongst the rules presented in this section are Mutations of Nurgle, a new type of Battle Honour that Death Guard units can gain to better reflect the unpredictable and often bizarre afflictions that warp their bodies.

DATASHEETS

DATASHEETS (PG 62-87)
This section is essential to all Death Guard players, regardless of preferred play style, containing as it does the datasheets for Death Guard units. Each datasheet describes, among other things, the profiles of its models, the wargear they can be equipped with and the abilities they have. You can find out more about datasheets in the Warhammer 40,000 Core Book. This section also introduces the **<PLAGUE COMPANY>** keyword.

WARGEAR

WEAPON PROFILES (PG 88-91)
This section provides an alphabetised list of all the weapons that Death Guard units can be equipped with, and should be used in conjunction with the datasheets section.

POINTS

POINTS VALUES (PG 92-93)
If you are playing a matched play game, or a game that otherwise uses points values, you can use the alphabetised lists in this section to determine the points value of each unit in your army. These values will be reviewed and updated annually.

RULES REFERENCE

GLOSSARY (PG 94)
In this section you will find a glossary of rules terms used in this Codex. This is intended to work alongside the glossary found in the Warhammer 40,000 Core Book, and aid in resolving any complex rules interactions that may arise.

REFERENCE (PG 95)
Here you will find a handy bullet-pointed rules reference that summarises some common Death Guard rules.

COMBAT PATROL

Combat Patrol is the smallest size game, and the Death Guard force below is a great way to start – regardless of whether you want to play an open play game, forge a narrative with a Crusade army, or compete in a matched play mission. Created from the contents of the Death Guard Combat Patrol boxed set, this force can be used in a Battle-forged army, and in itself comprises a Patrol Detachment, as described in the Warhammer 40,000 Core Book.

The Plague Marines are a reliable unit that, as part of a Battle-forged army, gain the Objective Secured ability (see the Warhammer 40,000 Core Book), making them ideally suited to holding battlefield objectives. Their high Toughness characteristic and Disgustingly Resilient ability allow them to stay standing, even in the face of overwhelming enemy firepower.

The Poxwalkers, meanwhile, provide the numbers to back up the Plague Marines, clogging the board with bodies, whilst also spreading any Contagions of Nurgle being carried by your army. And should they make it in to combat, the Poxwalkers can replenish their numbers from fallen foes. Picking on the weaker units in your opponent's army can provide a sizeable numerical advantage over the long haul in smaller games.

Typhus is a powerful character in his own right, capable of devastating enemy units in melee with his master-crafted manreaper. However, as a lord of the Death Guard, he also has a number of powerful aura abilities that can be exploited to boost the offensive output of your other units, such as Master of the Dead Who Walk, which increases the Strength characteristic of nearby Poxwalker units.



CHAPTER APPROVED RULES

If every model in your army (excluding **UNALIGNED** units) has the **DEATH GUARD** keyword, and your **WARLORD** has the **DEATH GUARD** keyword, you can, if you are playing a matched play battle that instructs you to select secondary objectives (e.g. a mission from the Eternal War mission pack in the Warhammer 40,000 Core Book), select one of them to be from the Death Guard secondary objectives listed below.

Like all other secondary objectives, each of the secondary objectives listed below has a category, and they follow all the normal rules for secondary objectives (for example, when you select secondary objectives, you cannot choose more than one from each category, you can score no more than 15 victory points from each secondary objective you select during the mission etc.).

NO MERCY, NO RESPITE

FLEEING VECTORS

Progressive Objective

Those who flee the Death Guard, though they believe themselves safe, only spread the hideous plagues of their enemy wherever they run.

Score 3 victory points at the end of the battle round if any enemy units failed Morale tests this battle round that had one or more models destroyed by attacks made with plague weapons (pg 88) this battle round.

BATTLEFIELD SUPREMACY

DESPOILED GROUND

End Game Objective

To the Death Guard, spreading Nurgle's gifts is not something they do just among the beings and creatures they fight, but also the landscapes they tread upon. Every member of the Death Guard wants to make Nurgle's garden as large and verdant as possible.

If you select this objective, you score victory points as follows:

- Score 4 victory points at the end of the battle if you have one or more **BUBONIC ASTARTES** units wholly within your opponent's deployment zone and one or more **BUBONIC ASTARTES** units wholly within your deployment zone.
- Score 4 victory points at the end of the battle if you have one or more **BUBONIC ASTARTES** units from your army wholly within three different table quarters, and those units are all more than 6" from the centre of the battlefield. Score 6 victory points instead if you have one or more **BUBONIC ASTARTES** units from your army wholly within each table quarter, and those units are all more than 6" from the centre of the battlefield.
- Score 4 victory points at the end of the battle if you control more than half the total number of objective markers on the battlefield and there are **BUBONIC ASTARTES** units from your army within 3" of each of those objective markers.
- Score 4 victory points at the end of the battle if every objective marker on the battlefield is within Contagion range of a Contagion ability (pg 63) that units from your army have.

SHADOW OPERATIONS

SPREAD THE SICKNESS

End Game Objective

To contaminate an area, Death Guard on occasion spill the filth that infects their own bodies, expecting the simple cut they make to unleash it to heal after the effluvia has polluted the target. However, this does not always go to plan, for the Plague God can take gifts as easily as he gives them, especially in pursuit of a grander goal in which he can grant many more blessings to so many others.

If you select this objective, then **DEATH GUARD INFANTRY** units in your army can perform the following action:

Spread the Sickness (Action): One unit from your army can start to perform this action at the end of your Movement phase if it is within 3" of an objective marker that has not been contaminated (see below). A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT** units) within 3" of the same objective marker.

The action is completed at the end of your turn. When this action is completed you can choose one of the following:

- Roll one D6: on a 4+, that objective marker is said to have been contaminated.
- The unit performing this action suffers D3 mortal wounds and that objective marker is said to have been contaminated.

Score 3 victory points at the end of the battle for each objective marker on the battlefield that has been contaminated by a unit from your army.

DETACHMENT ABILITIES

A **DEATH GUARD** Detachment is one that only includes models with the **DEATH GUARD** keyword (excluding models with the **UNALIGNED** keyword).

If your army is Battle-forged:

- **DEATH GUARD** Detachments gain the Diseased Minions, Infernal Jealousy and Foetid Virion abilities.
- **BUBONIC ASTARTES** units in **DEATH GUARD** Detachments gain the Inexorable Advance ability.
- **PLAGUE MARINES** and **POXWALKERS** units in **DEATH GUARD** Detachments gain the Objective Secured ability (this ability is described in the Warhammer 40,000 Core Book).

DISEASED MINIONS

The Death Guard are frequently accompanied into battle by mutant creatures and diseased mortal followers, who are shown little or no regard by the sons of Mortarion.

- You cannot include more **PLAGUE FOLLOWER** units than **BUBONIC ASTARTES CORE INFANTRY** units in each **DEATH GUARD** Detachment in your army.
- You cannot include more **POXWALKER** units than **BUBONIC ASTARTES CORE INFANTRY** units in each **DEATH GUARD** Detachment in your army.

Example: *If a Detachment includes two* **PLAGUE MARINE** *units and one* **BLIGHTLORD TERMINATOR** *unit, it can also include up to three* **DEATH GUARD CULTIST** *units and up to three* **POXWALKER** *units.*

INFERNAL JEALOUSY

The Lords of the Death Guard do not willingly share power.

- You can include a maximum of one **LORD OF THE DEATH GUARD** unit in each **DEATH GUARD** Detachment in your army.
- You can include a maximum of one **DAEMON PRINCE** unit in each **DEATH GUARD** Detachment in your army.

FOETID VIRION

Few lords of the Death Guard go to war without a council of advisors, expert plague spreaders and contagion brewers.

You can include up to three **FOETID VIRION** units in a **DEATH GUARD** Detachment while only taking up one Elites Battlefield Role slot. Each of these units must be from a different datasheet.

INEXORABLE ADVANCE

The Death Guard trudge towards the enemy at a relentless pace, guns hammering in a staccato roar.

- This unit counts as having Remained Stationary if it did not Fall Back or Advance in your previous Movement phase.
- If this unit has the **VEHICLE** keyword, it does not suffer the penalty incurred to its hit rolls for firing Heavy weapons at enemy units that are within Engagement Range of it.
- If this unit has the **INFANTRY** keyword, it can ignore any or all modifiers to its Move characteristic, Advance rolls and charge rolls.

PLAGUE COMPANIES

If your army is Battle-forged, **<PLAGUE COMPANY>** units in **DEATH GUARD** Detachments gain access to the following Plague Company rules, provided every model in that Detachment that is drawn from a plague company is drawn from the same plague company. Such a Detachment is referred to as a Plague Company Detachment.

WARLORD TRAITS

Each Plague Company has an associated Plague Company Warlord Trait. If a **DEATH GUARD <PLAGUE COMPANY> CHARACTER** models gains a Warlord Trait, they can have the relevant Plague Company Warlord Trait instead of a Warlord Trait from page 48. All of these are Contagion abilities. You can find out more about Contagion abilities and Contagion range on page 63.

STRATAGEMS

Each Plague Company has an associated Plague Company Stratagem. If your army includes a Plague Company Detachment (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), then you will gain access to the relevant Plague Company Stratagem.

RELICS OF DECAY

Each Plague Company has an associated Plague Company Relic of Decay. If your army is led by **MORTARION** or a **DEATH GUARD <PLAGUE COMPANY> WARLORD**, you can give the relevant Plague Company Relic of Decay to a **DEATH GUARD <PLAGUE COMPANY> CHARACTER** model from your army instead of giving them a Relic of Decay from page 50. Named characters (such as Typhus) cannot be given a Relic of Decay.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Relics of Decay your models have on your army roster.

Example: *A Battle-forged army includes a* **DEATH GUARD** *Detachment in which every unit has the* **HARBINGERS** *keyword. A* **CHARACTER** *model in that Detachment that is given a Warlord Trait can instead be given the Shamblerot trait, you have access to the Wrathful Dead Stratagem and can spend CPs to use it, and if the army's* **WARLORD** *is selected from this Detachment, then a* **HARBINGERS CHARACTER** *model from your army that could be given a Relic of Decay can instead be given Infected Remains.*

HARBINGERS

THE 1ST PLAGUE COMPANY

THE WRATHFUL DEAD — 1CP

Harbingers – Strategic Ploy Stratagem
The Poxwalker hordes of the 1st Plague Company are as the tide in their offensive, their blows laying low the living with terrifying inevitability.

Use this Stratagem in the Fight phase, when a **HARBINGERS POXWALKERS** unit is selected to fight. Until the end of the phase, each time a model in that unit makes an attack, you can re-roll the hit roll.

WARLORD TRAIT: SHAMBLEROT
The strains of the zombie virus carried by the Harbingers slowly but surely break mortals around it. It saps at their strength and their dexterity, rendering them useless before the virus consumes them.

This **WARLORD** has the following ability:

'Shamblerot (Contagion): While an enemy unit (excluding **VEHICLE** units) is within Contagion Range of this unit, at the start of your opponent's Movement phase, roll one D6, subtracting 1 if that enemy unit has the **CHARACTER** keyword: on a 4+, that enemy unit suffers 1 mortal wound; on a 6, that enemy unit suffers D3 mortal wounds.'

RELIC: INFECTED REMAINS
Contaminated corpses and body parts can be used to despoil sacred sites in the name of Nurgle.

HARBINGERS model only. Once per battle, at the end of your Movement phase, you can select one objective marker within 3" of the bearer. While the bearer is on the battlefield, that objective marker has the Contagions of Nurgle ability (pg 63) and is considered to have all the same Contagion abilities that the bearer has.

THE INEXORABLE

THE 2ND PLAGUE COMPANY

FERRIC MIASMA — 1CP

Inexorable – Strategic Ploy Stratagem
As the foe press forward they are engulfed in a whirling storm of flesh-rust flakes that clog lungs and eyes.

Use this Stratagem in your opponent's Charge phase, when an **INEXORABLE** unit from your army is selected as a target of a charge. Until the end of the phase, subtract 2 from charge rolls made for any unit that declares a charge against that **INEXORABLE** unit (to a minimum of 1).

WARLORD TRAIT: FERRIC BLIGHT
The spreading rust of the Ferric Blight, spawned in the immaterium, can reduce armour of all kinds to nothing.

This **WARLORD** has the following ability:

'Ferric Blight (Contagion): While an enemy unit is within Contagion Range of this unit, each time an attack is made by a friendly **INEXORABLE** model against that enemy unit, improve the Armour Penetration characteristic of that attack by 1.'

RELIC: LEECHSPORE CASKET
This rune-inscribed chest is borne to battle aboard the war engines of the Inexorable. Through unclean sorcery it is bound to the soul of a mighty plague champion; as that warrior reaps a tally amongst the foe, so the casket creaks open and spews fecund spores that use the enemy's parasitised life force to heal the vehicle's hurts with putrid mutant flesh.

INEXORABLE model only. Each time an enemy model is destroyed as a result of a melee attack made by the bearer, select one friendly **INEXORABLE VEHICLE** model within 18" of the bearer. That model regains 1 lost wound. No more than 3 wounds can be regained per turn due to this Relic.

MORTARION'S ANVIL

THE 3RD PLAGUE COMPANY

RELAPTIC ASSAULT — 1CP

Mortarion's Anvil – Strategic Ploy Stratagem
Like a sickness flaring back to life, these stolid warriors erupt from their dug-in positions to counter-attack.

Use this Stratagem in your opponent's Charge phase, when an enemy unit finishes a charge move. Select any number of **MORTARION'S ANVIL** units from your army within 3" of that enemy unit. Until the end of the phase, the selected units are eligible to perform Heroic Interventions as if they were **CHARACTERS**.

WARLORD TRAIT: GLOAMING BLOAT
The spores of the Gloaming Bloat find their way into all kinds of crannies and crevices, rendering all kinds of weapons ineffective.

This **WARLORD** has the following ability:

'Gloaming Bloat (Contagion): While an enemy unit is within Contagion Range of this unit:

- That enemy unit cannot fire Overwatch or Set to Defend.
- Each time a model in that enemy unit makes an attack, the hit roll and the wound roll cannot be re-rolled.'

RELIC: WARP INSECT HIVE
As a part of their hellish defensive systems, warriors of Mortarion's Anvil deploy hives of foul warp insects.

MORTARION'S ANVIL model only. Each time the bearer makes a melee attack, you can re-roll the hit roll and you can re-roll the wound roll.

THE WRETCHED

THE 4TH PLAGUE COMPANY

SEVENFOLD BLESSINGS 1CP

Wretched – Requisition Stratagem

This diseased sorcerer feels the rheumy eye of the Plague God upon him.

Use this Stratagem before the battle, when you are mustering your army. Select one **WRETCHED PSYKER** model from your army.

- That model knows one additional psychic power from their chosen discipline.
- Once per Psychic phase, you can re-roll one Psychic test taken for that model.

You can only use this Stratagem once.

WARLORD TRAIT: EATER PLAGUE

The Eater Plague gnaws and bites at enemy armour, burrowing into weak points and making rents and gaps.

This **WARLORD** has the following ability:

'**Eater Plague (Contagion):** While an enemy unit is within Contagion Range of this unit, each time an attack is made by a friendly **WRETCHED** model against that enemy unit, an unmodified hit roll of 6 automatically wounds the target.'

RELIC: THE DAEMON'S FAVOUR

This vile, crater-pocked poppet-doll is scrimshawed from diseased bone. It teems with the malevolent essence of the Eater of Lives himself, his power billowing forth in gnawing clouds.

WRETCHED MALIGNANT PLAGUECASTER model only. The bearer's Pestilential Fallout ability is replaced with the following ability:

'**Torrent of Putrefaction:** Each time this model successfully manifests a psychic power, if the result of the Psychic test was 7 or more, the closest enemy unit within 12" suffers D3 mortal wounds. Otherwise, the closest enemy unit within 6" suffers 1 mortal wound.'

THE POXMONGERS

THE 5TH PLAGUE COMPANY

BILIOUS BLOOD-RUSH 1CP

Poxmongers – Battle Tactic Stratagem

Consumed by rage, the Daemon Engines of the Poxmongers open fire at their enemies at extremely close ranges.

Use this Stratagem in your Shooting phase, when a **POXMONGERS DAEMON ENGINE** unit from your army is selected to shoot. Until the end of the phase, :

- Models in that unit can make attacks with Blast weapons against units within Engagement Range of their unit.
- Each time a ranged attack is made by a model in that unit against an enemy unit that is within Engagement Range of their unit, add 1 to that attack's hit roll.

WARLORD TRAIT: SANGUOUS FLUX

Bleeding sores erupt all over enemies afflicted by the Sanguous Flux, the wounds never clotting or healing.

This **WARLORD** has the following ability:

'**Sanguous Flux (Contagion):** While an enemy unit is within Contagion Range of this unit:

- Subtract 1 from the Leadership characteristic of models in that enemy unit.
- Subtract 1 from Combat Attrition tests taken for that enemy unit.

RELIC: IRONCLOT FURNACE

Comprising an ever-burning alchemical engine lodged within the bearer's armour and an array of rune-carved, coiling tubes and exhausts that spill from it, this foul artefact churns out warp-charged pollutants that coat nearby Daemon Engines.

POXMONGERS model only. The bearer has the following ability:

'**Ironclot Furnace:** In your Command phase, you can select one friendly **POXMONGERS DAEMON ENGINE** unit within 6" of the bearer. Until the start of your next Command phase, models in that unit have a 4+ invulnerable save.'

THE FERRYMEN

THE 6TH PLAGUE COMPANY

ON DRONING WINGS — 1CP

Ferrymen – Epic Deed Stratagem

Buzzing clouds of plague flies billow from these warriors, acting as vectors for their unholy gifts.

Use this Stratagem in your Command phase. Select one **FERRYMEN FOETID VIRION** model from your army, then select one of that model's aura abilities. Until the start of your next Command phase, add 6" to the range of that model's selected aura ability (to a maximum of 12").

WARLORD TRAIT: THE DRONING

The Warlord is surrounded by a cloud of fat plague flies, who harass the Death Guard's enemies and eat away at round casings, coolant vats and fuel containment canisters.

This **WARLORD** has the following ability:

'**The Droning (Contagion):** While an enemy unit is within Contagion Range of this unit, at the start of your opponent's Movement phase, halve that enemy unit's Move characteristic until the end of the phase.'

RELIC: FERRYMAN'S SCYTHE

This grotesquely oversized weapon lops great chunks of armour and flesh from its victims, each lumpen gobbet taken as payment for ferrying the victim's soul through the veil and into Nurgle's malignant garden for all eternity.

FERRYMEN model equipped with a manreaper only. This Relic replaces a manreaper and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Ferryman's Scythe	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.				
- Cleave	Melee	Melee	+3	-3	2
- Scythe	Melee	Melee	+1	-1	1

Abilities (Cleave): Plague Weapon (pg 62). Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Abilities (Scythe): Plague Weapon (pg 62). Each time an attack is made with this weapon, make 3 hit rolls instead of 1.

MORTARION'S CHOSEN SONS

THE 7TH PLAGUE COMPANY

PLAGUE BREWERS — 1CP

Mortarion's Chosen Sons – Battle Tactic Stratagem

No plague company boasts a more gruesome array of potions, poisons and unclean fluids than the 7th.

Use this Stratagem in your Shooting phase, when a **MORTARION'S CHOSEN SONS** unit from your army is selected to shoot. Until the end of the phase, plague belchers, plaguespurt gauntlets and plague spewers models in that unit are equipped with have a Damage characteristic of 2.

WARLORD TRAIT: NURGLE'S FRUIT

The strange lumps that form on victims of Nurgle's fruit, also known as the boilblight, lumpen splatter or Crawling Pustulence, are easy to spot at distance for the Death Guard.

This **WARLORD** has the following ability:

'**Nurgle's Fruit (Contagion):** While an enemy unit is within Contagion Range of this unit, each time an attack is made by a friendly **MORTARION'S CHOSEN SONS** model against that unit, the target does not receive the benefits of cover against that attack.'

RELIC: VOMITRYX

This gruesome weapon contains a microscopic warp portal that leads directly into the festering guts of the Great Unclean One Ku'Gath. When its nozzle is opened it spews ferocious gouts of the Daemon's highly corrosive bile.

MORTARION'S CHOSEN SONS model equipped with a plague sprayer only. This Relic replaces a plague sprayer and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Vomitryx	12"	Assault 7	7	-3	2

Abilities: Plague Weapon (pg 62). Each time an attack is made with this weapon, that attack automatically hits the target.

STRATAGEMS

If your army includes any **DEATH GUARD** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), you have access to the Stratagems shown here, and can spend CPs to use them. When one of these Stratagems instructs you to select a unit from your army, replace all instances of the **<PLAGUE COMPANY>** keyword on that Stratagem (if any) with the name of the plague company that your selected unit is from.

TRENCH FIGHTERS 1CP

Death Guard – Battle Tactic Stratagem

The Death Guard excel in the crush of close quarters, driving plague knives into their victims again and again.

Use this Stratagem in the Fight phase, when a **DEATH GUARD PLAGUE MARINES** unit from your army is selected to fight. Until the end of the phase, each time a model in that unit fights, if it is equipped with any plague knives, it makes 1 additional attack with one of its plague knives.

CREEPING BLIGHT 1CP

Death Guard – Battle Tactic Stratagem

This warp-plague spreads fingers of corrosion through armour, flesh, bone and even air with equal virulence.

Use this Stratagem in the Fight phase, when a **DEATH GUARD** unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes an attack with a plague weapon (pg 88), on an unmodified wound roll of 6, that attack has an Armour Penetration characteristic of -4.

FIRE FEVER 1CP

Death Guard – Battle Tactic Stratagem

Empyric fever-heat burns through the Helbrute's brain, causing it to fire with ever more frenzied ferocity as it rails against its agony.

Use this Stratagem in your Shooting phase, when a **DEATH GUARD HELBRUTE** model from your army is selected to shoot. Until the end of the phase, that model can only target a single eligible enemy unit and each time an attack is made by that model, add 1 to that attack's hit roll and add 1 to that attack's wound roll.

VERMID WHISPERS 1CP

Death Guard – Battle Tactic Stratagem

The compound eyes and keening whispers of countless daemonic flies help guide these warriors' aim.

Use this Stratagem in your Shooting phase, when a **DEATH GUARD TERMINATOR** unit from your army is selected to shoot, or in the Fight phase, when a **DEATH GUARD TERMINATOR** unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll.

HAZE OF CORRUPTION 2CP

Death Guard – Battle Tactic Stratagem

The close combat weapons of many Death Guard warriors are coated with terrible venoms. When they swing these weapons, the air is filled with corruption that can infect those nearby.

Use this Stratagem in the Fight phase, when a **DEATH GUARD CORE** unit from your army is selected to fight. Until the end of the phase, each time an enemy model is destroyed by an attack made by a model in that unit, any excess damage inflicted by that attack is not lost and is instead suffered by another model in that unit (do not make a saving throw for that model). This continues until there is no excess damage remaining.

ETERNAL HATRED 2CP

Death Guard – Battle Tactic Stratagem

The hatred of the Traitor Legions has burned for millennia.

Use this Stratagem in your Shooting phase, when a **BUBONIC ASTARTES INFANTRY** unit from your army is selected to shoot, or in the Fight phase, when a **BUBONIC ASTARTES INFANTRY** unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes an attack, add 1 to that attack's wound roll.

MUTANT STRAIN 1CP

Death Guard – Battle Tactic Stratagem

Unholy diseases warp and mutate, sending their carriers into a froth-jawed killing fever to the ruin of all.

Use this Stratagem in the Fight phase, when a **POXWALKERS** unit from your army is selected to fight. Until the end of the phase, each time an attack is made by a model in that unit:

- An unmodified hit roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
- An unmodified hit roll of 1 inflicts 1 mortal wound on that **POXWALKERS** unit after that fight is resolved.

DISEASED EFFLUENTS 1CP

Death Guard – Epic Deed Stratagem

The foul liquids coursing through some Death Guard warriors are weapons in themselves. If unleashed, they drench a foe in toxic slime and effluvia that can kill in minutes.

Use this Stratagem in your Command phase. Select one **DEATH GUARD CHARACTER** model from your army (excluding **DAEMON** models) and one enemy unit within Engagement Range of that model. That model suffers 1 mortal wound and you then roll one D6: on a 2+, that enemy unit suffers 2D3 mortal wounds. If that enemy unit has the **CHARACTER** keyword (excluding **VEHICLE** units), it suffers D3 mortal wounds instead.

UNCLEAN MACHINE SPIRIT — 1CP

Death Guard – Epic Deed Stratagem

The Death Guard have many tales of the corrupted machine spirits of their vehicles fighting on even after their crew have been slain or their critical systems are in the midst of failure.

Use this Stratagem in your Command phase. Select one **DEATH GUARD MACHINE SPIRIT** model from your army. Until the start of your next Command phase, that model is considered to have its full wounds remaining for the purposes of determining what characteristics on its profile to use.

BEFOULED INCUBATORS — 1CP

Death Guard – Epic Deed Stratagem

Those fighting the Death Guard soon became carriers of disease, even if the plagues do not kill them outright. On occasion their plague boils up inside them, so that when they are struck down, they burst.

Use this Stratagem in the Fight phase, when a **DEATH GUARD CHARACTER** model from your army is selected to fight. Until the end of the phase, each time an enemy model is destroyed by an attack made by that model, roll one D6: on a 3+, that enemy model's unit suffers 1 mortal wound after your model has resolved all of its attacks (a maximum of 3 mortal wounds can be inflicted per phase via this Stratagem).

RELEASE THE TOXINS — 2CP

Death Guard – Epic Deed Stratagem

The artefacts of the Death Guard are foul objects and weapons, seeped in poisons of countless varieties. To unleash them is to grant the enemy a most horrible death.

Use this Stratagem in your Command phase. Select one **DEATH GUARD CHARACTER** model from your army that was equipped with a Relic of Decay (pg 50) at the start of the battle. Roll one D6 for each enemy unit within 7" of that model: on a 2-5, that unit suffers 1 mortal wound; on a 6, that unit suffers D3 mortal wounds. A model can only be selected for this Stratagem once per battle.

ERUPTION OF FILTH — 1CP

Death Guard – Epic Deed Stratagem

The slain warrior bursts like a fat, pox-laden buboe.

Use this Stratagem in any phase, when a **DEATH GUARD CHARACTER** model from your army is destroyed instead of using any other rules that are triggered when a model is destroyed (e.g. the Putrid Explosion ability). Before removing that model from play, roll one D6 for each other unit within 3" (excluding **NURGLE** units): on a 2-5, that unit suffers 1 mortal wound; on a 6, that unit suffers D3 mortal wounds.

CHAMPION OF DISEASE — 1CP

Death Guard – Requisition Stratagem

Some Death Guard are marked for greatness before they rise high in the Legion's ranks. Some of these warriors are gifted the opportunity to wield rare relic weapons in Nurgle's name.

Use this Stratagem before the battle, when you are mustering your army. Select one **BUBONIC ASTARTES** model from your army that has the word 'Champion' in their profile and give them one of the following Relics of Decay (this must be a Relic they could have): Reaper of Glorious Entropy; Plague Skull of Glothila; Plaguebringer; Suppurating Plate.

Each Relic in your army must be unique, and you cannot use this Stratagem to give a model two Relics. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this Stratagem three times).

GIFTS OF DECAY — 1CP

Death Guard – Requisition Stratagem

Nurgle is a generous god, and through worship and devotion his followers can gain mighty rewards. Those who prove themselves most worthy wield suppurating weapons of unspeakable foulness, or gird themselves in weeping armour of filth.

Use this Stratagem before the battle, when you are mustering your army, if your **WARLORD** has the **DEATH GUARD** keyword. Select one **DEATH GUARD CHARACTER** model from your army and give them one Relic of Decay (this must be a Relic they could have). Each Relic in your army must be unique, and you cannot use this Stratagem to give a model two Relics. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this Stratagem three times).

PLAGUE-CHOSEN — 1CP

Death Guard – Requisition Stratagem

Many lords and champions of the Death Guard have favoured lieutenants within their ranks.

Use this Stratagem before the battle, when you are mustering your army, if your **WARLORD** has the **DEATH GUARD** keyword. Select one **DEATH GUARD CHARACTER** model in your army (excluding named characters) and determine one Warlord Trait for that model (this must be a Warlord Trait they can have); that model is only regarded as your **WARLORD** for the purposes of that Warlord Trait. Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results), and you cannot use this Stratagem to give a model two Warlord Traits. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case you can use this Stratagem twice), or an Onslaught battle (in which case you can use this Stratagem three times).

GRANDFATHERLY INFLUENCE 1CP/2CP

Death Guard – Requisition Stratagem

The Chaos Spawn created thanks to Nurgle's 'blessings' are hideously tough.

Use this Stratagem before the battle, when you are mustering your army. Select one **DEATH GUARD CHAOS SPAWN** unit from your army:

- Add 1 to the Toughness characteristic of models in that unit.
- That unit has the Disgustingly Resilient ability (pg 62).

If that unit contains 3 or fewer models, this Stratagem costs 1CP; otherwise, it costs 2CP.

SICKLY CORROSION 2CP

Death Guard – Strategic Ploy Stratagem

When a foe is struck by a plague weapon, even if they survive they are made much weaker. Thus are they easy prey for further attacks.

Use this Stratagem in either the Fight phase or your Shooting phase, when a **DEATH GUARD** model from your army makes an attack with a plague weapon (pg 88) that scores a hit against an enemy unit. Until the end of the turn, each time an attack is made by a **DEATH GUARD** model against that enemy unit, re-roll a wound roll of 1.

BELCHING FUMES 1CP/2CP

Death Guard – Strategic Ploy Stratagem

Especially noxious fumes pour from the Myphitic Blight-haulers' spouts, spewing forth in billowing clouds with wet rasps.

Use this Stratagem at the start of your opponent's Shooting phase. Select one **MYPHITIC BLIGHT-HAULERS** unit from your army. Until the end of the phase, each time an enemy model makes an attack with a ranged weapon against that unit, reduce the number of attacks made with that weapon by 1 (to a minimum of 1). If that unit contains 2 or fewer models, this Stratagem costs 1CP; otherwise, it costs 2CP.

BLIGHT BOMBARDMENT 2CP/3CP

Death Guard – Strategic Ploy Stratagem

Utilising far away artillery, the Death Guard pound an area of the battlefield with flesh-starved blight spores that rampantly spread over any unfortunate enough to be nearby.

Use this Stratagem in your Command phase, if a **DEATH GUARD WARLORD** from your army is on the battlefield. Select one point on the battlefield and place a marker on that point. At the start of your next Command phase, roll one D6 for each unit within 6" of the centre of that marker, adding 1 if the unit being rolled for is an **INFANTRY** unit and subtracting 1 if the unit being rolled for is a **CHARACTER**: on a 2-6, that unit suffers D3 mortal wounds; on a 7+, that unit suffers D6 mortal wounds. The marker is then removed. If your **WARLORD** has the **LORD OF VIRULENCE** keyword, this Stratagem costs 2CP; otherwise it costs 3CP. You can only use this Stratagem once.

THE DEAD WALK AGAIN 1CP

Death Guard – Strategic Ploy Stratagem

The groans of the Poxwalkers are spiritually infectious in their own right, spreading the curse carried by the shambling abominations far and wide.

Use this Stratagem in your Command phase. Select one **POXWALKERS** unit from your army and roll seven D6s: for each 3+, one of that unit's destroyed models is added back to it with 1 wound remaining. Models added back to that unit in this way can be set up within Engagement Range of enemy units that are already within Engagement Range of that unit. Each unit can only be selected for this Stratagem once per battle.

CLOUD OF FLIES 2CP/4CP

Death Guard – Strategic Ploy Stratagem

With a thrumming roar, a thick cloud of daemon flies whirls around the Death Guard and obscures them from the enemy's sight.

Use this Stratagem at the start of your opponent's Shooting phase. Select one **BUBONIC ASTARTES INFANTRY** unit from your army. Until the end of the phase, each time an enemy model shoots, if that unit is not the closest eligible target or within 12" of that model, then until that shooting is resolved, that model cannot target that unit. In addition, until the end of the phase, if the selected unit has the Bodyguard ability, it loses that ability. If the selected unit has the **TERMINATOR** keyword, this Stratagem costs 4CP; otherwise, it costs 2CP.

BREAK THEIR SPIRITS 1CP

Death Guard – Strategic Ploy Stratagem

Terminators are terrifying foes to face. When Death Guard Terminators slice opponents in half or unleash plague weapons that turn living beings to pools of foetid slush, they shatter the spirits of those who still live and stand against them.

Use this Stratagem in the Fight phase, when a **DEATH GUARD TERMINATOR** model from your army destroys a model in an enemy **INFANTRY**, **BEASTS** or **SWARM** unit. Until the end of the turn, subtract 4 from the Leadership characteristic of models in that unit.

DARK CRAVINGS 1CP

Death Guard – Strategic Ploy Stratagem

The vicious daemons bound with Foetid Bloat-drones are particularly cruel and dangerous, hungering after enemies in ferocious pursuits.

Use this Stratagem in your opponent's Charge phase. Select one **FOETID BLOAT-DRONE** unit from your army. Until the end of the phase, if that unit is within 6" horizontally and 5" vertically of any enemy units, it is eligible to perform Heroic Interventions as if it was a **CHARACTER**. When doing so, it can move up to 6" instead of 3". All other rules for Heroic Interventions still apply.

DAEMONIC GLUTTONY — 1CP

Death Guard – Strategic Ploy Stratagem

Daemons can restore their energy and strength by consuming the souls of mortals.

Use this Stratagem in the Fight phase, when a **DEATH GUARD DAEMON ENGINE** model from your army is selected to fight. Until the end of the phase, each time an enemy model is destroyed by an attack made by that model, that **DAEMON ENGINE** model regains 1 lost wound (to a maximum of 3 regained wounds per phase).

FLASH OUTBREAK — 2CP

Death Guard – Strategic Ploy Stratagem

On occasion a contagion of Nurgle will flare up brilliantly in an all-consuming wave of infection.

Use this Stratagem in your Command phase. Select one **<PLAGUE COMPANY>** unit from your army:

- If there are any other **<PLAGUE COMPANY>** units from your army on the battlefield that have any Contagion abilities (pg 63) that the selected unit does not have, then until the start of your next Command phase, the selected unit has all of the same Contagion abilities (this is in addition to the ones it already has).
- Until the start of your next Command phase, units from your army count the battle round number as one higher than the current battle round number for the purpose of determining the Contagion range of any Contagion abilities they have (pg 63).

PUTRID DETONATION — 1CP/2CP

Death Guard – Strategic Ploy Stratagem

Upon their destruction, the seven-cursed hulls of Death Guard battle tanks have an alarming tendency to burst like ruptured boils, exploding in a swelling mass of pus and foulness.

Use this Stratagem in any phase, when a **DEATH GUARD VEHICLE** model from your army is destroyed. Do not roll to see if that model explodes: it does so automatically. If that model has a Wounds characteristic of 9 or less, this Stratagem costs 1CP; otherwise, it costs 2CP.

FOUL SMOKESCREEN — 1CP

Death Guard – Wargear Stratagem

Throwing down a hail of smoke grenades or deploying their smoke launchers, the Death Guard screen themselves from the enemy.

Use this Stratagem in your opponent's Shooting phase, when a **DEATH GUARD SMOKESCREEN** unit from your army is selected as the target of an attack. Until the end of the phase, each time an attack is made against that unit, subtract 1 from that attack's hit roll.

THE BLIGHTENING — 1CP

Death Guard – Wargear Stratagem

The effects of blight grenades – so horrendous to their victims – have no impact on the Death Guard, who gladly use the devices in extreme close quarters with the enemy.

Use this Stratagem in your Shooting phase. Select up to three **DEATH GUARD** models from your army. Until the end of the phase, plague weapons (pg 88) with the Grenade type that those models are equipped with lose the Blast ability, have a Type characteristic of Pistol 6, and each time that model makes an attack with one of those weapons against an enemy unit within Engagement Range that attack automatically hits the target.

OVERWHELMING GENEROSITY — 1CP

Death Guard – Wargear Stratagem

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

Use this Stratagem in your Shooting phase, when a **DEATH GUARD** unit from your army is selected to shoot. Until the end of the phase, add 6" to the Range characteristic of plague weapons (pg 88) models in that unit are equipped with.

VIRULENT ROUNDS — 1CP

Death Guard – Wargear Stratagem

The Death Guard know countless revolting ways to render their bolt rounds horrifically virulent.

Use this Stratagem in your Shooting phase, when a **DEATH GUARD CORE** unit from your army is selected to shoot. Until the end of the phase, bolt weapons (pg 88) models in that unit are equipped with have the Plague Weapon ability (pg 62).

DISGUSTING FORCE — 1CP

Death Guard – Wargear Stratagem

Plagueburst Crawlers can fire rounds with additional potency and force that are overloaded with flesh-melting diseases and armour-rusting poxes.

Use this Stratagem in your Shooting phase, when a **PLAGUEBURST CRAWLER** model from your army is selected to shoot. Until the end of the phase:

- Each time that model makes an attack with a Plagueburst mortar, that attack has a Damage characteristic of 3.
- After that model has shot, select one enemy unit that was hit by one or more attacks made with a Plagueburst mortar by that model this turn. Roll one D6 for each other unit within 3" (excluding **NURGLE** units) of the selected unit: on a 4+, that unit suffers 1 mortal wound.

DEADLY PATHOGENS

If your army is Battle-forged and includes any **DEATH GUARD** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary and Fortification Network Detachments), then when you are mustering your army, you can upgrade any of the following models in your army by giving them a Deadly Pathogen:

- **DEATH GUARD CHARACTER** models
- **BUBONIC ASTARTES** models that have the word 'Champion' in their profile

Each time you give a model a Deadly Pathogen, select one plague weapon (pg 88) that model is equipped with to upgrade (this cannot be a Grenade weapon or a Relic). In addition to the effects listed for that Deadly Pathogen (see below), add 1 to the Strength characteristic of that weapon. The Power Rating of that model's unit is increased by 1. If you are playing a matched play game, or a game that uses a points limit, then the points value of that model's unit is also increased by the amount shown on the table below. Make a note on your army roster each time you give a model a Deadly Pathogen, as well as which of that model's equipped weapons has been upgraded with it.

Named characters cannot be given Deadly Pathogens. Each model can only have one Deadly Pathogen. An army (or a Crusade force) cannot include the same Deadly Pathogen more than once. Deadly Pathogens are not considered to be Relics for any rules purposes – this means a **CHARACTER** model can be equipped with both a Relic and a Deadly Pathogen.

A Crusade force cannot start with any models having Deadly Pathogens – to include one in a Crusade force you must use the Deadly Pathogens Requisition (pg 58).

DEADLY PATHOGENS

PATHOGEN	POINTS
Acidic Malady	+20
Explosive Outbreak	+20
Virulent Fever	+20
Befouling Runoff	+10
Unstable Sickness	+15
Corrosive Filth	+20
Viscous Death	+10

ACIDIC MALADY

The acids that coat this weapon eat through armour with terrifying ease.

Improve the Armour Penetration characteristic of this weapon by 1.

EXPLOSIVE OUTBREAK

This pathogen attacks its victim with incredible speed.

Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 1 additional hit. This is not cumulative with the Tollkeeper ability (pg 50).

VIRULENT FEVER

When this pathogen finds a victim – either being or machine – it rapidly replicates, causing horrific damage before burning out.

Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.

BEFOULING RUNOFF

The pathogen manifests itself as a viscous liquid with a stench so foul it can make lungs bleed. When it seeps into cover or terrain, the landscape is rendered utterly useless to enemy troops.

Each time an attack is made with this weapon, the target does not receive the benefits of cover against that attack.

UNSTABLE SICKNESS

Those affected by this pathogen explode in a shower of deeply infected gore.

Each time an attack is made with this weapon, if any enemy models are destroyed by that attack, roll one D6: on a 4+, that model's unit suffers 1 mortal wound (to a maximum of 3 mortal wounds per turn). The bearer cannot be selected for the Befouled Incubators Stratagem (pg 45).

CORROSIVE FILTH

No armoured fighting vehicle is durable enough to withstand the corrosive power of this specially formulated pathogen.

Each time an attack is made with this weapon against a **VEHICLE** unit, add 1 to the Damage characteristic of that attack.

VISCOUS DEATH

Filthy slime fills the rounds of this weapon and coats them. When fired, the explosive splashes spread the pathogen in all directions.

Each time you roll to determine the number of attacks made with this weapon, you can re-roll the result.

WARLORD TRAITS

If a **DEATH GUARD CHARACTER** model is your **WARLORD**, you can use the Death Guard Warlord Traits table below to determine what Warlord Trait they have. You can either roll one D6 to randomly generate one, or you can select one.

Each time you determine a Warlord Trait for:

- **MORTARION**, replace all instances of the **<PLAGUE COMPANY>** keyword in that Warlord Trait (if any) with the **DEATH GUARD** keyword.
- A **DEATH GUARD CHARACTER** model, replace all instances of the **<PLAGUE COMPANY>** keyword in that Warlord Trait (if any) with the name of the plague company that your **CHARACTER** is from.

DEATH GUARD WARLORD TRAITS

1. REVOLTINGLY RESILIENT

So vast and bloated has this warlord become that he is all but immune to the pain of injury.

Each time this **WARLORD** would lose a wound, roll one D6: on a 5+, that wound is not lost.

2. LIVING PLAGUE (AURA)

Saturated as he is with Nurgle's contagious blessings, merely to stand before this warlord is to be assailed by an oppressive aura of plague.

While an enemy unit is within 3" of this **WARLORD**, that unit cannot be affected by the aura abilities (excluding those that are psychic powers) of units from your opponent's army.

3. HULKING PHYSIQUE

This Warlord's body has become swollen with Nurgle's divine blessings, and stands all but inviolate as a veritable behemoth of rancid flesh.

- Add 1 to the Wounds characteristic of this **WARLORD**.
- Each time an attack is made against this **WARLORD**, an unmodified wound roll of 1-3 for that attack fails, irrespective of any abilities that the weapon or the model making the attack may have.

4. ARCH-CONTAMINATOR (AURA)

Such are this Warlord's virulent emanations that his very presence is enough to make even the most lethal toxins and venoms deadlier still.

While a friendly **<PLAGUE COMPANY> CORE** unit is within 6" of this **WARLORD**:

- Each time a model in that unit makes a melee attack with a plague weapon (pg 88), you can re-roll the wound roll.
- Each time a model in that unit makes a ranged attack with a plague weapon (pg 88) that targets a unit within 12", you can re-roll the wound roll.

5. ROTTEN CONSTITUTION

Nurgle's favour takes many forms, and this Warlord's flesh has become so rot-infested that vast chunks of it can be torn free without risk of lasting harm.

- Add 1 to the Toughness characteristic of this **WARLORD**.
- Each time an attack with an Armour Penetration characteristic of -1 or -2 is allocated to this **WARLORD**, that attack has an Armour Penetration characteristic of 0 instead.

6. FOUL EFFLUENTS (AURA)

Liquid toxins pour from crevices in the Warlord's armour, creating a miasma of filth around him that spreads all around.

While an enemy unit is within 6" of this **WARLORD**, at the end of your Movement phase, roll one D6 for that unit: on a 4+, that unit suffers 1 mortal wound.

NAMED CHARACTERS AND WARLORD TRAITS

If one of the following characters gains a Warlord Trait, they must have the one shown below:

Named Character	Warlord Trait
Typhus	Shamblerot (pg 41)
Mortarion	Revoltingly Resilient; Living Plague; Arch-Contaminator.



RELICS

If your army is led by a **DEATH GUARD WARLORD**, you can, when mustering your army, give one of the following Relics of Decay to a **DEATH GUARD CHARACTER** model from your army. Named characters and **VEHICLE** models cannot be given any of the following Relics.

When a model from your army is given a Relic of Decay, replace all instances of the **<PLAGUE COMPANY>** keyword in that Relic's rules (if any) with the name of the plague company that your model is from.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Relics of Decay your models have on your army roster.

REAPER OF GLORIOUS ENTROPY

The blade of this ancient scythe is razor sharp. The acids that leak from its handle hone the weapon's blade and burn through any armour they touch.

Model equipped with a manreaper or plaguereaper only. This Relic replaces a manreaper or plaguereaper and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Reaper of Glorious Entropy	Melee	Melee	x2	-3	3

Abilities: Plague Weapon (pg 62). Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.

PLAGUE SKULL OF GLOTHILA

This oversized death's head was once the skull of the Chaos Lord Glothila, whose dying wish was to become a weapon of purest evil.

Once per battle, at the end of your Movement phase, the bearer can use this Relic. If it does, select one enemy unit within 6" of the bearer and roll seven D6s: for each 4-5, that unit suffers 1 mortal wound; for each 6, that unit suffers D3 mortal wounds.

DAEMON'S TOLL

With its discordant note, the Daemon's Toll summons mutated tendrils and warp insects to ensnare, trap and harass the foe.

NOXIOUS BLIGHTBRINGER model only. Once per battle, at the start of your opponent's Movement phase, the bearer can use this Relic. If it does, select one enemy unit within 6". Until the end of the phase, each time that unit is selected to Fall Back, roll one D6: on a 2+, that unit cannot Fall Back and must Remain Stationary instead.

FUGARIS' HELM

He who dons this helm becomes a living magnet for Daemon flies. These foul insects echo his words with the susurrus of their wings and chitinous bodies, turning his voice into a pestilential roar.

Add 3" to the range of the bearer's aura abilities (to a maximum of 12").

PUTRID PERIAPT

Plucked from the gut of one of Horticulous Slimux's own Beasts of Nurgle, this amulet reacts to witchery by releasing clouds of warp-spores that seed the flesh of Nurgle's faithful with fecund vitality.

MALIGNANT PLAGUECASTER or **TERMINATOR SORCERER** model only.

- The bearer knows one additional psychic power from any discipline it has access to.
- Once per battle, after successfully manifesting a psychic power, the bearer can regain up to D3 lost wounds.

TOLLKEEPER

This device is so saturated with plagues that tallying the slain with it causes unclean outbreaks to erupt amongst their comrades.

TALLYMAN model only. The bearer has the following ability:

'**Tollkeeper (Aura):** While a friendly **<PLAGUE COMPANY> CORE** unit is within 6" of the bearer, each time a model in that unit makes a ranged attack, an unmodified hit roll of 6 scores 1 additional hit.'

REVOLTING STENCH-VATS

Buried in the Blightspawn's torso, these vats emit an incredibly foul odour.

FOUL BLIGHTSPAWN model only. The bearer has the following ability:

'**Revolting Stench (Aura):** While an enemy unit is within 6" of the bearer, that unit cannot make use of any rules that allow it to fight first and never counts as having made a charge move this turn, irrespective of any abilities that unit may have.'

SUPPURATING PLATE

This bloated power armour is riddled with pipes full of corrosive pus. Whenever an enemy's weapon so much as nicks its surface, foul fluids jet out that eat away at metal and flesh alike.

- The bearer has a Save characteristic of 2+.
- Each time an enemy unit fights, after it makes its attacks, if the bearer lost any wounds as a result of those attacks, roll one D6: on a 2+, that unit suffers 1 mortal wound.

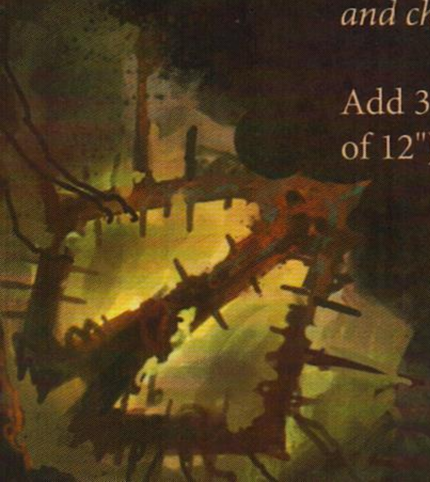
PLAGUEBRINGER

This blade originally played host to the souls of a trio of Beasts of Nurgle. However, they were trapped so long that they pupated, and so now the weapon contains the souls of three Rot Flies.

Model equipped with a balesword, daemonic plague blade, plague knife or power sword only. This Relic replaces a balesword, daemonic plague blade, plague knife or power sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Plaguebringer	Melee	Melee	+2	-3	2

Abilities: Plague Weapon (pg 62). Each time a model is destroyed as a result of an attack made with this weapon, that model counts as two destroyed models for the purposes of Morale tests this turn.



CONTAGION DISCIPLINE

Before the battle, generate the psychic powers for **PSYKER** models from your army that know powers from the Contagion discipline using the table below. You can either roll one D6 to generate each power randomly (re-rolling duplicate results), or you can select which powers the psyker knows.

1. MIASMA OF PESTILENCE

As the psyker chants in a phlegm-choked drone, a dark cloud of filth and rot flies shrouds his allies from view.

Blessing: *Miasma of Pestilence* has a warp charge value of 6. If manifested, select one friendly **DEATH GUARD** unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, each time an attack is made against that unit, subtract 1 from that attack's hit roll.

2. GIFT OF CONTAGION

With a gesture the psyker gathers a foul fog of contagion about his enemies, granting them a blessing from Grandfather Nurgle.

Malediction: *Gift of Contagion* has a warp charge value of 5. If manifested, select one enemy unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, subtract 1 from the Strength characteristic of models in that unit. If the result of the Psychic test was 8+, subtract 1 from the Strength and Attacks characteristics of models in that unit instead.

3. PLAGUE WIND

The psyker belches forth a wind of plague that blows through his foes, choking them and leaving only diseased, maggot-bloated corpses in its wake.

Witchfire: *Plague Wind* has a warp charge value of 6. If manifested, select one enemy unit within 18" of and visible to this **PSYKER**. Roll one D6 for each model in that unit. For each 6, that unit suffers 1 mortal wound. If the result of the Psychic test was 9+, that unit suffers 1 mortal wound for each 5+ instead.

4. PUTRESCENT VITALITY

Rancorous energies surge through Nurgle's followers, bloating their distended bodies further with fresh infections and granting them new strength.

Blessing: *Putrescent Vitality* has a warp charge value of 7. If manifested, select one friendly **DEATH GUARD INFANTRY** unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, add 1 to the Strength and Toughness characteristics of models in that unit.

5. CURSE OF THE LEPER

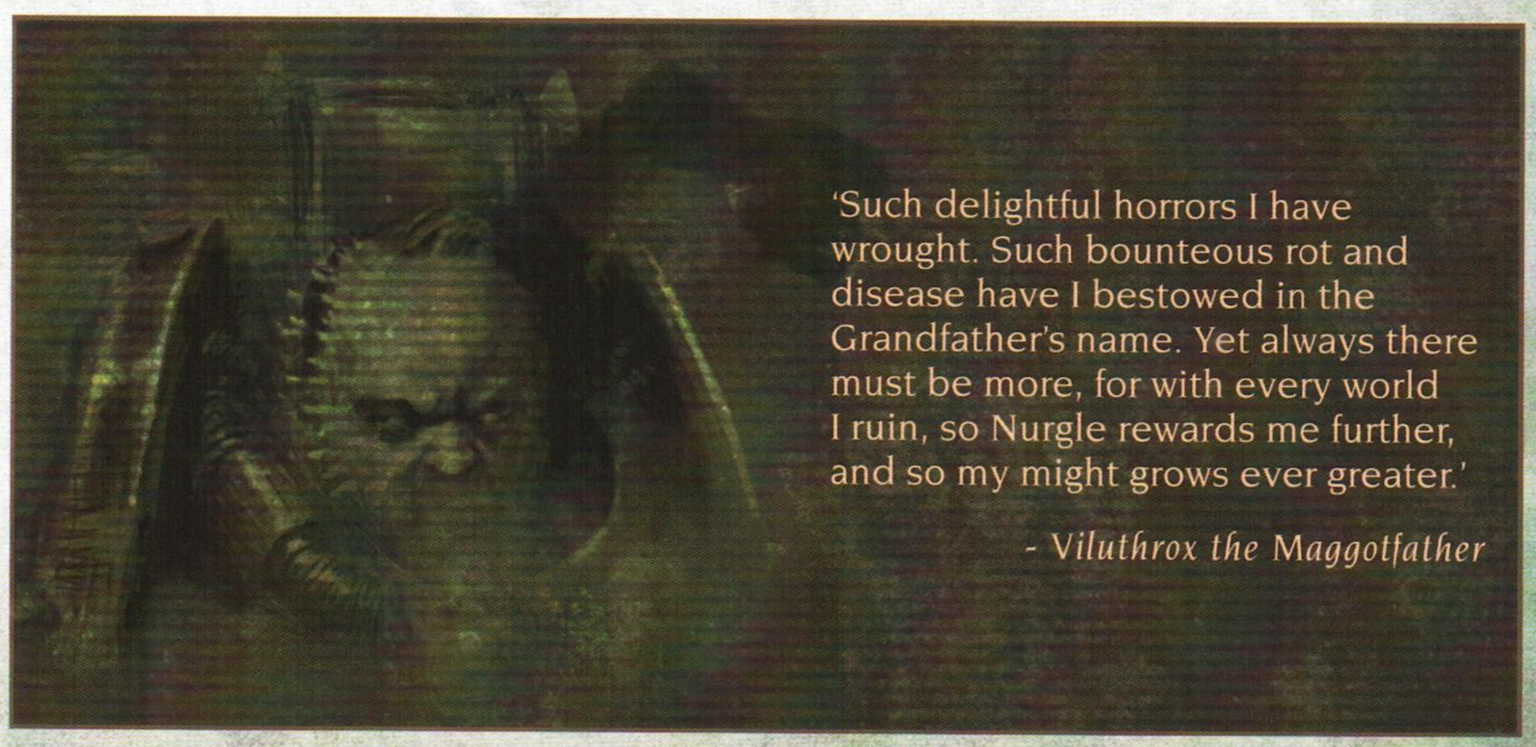
The victims touched by this enervating curse find themselves weakened and drained of life within moments.

Witchfire: *Curse of the Leper* has a warp charge value of 6. If manifested, select the closest enemy unit that is within 18" of and visible to this **PSYKER**. Roll seven D6s: for each dice result that exceeds that enemy unit's Toughness characteristic, it suffers 1 mortal wound.

6. GIFT OF PLAGUES

Channelling Nurgle's blessings and power, the psyker enhances the contagions bestowed on the Death Guard of his army.

Blessing: *Gift of Plagues* has a warp charge value of 6. If manifested, select one friendly **DEATH GUARD** unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, add 6" to the range of any Contagion abilities (pg 63) that unit has (to a maximum of 12").



'Such delightful horrors I have wrought. Such bounteous rot and disease have I bestowed in the Grandfather's name. Yet always there must be more, for with every world I ruin, so Nurgle rewards me further, and so my might grows ever greater.'

- Viluthrox the Maggotfather

CRUSADE RULES

In this section you'll find additional rules for playing Crusade battles with Death Guard, such as Agendas, Battle Traits and Crusade Relics that are bespoke to Death Guard units. You can find out more about Crusade armies in the Warhammer 40,000 Core Book.

This section contains the following additional rules:

AGENDAS

DEATH GUARD units attempt to achieve unique Agendas in Crusade battles, which can be found on page 53. These Agendas reflect the unique goals of Death Guard armies on the battlefield. You can find out more about Agendas in the Crusade mission packs, such as that presented in the Warhammer 40,000 Core Book.

CHAOS BOONS

Chaos Boons are unique Battle Honours available to Death Guard characters and are presented on page 54. Each of them represent mutated quirks and fateful gifts bestowed by the Chaos Gods.

BATTLE TRAITS

DEATH GUARD units can select one of the Battle Traits presented on page 55 as they gain experience and are promoted in your Crusade force. These help to reflect the distinctive upgrades and Battle Honours that are bestowed upon **DEATH GUARD** units.

SPREADERS OF DISEASE

The forces of the Death Guard spread disease and sickness wherever they go. When your Crusade journey begins you will create your own unique contagion, and over time it will adapt, finding new, more potent ways to infect its victims.

REQUISITIONS

The Requisitions presented on page 58 can be used on **DEATH GUARD** units. They represent unique upgrades and effects for **DEATH GUARD** units in a Crusade force that help to reflect the individual character of their diseased legion.

CRUSADE RELICS

In addition to the Crusade Relics presented in the Warhammer 40,000 Core Book, Death Guard characters can quest to search for one of the Crusade Relics described on page 59; these Relics are unique to the Death Guard, and grant the bearer both power and prestige

SHOWCASE CRUSADE ARMY

On pages 60-61 you will find Tom Moore's superb Death Guard Crusade army, with details of the modelling and painting techniques used to enhance the narrative of this collection.

In the steaming equatorial jungles of Esfyaleth, the Black Guardians of Craftworld Ulthwé launched dozens of hit-and-run attacks against the Pallid Hand as the Death Guard warband spread plagues across the unblemished paradise world.



AGENDAS

If your Crusade army includes any **DEATH GUARD** units, you can select an Agenda from the Death Guard Agendas, listed below. This is a new category of Agendas, and follows all the normal rules for Agendas (for example, when you select Agendas, you cannot choose more than one from each category).

HONOUR THE PATRON

Death Guard Agenda

Seven is Nurgle's most sacred number. To slay as many foes is a great act of worship for his followers.

Keep an Extinction tally for each **DEATH GUARD** unit from your army. At the end of each battle round, add 1 to a unit's Extinction tally for each enemy model it destroyed that battle round.

At the end of the battle, each unit with 7 or more marks on its Extinction tally gains 1 experience point.

In addition, if 7 or more units from your army each have 3 or more marks on their Extinction tallies, gain 1 Virulence point (pg 56).

TURN THEIR HOPE TO ROT

Death Guard Agenda

By destroying the enemy's most powerful warriors, vehicles or heroes, the Death Guard can shatter the spirits of their foes.

If you selected this Agenda, then after both sides have finished deploying, select one enemy unit with the highest Power Rating in your opponent's army. At the end of the battle, if that unit has been destroyed by a **DEATH GUARD** unit from your army, that **DEATH GUARD** unit gains 3 experience points and you gain 1 Virulence point (pg 56).

POISON THE WELL

Death Guard Agenda

The Death Guard take great pleasure in infecting the landscape for its own sake.

Keep a Territorial Contamination tally for each **DEATH GUARD** unit in your army. Add 1 to a unit's Territorial Contamination tally each time it completes the Territorial Contamination action (see below). If you selected this Agenda, **DEATH GUARD INFANTRY** units (excluding **CHARACTER** units) from your army can attempt the following action, as described in the Warhammer 40,000 Core Book:

Territorial Contamination (Action): At the end of your Movement phase, one **DEATH GUARD INFANTRY** unit from your army (excluding **CHARACTER** units) that is receiving the benefits of cover from a piece of Area Terrain that has not been contaminated (see below) can start to perform this action. This action is completed at the start of your next Command phase, and that piece of Area Terrain becomes contaminated.

At the end of the battle, each unit gains a number of experience points equal to twice their Territorial Contamination tally. In addition, if half or more of the pieces of Area Terrain on the battlefield have been contaminated by units from your army, gain 1 Virulence point (pg 56).

SOW THE INFECTION, HARVEST THE PLAGUE

Death Guard Agenda

Wherever they tread, the Death Guard find opportunity to spread, develop and grow new diseases, maladies and plagues.

Keep a Poisoning tally for your army. At the end of each battle round, add 1 to your army's Poisoning tally for each objective marker that is within Contagion Range of any Contagion ability (pg 63) that any unit from your army has.

At the end of the battle, gain a number of Virulence points (pg 56) as shown in the table below:

POISONING TALLY	VIRULENCE POINTS GAINED
0-6	0
7-13	1
14+	2

GENE-SEED THIEF

Death Guard Agenda

It is a great prize for a Plague Surgeon to recover gene-seed from a fallen enemy Space Marine. By such actions can a warband grow.

If you selected this Agenda, then after both sides have finished deploying, your opponent must set up one objective marker anywhere on the battlefield that is not within their own deployment zone. This objective marker represents the fallen Space Marine hero, but does not count as an objective marker for any rules purposes other than for this Agenda. **PLAGUE SURGEON** units in your army can attempt the following action, as described in the Warhammer 40,000 Core Book:

Steal Progenoids (Action): At the end of your Movement phase, one **PLAGUE SURGEON** unit from your army that is within 3" of the fallen Space Marine hero objective marker can start to perform this action if no enemy units (excluding **AIRCRAFT** units) are within 3" of that objective marker. The Action is completed at the end of your turn. If completed, remove the fallen Space Marine hero objective marker from the battlefield. If a **PLAGUE SURGEON** unit successfully performs this action, it gains 5 experience points and your Crusade force gains 1 bonus Requisition point.

'Mighty Nurgle! Festering Grandfather of Plagues! Hear your servant's prayer! Look upon the devastation I have wrought, the diseases I have spread, the unbelievers I have infested with your suppurating truth. I beg of you your favour and your boon, that I might strive all the harder to spread your blessings across the stars.'

- Vulguthrot, Lord of Contagion

CHAOS BOONS

Chaos Boons are a new type of Battle Honour that can be given to **BUBONIC ASTARTES CHARACTER** units (excluding **DAEMON** units). Each time such a model from your army would gain a Battle Honour, you can instead choose for it to gain a Chaos Boon. No model in your Crusade force can have more than three Chaos Boons.

Each time a model gains a Chaos Boon, roll a D33 to determine one of the Boons opposite. To do so, roll two D3s one after the other: the first dice result determines your 'tens' and the second your 'units'. For example, if you rolled two D3s and the first result was a 2 and the second was a 1, then the D33 result is a 21.

A model can have more than one Chaos Boon, but if a duplicate result is rolled, the model suffers Spawndom (see below). As with any Battle Honour, make a note on the model's Crusade card when it gains a Chaos Boon, and increase its Crusade points total by 1.

If a model suffers Spawndom, remove it from your Order of Battle; you can replace it with a **DEATH GUARD CHAOS SPAWN** unit containing 1 model. The new **CHAOS SPAWN** unit starts with the same number of experience points as the **CHARACTER** unit it replaced and gains the appropriate number of Battle Honours for its rank.

CHAOS BOONS

D33	BOON
11	**Clawed Feet:** Add 3" to this model's Move characteristic.
12	**Bloated Flesh:** Add 1 to this model's Wounds characteristic.
13	**Diseased Talons:** Each time this model makes an attack, if it made a charge move or performed a Heroic Intervention this turn, add 1 to that attack's wound roll.
21	**Appended Limbs:** Add 1 to this model's Attacks characteristic.
22	**Hardened Body:** Add 1 to this model's Toughness characteristic.
23	**Unnatural Speed:** You can re-roll Advance and charge rolls made for this model.
31	**Immaterial Edge:** Improve the Armour Penetration characteristic of melee weapons (excluding Relics) that this model is equipped with by 1.
32	**Gift of Speed:** Each time an attack is made against this model, subtract 1 from that attack's hit roll.
33	**Favoured by Nurgle:** Once per turn, you can re-roll a single hit roll, wound roll, damage roll or saving throw made for this model.

Warriors of the Pallid Hand fought on the factory world of Vorx, their hungering Bloat-drones feasting gluttonously on the hordes of Genestealer Cultists that fought fanatically to drive off the Death Guard invaders.





'Blessed Emperor, see her soul to your side. She fought bravely, with faith in her heart and your praise on her lips,' she prayed.

Ignatia did not know the name of the dead warrior. Not had she known the names of most of the eighty-three Battle Sisters she had brought the Emperor's peace to.

I should be healing them, not slaying them, she thought. She was a Hospitaller. Death was a part of her role. But not like this. The wounds her Sisters were suffering when they were brought into her sanctum medicae were unlike anything she encountered. Even slight grazes turned gangrenous within minutes. Scrapes and cuts were so severely infected so quickly even as she carried out emergency amputations on her screaming Sisters she could see the infection move above the cutting point and closer to the Sister's core.

Sister Ignatia moved to the next wounded Sister, who lay comatose on a blood-and-filth-stained stretcher. One of her arms was missing. The stump at her shoulder looked as if the limb had been melted off. The black armour around it was twisted and warped as if subjected to horrific corrosive substances.

'Emperor curse these abominable wretches,' said Ignatia. There was no hope for this one. Though the Sister still breathed, her skin had turned green and foul-looking boils were growing at this very instant from the corners of her eyes and mouth. Ignatia drove her awl through the Sister's neck. 'Another for your sacred presence, God-Emperor, may you grant her a peace she never had in life.'

Medicae servitors and orderlies held down the next Sister, who was thrashing and raving. Ignatia could see all her veins beneath her skin. They were a dark green, and throbbed and pulsated.

Ignatia opened her copy of the Votum Medicus. I swear before the gaze of the immortal Emperor himself, I will save this one, she thought.

She read from the book, holding an icon of holy prayer over the Sister. 'God-Emperor, from your Golden Throne shine your light upon your servant. May your power expel that which tries to pollute her. Imperator purificatus anathemae. Laudas Imperator!'

The Sister calmed. Her breathing became more regular.

Ignatia breathed a sigh of relief. 'Emperor be praised,' she said.

Then the Sister screamed, writhing in agony, her veins pulsing green again, yet with even greater vigour.

BATTLE TRAITS

When a **DEATH GUARD** unit gains a Battle Trait, you can use one of the tables below instead of one of the tables in the Warhammer 40,000 Core Book. Each time you do so, roll one D6 and consult the appropriate table to randomly determine what Battle Trait the unit gains, or choose one that tells the best narrative for your unit. All the normal rule for Battle Traits apply (e.g. a unit cannot have the same Battle Trait more than once). As with any Battle Honour, make a note on the unit's Crusade card when it gains a Battle Trait and increase its Crusade points accordingly, as described in the Warhammer 40,000 Core Book.

INFANTRY UNITS

D6	TRAIT
1	**Writhing Tendrils:** Each time a melee attack is made by a model in this unit, you can ignore any or all hit roll modifiers.
2	**Liquid Form:** Each time this unit declares a charge against an enemy unit, that enemy unit cannot Hold Steady or Set to Defend.
3	**Tri-lobes:** Each time a model in this unit makes a ranged attack, add 1 to that attack's hit roll.
4	**Empyreal Vision:** Each time a model in this unit makes a ranged attack that targets a unit within half range, the target does not receive the benefits of cover.
5	**Sensitive Dermis:** Each time a model in this unit makes an Overwatch attack, that attack hits on an unmodified hit roll of 5+, instead of 6.
6	**Bone Horns:** Each time this unit finishes a charge move, select one enemy unit within Engagement Range 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 one mortal wound.

DAEMON ENGINE UNITS

D6	TRAIT
1	**Infectious Buboes:** Each time a model in this unit would lose a wound, roll one D6: on a 1, select one enemy unit within Engagement Range of that model. That enemy unit suffers 1 mortal wound.
2	**Effusion Sacs:** This unit is eligible to shoot in a turn in which it Fell Back, but if it does, then until the end of the turn, each time a model in this unit makes a ranged attack, subtract 1 from that attack's hit roll.
3	**Acidic Residue:** After this unit has shot, select one enemy unit that suffered one or more hits from ranged attacks made by any models in this unit this phase. Until the end of the phase, each time a friendly **DEATH GUARD** model makes an attack against that enemy unit with a plague weapon (pg 88), an unmodified hit roll of 6 scores 1 additional hit. A unit can only be selected for this ability once per phase.
4	**Explosive Digestion:** Add 6" to the Range characteristic of ranged plague weapons (pg 88) (excluding plaguespitters) that models in this unit are equipped with.
5	**Plated Growths:** Each time an attack with an Armour Penetration characteristic of -1 or -2 is allocated to a model in this unit, that attack has an Armour Penetration characteristic of 0 instead.
6	**Spider Limbs:** Each time this unit makes a Normal Move, Advances, Falls Back or it makes a charge move, until that move is finished, models in this unit can move horizontally through models and terrain features (they cannot finish a move on top of another model, or its base).

SPREADERS OF DISEASE

VIRULENCE POINTS

If your Crusade Army includes any **DEATH GUARD** units, you can refine and develop its own Plague by earning Virulence points as you play and then using these to adapt and mutate this foul contagion. You can earn Virulence points by choosing and completing the relevant Agendas (pg 53) in your battles. Keep an additional note of your army's current Plague details and any Virulence points that your army has earned (the Crusade Goals, Information and Notable Victories box on your Order of Battle is ideal for this).

PLAGUE CARRIER

When you are mustering your army, you can upgrade a **DEATH GUARD WARLORD** by making them the Plague Carrier of your army's Plague. If you do, they gain the **PLAGUE CARRIER** keyword until the end of the battle.

Some other rules, such as the Plague-marked Requisition (pg 58) can allow other **DEATH GUARD CHARACTER** models to gain this keyword. A maximum of three models with the **PLAGUE CARRIER** keyword (excluding your **WARLORD**) can be included in a Crusade army.

YOUR ARMY'S PLAGUE

Your army's Plague is made up of three parts: the Vector, the Infection, and the Terminus.

- **Vector:** Your Plague's current Vector determines what enemy units are contaminated by your army's Plague and when.
- **Infection:** When your army's Plague contaminates an enemy unit, its current Infection determines what happens to the contaminated unit.
- **Terminus:** Your Plague's current Terminus determines when units stop being contaminated.

The name of your army's Plague is the combination of the names of each of these separate parts.

Example: *If an army's Plague has the 'Seeping' Vector, the 'Pox-ridden' Infection, and the 'Lesions' Terminus, then the name of their Plague would be 'Seeping Pox-ridden Lesions'.*

When creating a new Crusade force, randomly determine your army's starting Plague by rolling one D6 for each of the parts listed above and consulting the relevant tables opposite.

PLAGUE CARRIER models from your army gain an ability that consists of the combination of your Plague's current Vector, Infection and Terminus rules.

Example: *Joe's Death Guard Crusade force has the 'Bleeding Diseased Sores' Plague, so his army's Plague rule is the following:*

*'**Bleeding Diseased Sores:** Each time a* **PLAGUE CARRIER** *model from your army makes a melee attack against a unit, if a hit is scored, that unit is contaminated.*

Each time an attack is made with a plague weapon (pg 88) against a contaminated unit, an unmodified hit roll of 6 automatically wounds the target.

At the end of the turn, roll one D6 for each contaminated unit, subtracting 2 if the unit being rolled for was contaminated this turn: on a 4+, that unit is no longer contaminated.'

The agonised screams of the Battle Sisters stopped abruptly when the torrents of liquid plague they were doused in consumed them entirely, reducing their bodies, proud ebon battle plate and robes of purest white to a bubbling puddle of ooze.

Another squad of Sisters ran at him.

'Slay the heretic! For the Emperor!' they shouted. Kattorax Vorthire turned to face them, taking his time.

He briefly raised his plague spewer at them before thinking better of it.

Not this time, *he thought.* I would slay them up close.

'Stand back,' Vorthire said to his bodyguard of Blightlord Terminators. 'These ones are mine. There are plenty more pickings elsewhere.'

Without a word, the Cataphractii-clad warriors withdrew from his side, aiming their combi-bolters and reaper autocannons instead at other targets.

The Sisters grew closer. He saw the rage in their eyes; the total belief in their own righteousness; the complete faith they placed in a false deity.

A weakling. A liar, *he thought.* They will see what faith in such a creature means, when those you seek to stop have the Grandfather himself on their side.

He brought his plague claw to life. Energy crackled all over it. Filthy green liquid dripped from its fingertips, the fluid bubbling and sizzling as it hit the floor of the Sisters' stormed fortress.

He coughed, hacking up a globule of thick catarrh and spitting it on the ground. It reeked of rotting corpses as it too bubbled on the despoiled ground.

When the Sisters were barely yards away, they stopped in their tracks. Many dropped their blades, which clattered to the ground. Even behind remorseless expressions their helmet gave, Vorthire could hear them gag, retch and heave. They struggled to remove their helmets to help them breathe. Their faces had turned green just by drawing close to him. His presence alone had neutered them entirely.

'Witness the power of my god!' Vorthire declared to them. 'See what he can do. See how we, in his name and with his power, tear your sanctuary down!' With a single, powerful swipe of his plague claw, he slaughtered them, sprays of blood flying in all directions.



VECTORS

1	**Weeping:** Each time a **PLAGUE CARRIER** model from your army makes a ranged attack that targets a unit within half range, if a hit is scored, roll one D6: on a 4+, that unit is contaminated.
2	**Bleeding:** Each time a **PLAGUE CARRIER** model from your army makes a melee attack against a unit, if a hit is scored, that unit is contaminated.
3	**Oozing:** Each time a **PLAGUE CARRIER** model from your army makes an attack against a unit, if an enemy model is destroyed, that unit is contaminated.
4	**Seeping:** In your Command phase, roll one D6 for each enemy unit within 3" of any **PLAGUE CARRIER** models from your army: on a 2+, that enemy unit is contaminated.
5	**Haemorrhaging:** At the end of your Movement phase, roll one D6 for each enemy unit within 3" of any **PLAGUE CARRIER** models from your army: on a 4+, that enemy unit is contaminated.
	Festering: Any number of **PLAGUE CARRIER** models from your army can each perform the following action, as described in the Warhammer 40,000 Core Book:
6	**'Foul Corruption (Action):** At the start of your Movement phase, a **PLAGUE CARRIER** model can start to perform this action. The action is completed at the end of your Movement phase. When the action is completed, each enemy unit within 6" of that model is contaminated.'

INFECTIONS

1	**Infectious:** When a unit becomes contaminated, if that unit is performing an action, roll one D6: on a 4+, that unit fails that action. Each time a contaminated unit starts to perform an action, roll one D6: on a 4+, that unit fails that action.
2	**Pitted:** Each time a model in a contaminated unit shoots with a weapon, subtract 1 from the number of attacks made with that weapon (to a minimum of 1).
3	**Pox-ridden:** Halve Advance rolls and charge rolls made for contaminated units (excluding **MONSTER** and **VEHICLE** units).
4	**Debilitating:** Each time a ranged attack is made by a model in a contaminated unit, when selecting a target for that attack, that model cannot select an enemy unit at more than half range.
5	**Diseased:** Each time an attack is made with a plague weapon (pg 88) against a contaminated unit, an unmodified hit roll of 6 automatically wounds the target.
6	**Ravaging:** When a unit becomes contaminated, it suffers D3 mortal wounds. At the start of your Command phase, each contaminated unit suffers 1 mortal wound.

TERMINUSES

1	**Sores:** At the end of your opponent's turn, roll one D6 for each contaminated enemy unit, subtracting 2 if the unit being rolled for was contaminated this turn: on a 4+, that unit is no longer contaminated.
2	**Growths:** At the end of your turn, roll one D6 for each contaminated enemy unit that suffered casualties this turn, subtracting 2 if the unit being rolled for was contaminated this turn: on a 2+, that unit is no longer contaminated.
3	**Buboes:** At the end of your opponent's Movement phase, roll one D6 for each contaminated enemy unit that had every model move at least 7" this phase: on a 2+, that unit is no longer contaminated.
	Cysts: Any number of contaminated units can each perform the following action as described in the Warhammer 40,000 Core Book:
4	**'Decontamination (Action):** At the start of your Movement phase, a contaminated unit can start to perform this action. The action is completed at the end of the Movement phase. When the action is completed, roll one D6: on a 2+, the unit that performed this action is no longer contaminated.'
5	**Lesions:** In your opponent's Command phase, roll one D6 for each contaminated enemy unit within 3" of any enemy **CHARACTER** models: on a 2+, that unit is no longer contaminated.
6	**Ulcers:** At the end of your opponent's turn, roll one D6 for each contaminated enemy unit: on a 1-3, you can select one enemy unit within 6" of that contaminated unit to also become contaminated; on a 4-6, that unit is no longer contaminated.



REQUISITIONS

A Crusade army that includes any **DEATH GUARD** units can spend Requisition points (RPs) on any of the following Requisitions in addition to those presented in the Warhammer 40,000 Core Book.

DEADLY PATHOGENS — 1RP

The champion's weapon is imbued with one of Nurgle's most foul diseases, making it all the more infectious.

Purchase this Requisition when you add one of the following to your Order of Battle, or when one of the following in your Crusade force gains a rank:

- **DEATH GUARD CHARACTER** model (excluding named characters)
- Unit containing a **BUBONIC ASTARTES** model that has the word 'Champion' in its profile

That **CHARACTER** model, or that model with the word 'Champion' in their profile, is upgraded to have one Deadly Pathogen (pg 49); increase the unit's Power Rating by 1 and make a note on its Crusade card of the Deadly Pathogen it was upgraded with and which plague weapon was upgraded. A model can never have more than one Deadly Pathogen. You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit.

VIRULENT ADAPTATIONS — 1RP

Nurgle's maladies fight hard for their own survival, rapidly adapting to changing conditions so they can always find new hosts to infect.

Purchase this Requisition at any time, if your Crusade force has 1 or more Virulence points. Subtract 1 from your number of Virulence points, and select one of the following parts of your army's Plague (pg 57) to change: its Vector; its Infection; its Terminus.

Roll one D6, and consult the relevant table on page 57 to determine the new rule that replaces your army's current one for that part of its Plague.

Update your Order of Battle with your Plague's new details.

PLAGUE-MARKED — 1RP

A particularly successful, powerful and devoted member of the Death Guard can become a carrier of their identifying contagion. Such individuals are living vectors of disease and favoured above almost all others by Nurgle.

Purchase this Requisition at any time, if your Crusade force has 1 or more Virulence points. Subtract 1 from your number of Virulence points, and then select one **DEATH GUARD CHARACTER** from your Crusade force that has the Battle-hardened rank or higher. That model gains the **PLAGUE CARRIER** keyword – it is now a Plague Carrier of your army's Plague (pg 57), even if they are not your **WARLORD**. Make a note of this on that model's Crusade card and increase its Crusade points total by 1.

DAEMONHOOD — 1RP

For many Death Guard, ascending to daemonhood is their ultimate goal. There are few greater signs of the Plague God's favour, and the power that comes with it is phenomenal.

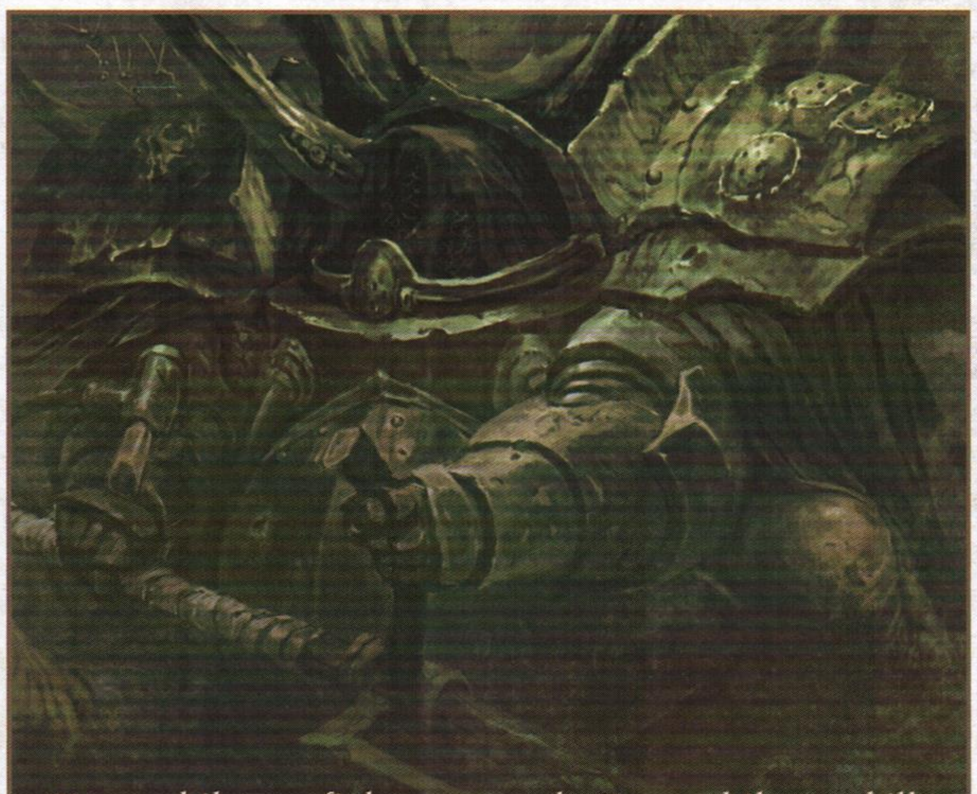
Purchase this Requisition when a **DEATH GUARD** unit from your Crusade force that has three Chaos Boons gains a Battle Honour or would gain a Chaos Boon. Remove that unit from your Order of Battle and replace it with a **DEATH GUARD DAEMON PRINCE** unit. You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit. When adding the **DAEMON PRINCE** unit to your Order of Battle, the following rules apply:

- The **DAEMON PRINCE** unit starts with the same number of experience points as the unit it replaced and gains the appropriate number of Battle Honours for its rank.
- If the original unit had a Warlord Trait and/or a Relic, then so long as the **DAEMON PRINCE** unit could have them, it retains them without spending any additional Requisition points.

PATH TO GLORY — 1RP

The path to glory is a perilous road indeed, paved with the skulls of fallen foes. Only by seeking out and slaying the enemy's greatest champions can progress be achieved.

Purchase this Requisition after a battle when you are updating your Crusade cards, if you won that battle and a **BUBONIC ASTARTES WARLORD** unit from your Crusade force destroyed the enemy **WARLORD** during that battle. If your **WARLORD** can have a Chaos Boon, it gains one Chaos Boon.



'Even whilst we fight, we watch. Even whilst we kill, we judge. 'Midst war's full fury, still we see. 'Midst all your guards, still we strike. We are the Death Lord's icy gaze, and we are his reaping blade.'

- Oath of the Deathshroud

For those Death Guard who have fought them, there is something truly hateful about the T'au, from their clean architecture to their ideals of progress. Those of the Pallid Hand who have spilled T'au blood take great pleasure in despoiling these xenos upstarts' settlements.



CRUSADE RELICS

ARTIFICER RELICS

A **DEATH GUARD CHARACTER** can be given one of the following Artificer Relics instead of one of the ones presented in the Warhammer 40,000 Core Book.

Billowing Censer

From this censer flows thick clouds of particularly virulent poisons. The reaction these have with the plagues cultivated within many Death Guard is highly explosive.

The bearer has the following ability:

'**Billowing Censer (Aura):** While a friendly **DEATH GUARD** model is within 9" of this model, when that friendly model is destroyed, add 2 to the roll to see if it explodes.'

Corrupted Emblem

While it looks rusted and rotten, this artefact contains immense power that is granted to those who carry it.

Each time you purchase the Virulent Adaptations Requisition (pg 58), if the bearer was a part of your army in your most recent battle, you can add or subtract 1 to the roll made to change your army's current Plague.

ANTIQUITY RELICS

A **DEATH GUARD CHARACTER** of Heroic rank can be given one of the following Antiquity Relics instead of one of the ones presented in the Warhammer 40, 000 Core Book. Add 1 to a unit's total Crusade points for each Antiquity Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +2.

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 his enemies.

Once per battle, the bearer can unleash this Relic. If it does, roll one D6 for each enemy unit within 6": on a 2-3, that enemy unit suffers 1 mortal wound; on a 4-5, it suffers D3 mortal wounds; on a 6, it suffers D6 mortal wounds.

LEGENDARY RELICS

A **DEATH GUARD CHARACTER** of Legendary rank can be given one of the following Legendary Relics instead of one of the ones presented in the Warhammer 40,000 Core Book. In addition, in order to give a model a Legendary Relic, you must also pay 1 Requisition point (if you do not have enough Requisition points, you cannot give that model a Legendary Relic). Add an additional 2 to a unit's total Crusade points for each Legendary Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +3.

Warp Charm of Nurgle

This charm, worn by the bearer, contains within it some kind of miniaturised warp rift, held in place by technology none understand and none can replicate. Through it Nurgle's power seeps into realspace, infecting all around.

The bearer always counts the battle round number as 4 for the purpose of determining the Contagion range of any Contagion abilities (pg 63) they have, regardless of any other rules.

CRUSADE ARMY

This grim and foul host of Death Guard from the vectorium of the Pallid Hand is part of a larger collection put together by Citadel Armies and Battlefields Painter Tom Moore.

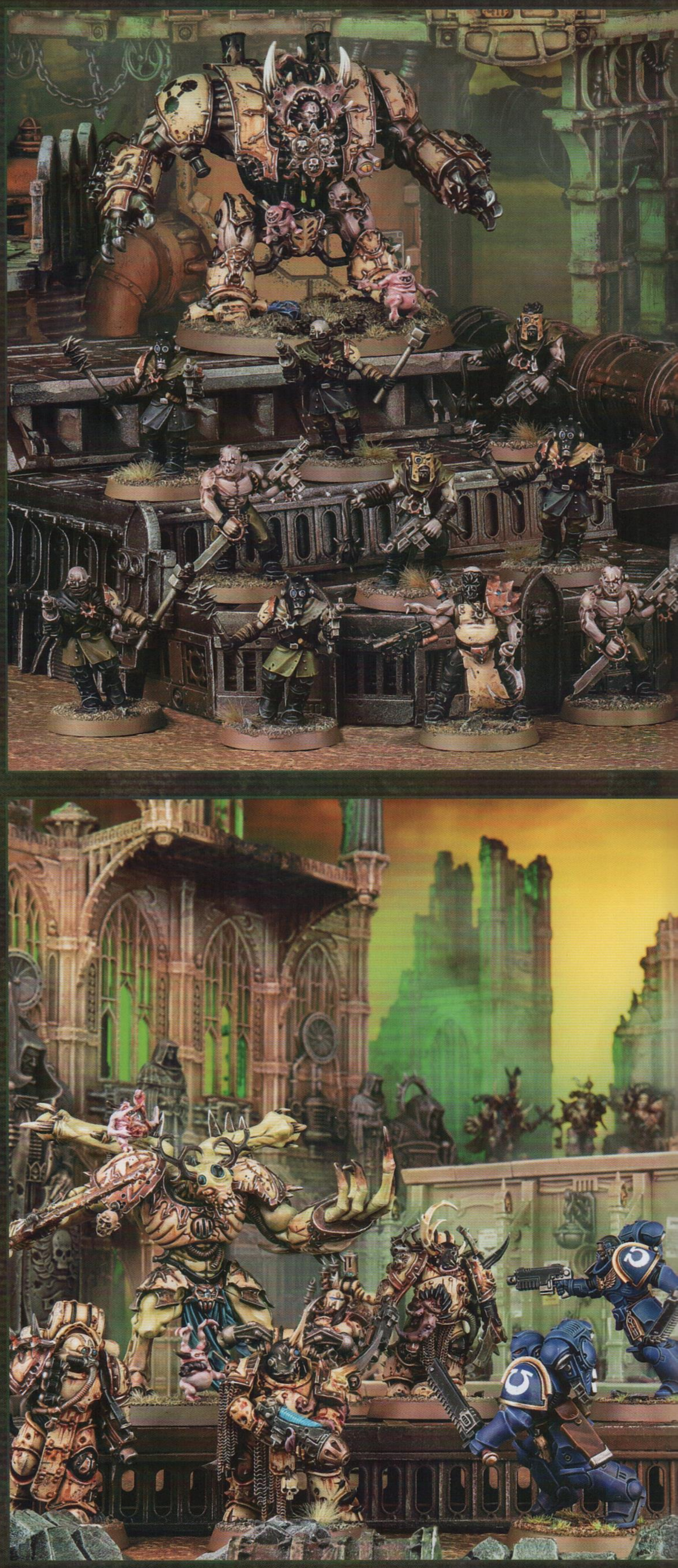
The Pallid Hand are a warband of the 2nd Plague Company, and are thus grateful hosts of the Ferric Blight – a hideous empyreal plague that furs their armour, Daemon Engines and tanks alike with flaking, contagious rust. Tom has fully embraced this, and you can see clearly the decay all over the models' armour, and rust trailing down from the metallic trims of the armour and staining the bone-coloured plate around it.

The Pallid Hand is a warband who has mastered armoured assaults, and so this army has a strong armoured presence in the form of a trio of Foetid Bloat-drones and a bloodthirsty Helbrute. Being of the Death Guard, their infantry are nevertheless a formidable part of their fighting forces, and so a squad of Plague Marines forms a solid core of foot troops. The army is led by a towering Daemon Prince, clearly blessed by Nurgle. Few Death Guard reach daemonhood, though many aspire to it. Who knows what terrible acts of depravity he has committed to succeed in this way? Whatever he has done, he has drawn mortal followers to his cause, and these Cultists stand ready to throw themselves into the fray at his command.

To make his Daemon Prince stand out as a devotee of Nurgle, Tom has replaced the head of the Daemon Prince with that of a Rot Fly from the Plague Drones of Nurgle kit. As the focal point for many models, a simple head-swap like this is a fantastic and easy way to make your models distinct. To further show the blessings of Nurgle, Tom has added a couple of Nurglings cavorting around the giant Daemon Prince. Painted in bright pink, they easily stand out on the model. Finally, Tom cut the point from the model's sword, giving it a flat top edge. This quick conversion makes the weapon look far more brutal, and also gives insight into the Daemon Prince's character. His fighting style is without elegance or finesse – it is all about hacking at the foe with heavy blows.

Tom has applied a rune of Nurgle to the Helbrute's sarcophagus. Being right in the middle of the torso, this is an eye-catching addition that clearly declares the models' allegiance to Nurgle. Tom has also added a Nurgling and has painted a Nurgle icon onto one shoulder pad and a symbol of Chaos on the other. Flat armour panels are a great place to try out freehand painting techniques and to make your own mark on your collection.

The three Bloat-drones are all the same kit. To make each of them different, Tom has carefully repositioned their weapons and turbines, as he wanted each to have the same wargear. He has also utilised blank armour space to great effect, painting on each a tri-lobe icon of Nurgle. For a final conversion, Tom has added a shredded corpse to the spikes of one Bloat-drone, a grim addition showing just how foul the Death Guard and their Daemon Engines really are. This has been sourced from the Crypt Ghoul kit, and shows what you can do with the ranges.





DATASHEETS

This section contains the datasheets that you will need to fight battles with your Death Guard miniatures, as well as the weapon profiles for the wargear they can be equipped with. You can find out how to use datasheets and weapon profiles in the Warhammer 40,000 Core Book.

THE <PLAGUE COMPANY> KEYWORD

The majority of datasheets in this section have the **<PLAGUE COMPANY>** keyword. This is a keyword that you can select for yourself, as described in the Warhammer 40,000 Core Book, with the guidance detailed below.

With a few exceptions, all **DEATH GUARD** units are from a plague company. When you include such a unit in your army, you must nominate which plague company it is from and then replace the **<PLAGUE COMPANY>** keyword in every instance on its datasheet with the name of your chosen plague company. The different plague company keywords you can select from are:

- **HARBINGERS**
- **INEXORABLE**
- **MORTARION'S ANVIL**
- **WRETCHED**
- **POXMONGERS**
- **FERRYMEN**
- **MORTARION'S CHOSEN SONS**

You can find more details on the Death Guard plague companies on page 40.

Example: *If you include a Lord of Contagion in your army, and you decide he is from the 3rd Plague Company, Mortarion's Anvil, his* **<PLAGUE COMPANY>** *keyword becomes* **MORTARION'S ANVIL** *and his Lord of the Death Guard ability reads 'While a friendly* **MORTARION'S ANVIL CORE** *unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.'*

If your army is Battle-forged, you cannot include units from two different plague companies in the same Detachment. You can find out more about Battle-forged armies in the Warhammer 40,000 Core Book.

WARGEAR

The weapon profiles found on a unit's datasheet describe the primary weapons that models in that unit can be equipped with. Some weapons are only referenced on a datasheet; profiles for these, and all other weapons, can be found on pages 88-91.

ABILITIES

A unit's datasheet will describe all the abilities it has. Certain abilities that are common to many units or weapons are instead referenced on the datasheets themselves; these abilities are described below.

PLAGUE WEAPON

Revolting toxins and infectious slime weeps from this weapon in a ceaseless stream. Even shallow cuts or glancing blows will leave the enemy's flesh seething with incurable diseases.

Each time an attack is made with this weapon, re-roll a wound roll of 1.

REMORSELESS

The Death Guard are never perturbed, for there are few things more horrifying than they, and they know the Plague God smiles down upon them.

Each time a Combat Attrition test is taken for this unit, ignore any or all modifiers.

MALICIOUS VOLLEYS

The Death Guard, for all their heresy, are still Space Marines, and are experts at making war with their bolters.

Instead of following the normal rules for Rapid Fire weapons, models in this unit shooting Rapid Fire bolt weapons make double the number of attacks if any of the following apply:

- The shooting model's target is within half the weapon's range.
- The shooting model is **INFANTRY** and its unit Remained Stationary in your previous Movement phase.
- The shooting model is a **TERMINATOR**.

For the purposes of this ability, a Rapid Fire bolt weapon is any bolt weapon (as defined on page 88) with the Rapid Fire type.

DISGUSTINGLY RESILIENT

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

Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

CONTAGIONS OF NURGLE

The Death Guard are carriers of countless infections and contagions, each a gift from Nurgle. Whenever they march to war, these diseases spread, contaminating all around, sapping the strength of its victims, draining them of energy, withering their muscles and overwhelming their immune system. Such is its malefic nature, they can even undo metallic bonds, alien psychic materials and all manner of other elements and components, rendering even armoured vehicles vulnerable.

If every unit from your army has the **DEATH GUARD** keyword (excluding **UNALIGNED** units), this unit gains the following ability:

Nurgle's Gift (Contagion): While an enemy unit is within Contagion Range of this unit (see below), subtract 1 from the Toughness characteristic of models in that enemy unit.

Contagion Abilities

Contagion abilities affect enemy models or units within Contagion Range – this changes with the battle round number, increasing as the battle progresses, as shown in the table below. The effects of multiple, identically named Contagion abilities is not cumulative (i.e. if an enemy unit is within range of two models with the same Contagion ability, that Contagion ability only applies to the enemy unit once). Note, that while similar in many regards to Aura abilities, Contagion abilities are not affected by abilities that affect Aura abilities, and vice-versa.

BATTLE ROUND NUMBER	CONTAGION RANGE
1	1"
2	3"
3	6"
4+	9"



DEPLOYMENT ABILITIES

The following abilities, which are used during deployment, are common to many **DEATH GUARD** units.

Teleport Strike

Death Guard warships contain rusted, baroque chambers fitted with ancient technologies that can teleport the sons of Mortarion into the very heart of battle.

During deployment, if every model in this unit has this ability, then you can set up this unit in a teleportarium chamber instead of setting it up on the battlefield. If you do, then in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.



DEATH GUARD DAEMON PRINCE

8 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Death Guard Daemon Prince	8"	2+	2+	7	6	8	6	10	3+

A Death Guard Daemon Prince is equipped with: hellforged sword; malefic talons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plague spewer	12"	Heavy D6	5	-1	1	Plague Weapon (pg 62). Each time an attack is made with this weapon, that attack automatically hits the target.
Daemonic axe	Melee	Melee	+2	-2	3	-
Hellforged sword	Melee	Melee	+1	-3	3	-
Malefic talons	Melee	Melee	User	-1	2	Each time the bearer fights, it makes 1 additional attack with this weapon.

OTHER WARGEAR	ABILITIES
Foetid wings	The bearer has a Move characteristic of 10" and the **FLY** keyword.

WARGEAR OPTIONS

- If this model is equipped with a hellforged sword, it can be equipped with 1 plague spewer.
- If this model is not equipped with a plague spewer, its hellforged sword can be replaced with one of the following: 1 daemonic axe; 1 malefic talons.
- If this model is not equipped with a plague spewer, it can be equipped with foetid wings (**Power Rating +2**). If it is, it cannot be equipped with a plague spewer.

ABILITIES

Disgustingly Resilient, Contagions of Nurgle (pg 62-63)

Daemonic: This model has a 5+ invulnerable save.

Lord of the Death Guard (Aura): While a friendly **<PLAGUE COMPANY> CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

PSYKER

This model can attempt to manifest one psychic power in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and one psychic power from the Contagion discipline (pg 51).

FACTION KEYWORDS: **CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>**
KEYWORDS: **MONSTER, CHARACTER, PSYKER, DAEMON, BUBONIC ASTARTES, LORD OF THE DEATH GUARD, DAEMON PRINCE**

Daemonhood is the ultimate goal for a great many Heretic Astartes. Those Nurgle-worshippers who succeed 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.

TYPHUS

9 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Typhus	5"	2+	2+	4	5	6	6	9	2+

Typhus is equipped with: master-crafted manreaper; blight grenades. Your army can only include one **TYPHUS** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Master-crafted manreaper	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Cleave	Melee	Melee	+3	-3	3	Plague Weapon (pg 62). Each time an attack is made with this weapon profile, subtract 1 from that attack's hit roll.
- Scythe	Melee	Melee	+1	-1	1	Plague Weapon (pg 62). Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.

ABILITIES

Disgustingly Resilient, Contagions of Nurgle, Teleport Strike (pg 62-63)

Diseased Terminator Armour: This model has a 4+ invulnerable save.

Host of the Destroyer Hive: In your Command phase, you can select one enemy unit within 6" of this model and roll one D6: on a 2+, that unit suffers D3 mortal wounds.

Master of the Dead Who Walk (Aura): While a friendly **POXWALKERS** unit is within 6" of this model, each time a model in that unit makes an attack, add 1 to the Strength characteristic of that attack.

Lord of the Death Guard (Aura): While a friendly **DEATH GUARD CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

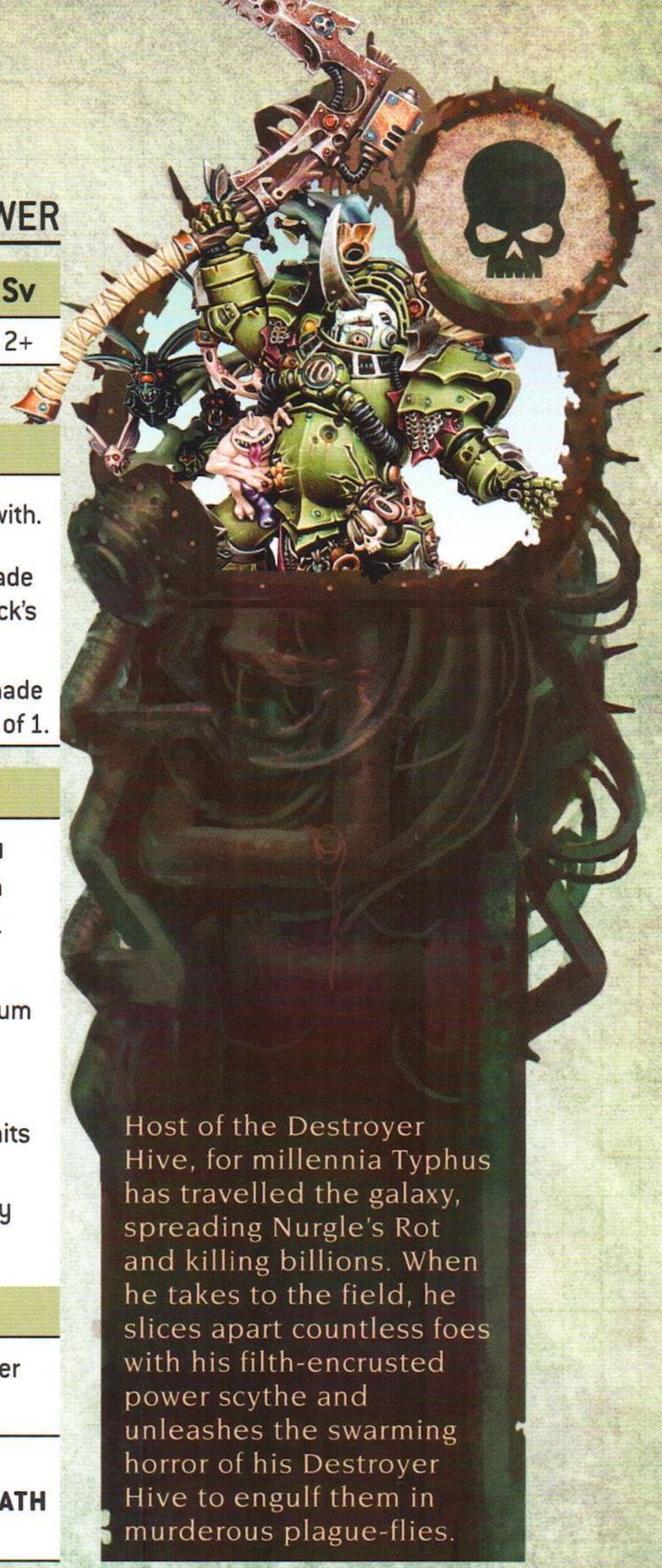
Vector of Disease: Add 3" to the Contagion range of all Contagion abilities (pg 63) this model has (to a maximum of 12").

Herald of Nurgle: This model can be included in any **DEATH GUARD** Detachment without preventing other units in that Detachment from carrying a Plague Company Contagion. This model can only carry a Plague Company Contagion if it is in a **HARBINGERS** Detachment.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Contagion discipline (pg 51).

FACTION KEYWORDS: **CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, HARBINGERS**
KEYWORDS: **INFANTRY, CHARACTER, PSYKER, BUBONIC ASTARTES, TERMINATOR, LORD OF THE DEATH GUARD, LORD OF CONTAGION, TYPHUS**



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



Death Guard Lords hold positions of command throughout the Legion's structure. All are powerful warriors, proving their right to rule through acts of destruction, corruption and endurance. They combine all the tactical nous of a Space Marine champion with a deep-seated desire to spread Grandfather Nurgle's blessings.

DEATH GUARD CHAOS LORD

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Death Guard Chaos Lord	6"	2+	2+	4	5	5	5	9	3+

A Death Guard Chaos Lord is equipped with: bolt pistol; Astartes chainsword; blight grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Astartes chainsword	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

WARGEAR OPTIONS

- This model's bolt pistol can be replaced with one of the following: 1 balesword; 1 chainaxe; 1 combi-bolter; 1 combi-flamer; 1 combi-melta; 1 combi-plasma; 1 lightning claw; 1 plasma pistol; 1 power axe; 1 power fist; 1 power maul; 1 power sword.
- This model's Astartes chainsword can be replaced with one of the following: 1 balesword; 1 chainaxe; 1 lightning claw; 1 power axe; 1 power fist; 1 power maul; 1 power sword.

ABILITIES

Malicious Volleys, Disgustingly Resilient, Contagions of Nurgle (pg 62-63)

Sigil of Corruption: This model has a 4+ invulnerable save.

Lord of the Death Guard (Aura): While a friendly **<PLAGUE COMPANY> CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

FACTION KEYWORDS: **CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>**
KEYWORDS: **INFANTRY, CHARACTER, BUBONIC ASTARTES, LORD OF THE DEATH GUARD, CHAOS LORD**



'When the traitors dared to taint Ultramar with their presence, we did not just face the Heretic Astartes; we also fought their corrupt followers. Clearly, the souls of many are weak and fragile, and turn easily to darkness.

'With my bolter and my blade, I cut down droves from a score of regiments who once belonged to the Astra Militarum. They were hunched, plagued and mutated all, and had evil sigils cut into their flesh, tattooed onto their skin and daubed across their disgraced uniforms. Our Land Raiders, Repulsors, Predators and Gladiators duelled formations of once glorious Leman Russ battle tanks and super-heavy Baneblades. All were corrupted and rusted, slick with grime and painted with blasphemous writings and symbols I can never unsee.

'Even mighty Imperial Knights, once great symbols of Mankind's power, had fallen into the clutches of the god followed by Mortarion's wretched sons. Chains hung from rusted weapons, buboes erupted from armour and bursts of tentacles lashed hungrily from joints and armour panels. Their once-honourable visages had become gaping maws full of venom-slaked fangs. Many a battle-brother lost words when he saw that the Dark Gods had even corrupted the God-Engines of the Adeptus Mechanicus.

'The strangest were those of what we now call the Dark Mechanicum. They have dabbled in forbidden lore and dark secrets. It was they who unleashed the things known as living rust, viral scrapcodes and machine-poxes upon us and our noble allies. Emperor and Primarch curse them.'

- Ultramarines Veteran Sergeant Tassius Albo

DEATH GUARD CHAOS LORD IN TERMINATOR ARMOUR 6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Death Guard Chaos Lord in Terminator Armour	5"	2+	2+	4	5	6	5	9	2+

A Death Guard Chaos Lord in Terminator Armour is equipped with: combi-bolter; power axe.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Power axe	Melee	Melee	+2	-2	1	-

WARGEAR OPTIONS

- This model's combi-bolter can be replaced with one of the following: 1 combi-melta; 1 lightning claw.
- This model's power axe can be replaced with one of the following: 1 chainfist; 1 lightning claw; 1 power fist.

ABILITIES

Malicious Volleys, Disgustingly Resilient, Contagions of Nurgle, Teleport Strike (pg 62-63)

Sigil of Corruption: This model has a 4+ invulnerable save.

Lord of the Death Guard (Aura): While a friendly **<PLAGUE COMPANY> CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

FACTION KEYWORDS: **CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>**
KEYWORDS: **INFANTRY, CHARACTER, BUBONIC ASTARTES, TERMINATOR, LORD OF THE DEATH GUARD, CHAOS LORD**



Every Death Guard lord is a formidable opponent, dripping with infectious disease and armed to the teeth with toxin-smeared weaponry. Those clad in diseased Terminator armour are yet more deadly. Their nigh on impregnable plate is fused with their flesh, bulging and hardened thanks to Nurgle's blessings, making them even more durable.

LORD OF VIRULENCE 6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Lord of Virulence	5"	2+	2+	4	5	6	5	9	2+

A Lord of Virulence is equipped with: twin plague spewer; plague claw; blight grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin plague spewer	12"	Heavy 2D6	5	-1	1	Plague Weapon (pg 62). Each time an attack is made with this weapon, that attack automatically hits the target.
Plague claw	Melee	Melee	x2	-3	2	Plague Weapon (pg 62). Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

ABILITIES

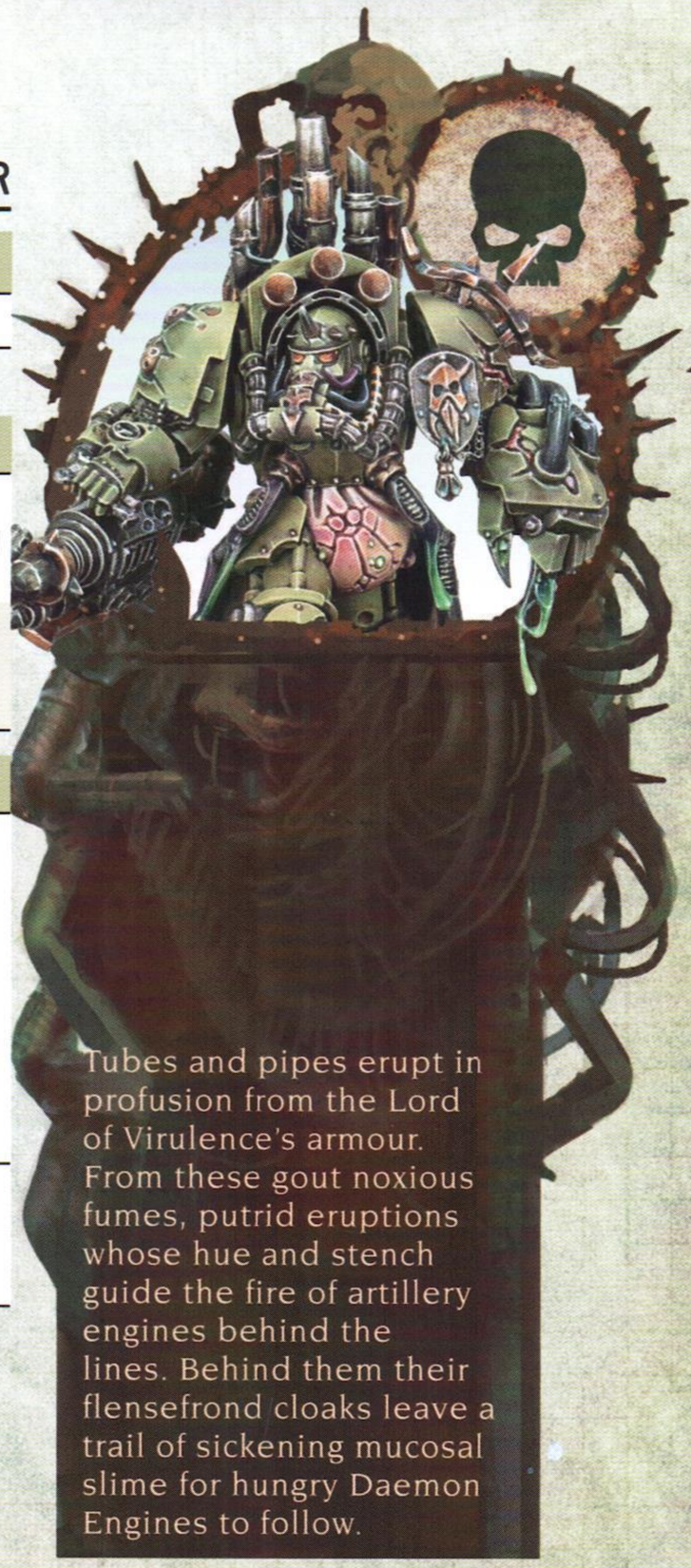
Disgustingly Resilient, Contagions of Nurgle, Teleport Strike (pg 62-63)

Diseased Terminator Armour: This model has a 4+ invulnerable save.

Lord of the Death Guard (Aura): While a friendly **<PLAGUE COMPANY> CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Master of Destruction (Aura): While a friendly **<PLAGUE COMPANY> CORE** unit is within 6" of this model, each time a model in that unit makes a ranged attack with a Plague Weapon (pg 62), on an unmodified wound roll of 6, improve the Armour Penetration characteristic of that attack by 1.

FACTION KEYWORDS: **CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>**
KEYWORDS: **INFANTRY, CHARACTER, BUBONIC ASTARTES, TERMINATOR, LORD OF THE DEATH GUARD, LORD OF VIRULENCE**



Tubes and pipes erupt in profusion from the Lord of Virulence's armour. From these gout noxious fumes, putrid eruptions whose hue and stench guide the fire of artillery engines behind the lines. Behind them their flensefrond cloaks leave a trail of sickening mucosal slime for hungry Daemon Engines to follow.



Lords of Contagion are the most aggressive Death Guard lords. Their tactics are as brutal and blunt as they are effective. Striding unharmed through torrents of enemy fire in their nigh impregnable Cataphractii Terminator plate, they sweep aside foes in violent bursts of gore with their snarl-toothed axes or corroded scythes.

LORD OF CONTAGION

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Lord of Contagion	5"	2+	2+	4	5	6	5	9	2+

A Lord of Contagion is equipped with: plaguereaper.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Manreaper	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Cleave	Melee	Melee	+3	-3	2	Plague Weapon (pg 62). Each time an attack is made with this weapon profile, subtract 1 from that attack's hit roll.
- Scythe	Melee	Melee	+1	-1	1	Plague Weapon (pg 62). Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.
Plaguereaper	Melee	Melee	x2	-3	3	Plague Weapon (pg 62). Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Orb of desiccation	6"	Grenade 3D3	4	-1	2	Blast. Plague Weapon (pg 62). The bearer can only shoot with this weapon once per battle.

WARGEAR OPTIONS

- This model's plaguereaper can be replaced with 1 manreaper and 1 orb of desiccation.

ABILITIES

Disgustingly Resilient, Contagions of Nurgle, Teleport Strike (pg 62-63)

Vector of Disease: Add 3" to the Contagion range of all Contagion abilities (pg 63) this model has (to a maximum of 12").

Diseased Terminator Armour: This model has a 4+ invulnerable save.

Lord of the Death Guard (Aura): While a friendly **<PLAGUE COMPANY> CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

FACTION KEYWORDS: **CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>**
KEYWORDS: **INFANTRY, CHARACTER, BUBONIC ASTARTES, TERMINATOR, LORD OF THE DEATH GUARD, LORD OF CONTAGION**



DEATH GUARD SORCERER IN TERMINATOR ARMOUR — 6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Death Guard Sorcerer in Terminator Armour	5"	3+	3+	4	5	5	4	9	2+

A Death Guard Sorcerer in Terminator Armour is equipped with: combi-bolter; force stave.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Force stave	Melee	Melee	+3	-1	D3	-

WARGEAR OPTIONS

- This model's combi-bolter can be replaced with one of the following: 1 combi-melta; 1 lightning claw.
- This model's force stave can be replaced with one of the following: 1 chainfist; 1 force axe; 1 lightning claw; 1 power fist.

ABILITIES

Malicious Volleys, Disgustingly Resilient, Contagions of Nurgle, Teleport Strike (pg 62-63)

Terminator Armour: This model has a 5+ invulnerable save.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Contagion discipline (pg 51).

FACTION KEYWORDS: **Chaos, Nurgle, Heretic Astartes, Death Guard, <Plague Company>**
KEYWORDS: **Infantry, Character, Psyker, Bubonic Astartes, Terminator, Sorcerer**



Powerful Sorcerers are able to equip themselves with highly durable, diseased Terminator armour. Able to teleport strike alongside Blightlord or Deathshroud Terminators, these Sorcerers curse their foes immediately upon arrival on the battlefield, weakening and draining them of life within seconds.

MALIGNANT PLAGUECASTER — 5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Malignant Plaguecaster	5"	3+	3+	4	5	4	4	8	3+

A Malignant Plaguecaster is equipped with: corrupted staff; blight grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Corrupted staff	Melee	Melee	+3	-1	D3	Plague Weapon (pg 62)

WARGEAR OPTIONS

- This model can be equipped with 1 bolt pistol.

ABILITIES

Disgustingly Resilient, Contagions of Nurgle (pg 62-63)

Pestilential Fallout: Each time this model successfully manifests a psychic power, if the result of the Psychic test was 7 or more, the closest enemy unit within 12" suffers 1 mortal wound.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Contagion discipline (pg 51).

FACTION KEYWORDS: **Chaos, Nurgle, Heretic Astartes, Death Guard, <Plague Company>**
KEYWORDS: **Infantry, Character, Psyker, Bubonic Astartes, Malignant Plaguecaster**



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



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

PLAGUE MARINES

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Plague Marine	5"	3+	3+	4	5	2	2	7	3+
1	Plague Champion	5"	3+	3+	4	5	2	3	8	3+

If this unit contains 6 or more models, it has **Power Rating 12**. Every model is equipped with: boltgun; plague knife; blight grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blight launcher	24"	Assault 2	6	-2	2	Plague Weapon (pg 62)
Boltgun	24"	Rapid Fire 1	4	0	1	-
Plague belcher	12"	Assault D6	4	0	1	Plague Weapon (pg 62). Each time an attack is made with this weapon, that attack automatically hits the target.
Plague spewer	12"	Heavy D6	5	-1	1	Plague Weapon (pg 62). Each time an attack is made with this weapon, that attack automatically hits the target.
Bubotic axe	Melee	Melee	+2	-2	1	Plague Weapon (pg 62)
Flail of corruption	Melee	Melee	+1	-2	2	Plague Weapon (pg 62). Each time an attack is made with this weapon, make 2 hit rolls instead of 1.
Great plague cleaver	Melee	Melee	x2	-3	D6	Plague Weapon (pg 62). Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Mace of contagion	Melee	Melee	+2	-1	3	Plague Weapon (pg 62). Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Plague knife	Melee	Melee	User	-1	1	Plague Weapon (pg 62)
Daemonic plague blade	Melee	Melee	+1	-1	1	Plague Weapon (pg 62)
Power fist	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

OTHER WARGEAR	ABILITIES
Icon of despair	In your Morale phase, roll one D6 for each enemy unit within Engagement Range of the bearer's unit: on a 4+, that enemy unit suffers 1 mortal wound.
Sigil of decay	Each time an attack is made with a bolt weapon (pg 88) by a model in the bearer's unit, an unmodified hit roll of 6 automatically wounds the target.

WARGEAR OPTIONS

- The Plague Champion's plague knife can be replaced with 1 daemonic plague blade.
- 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 can be equipped with 1 power fist.
- 1 Plague Marine's boltgun can be replaced with 1 blight launcher.
- 1 Plague Marine's boltgun can be replaced with 1 plague spewer.
- If this unit contains 10 models, 1 additional Plague Marine's boltgun can be replaced with one of the following: 1 blight launcher; 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, 1 Plague Marine's boltgun can be replaced with 1 plague knife.
- For every 5 models in this unit, 1 Plague Marine's boltgun can be replaced with 1 bubotic axe.
- For every 5 models in this unit, 1 Plague Marine's boltgun can be replaced with 1 mace of contagion and 1 bubotic axe.
- For every 5 models in this unit, 1 Plague Marine's boltgun can be replaced with 1 flail of corruption
- For every 5 models in this unit, 1 Plague Marine's boltgun can be replaced with 1 great plague cleaver.
- 1 Plague Marine that is equipped with a boltgun can be equipped with 1 icon of despair. That boltgun cannot be replaced.
- 1 Plague Marine that is equipped with a boltgun can be equipped with 1 sigil of decay. That boltgun cannot be replaced.

ABILITIES

Malicious Volleys, Remorseless, Disgustingly Resilient, Contagions of Nurgle (pg 62-63)

Vectors of Death: A Plague Marine equipped with two Melee plague weapons (pg 88) has an Attacks characteristic of 3.

FACTION KEYWORDS: **Chaos, Nurgle, Heretic Astartes, Death Guard, <Plague Company>**
KEYWORDS: **Infantry, Core, Bubonic Astartes, Plague Marines**



Plague Marine with blight launcher



Plague Marine with boltgun



Plague Champion with power fist and daemonic plague blade



Plague Marine with plasma gun



Plague Champion with boltgun and plague knife



Plague Marine with boltgun



Plague Champion with power fist and plague knife



Plague Marine with blight launcher



Plague Marine with great plague cleaver



On every Human world there is disease. Therefore the potential for cults of Nurgle to arise is ever present, the worshippers taking a perverse pride in their maladies and disfigurements. When these cultists strike their enemies, they do so in massed numbers, inured to pain and deranged by their fevered minds.

DEATH GUARD CULTISTS

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
9-29	Death Guard Cultist	6"	4+	4+	3	3	1	1	5	6+
1	Death Guard Cultist Champion	6"	4+	4+	3	3	1	2	6	6+

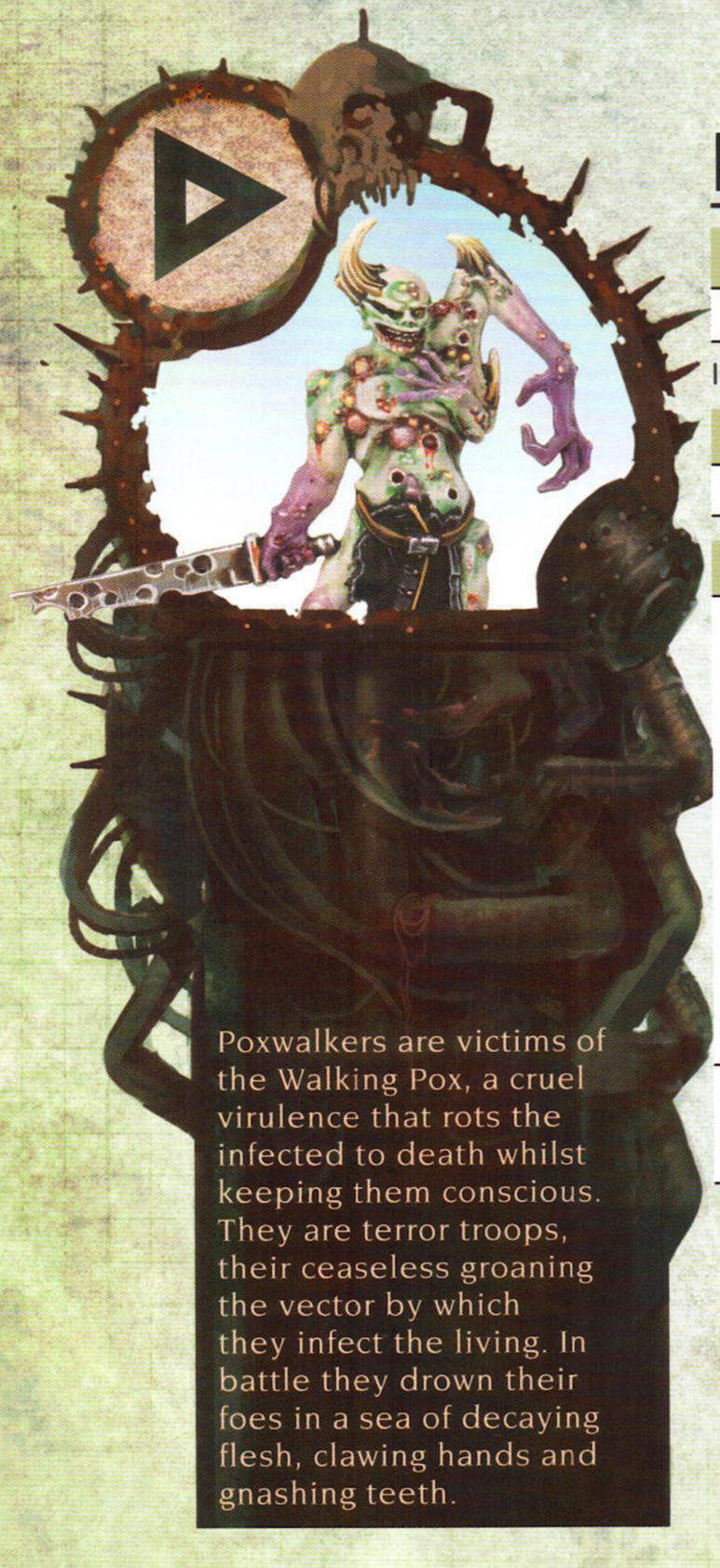
If this unit contains between 11 and 20 models, it has **Power Rating 5**. If this unit contains 21 or more models, it has **Power Rating 8**. Every model is equipped with: autogun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	-
Autopistol	12"	Pistol 1	3	0	1	-
Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Heavy stubber	36"	Heavy 3	4	0	1	-
Shotgun	18"	Assault 2	3	0	1	-
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

WARGEAR OPTIONS

- Any number of models can each have their autogun replaced with 1 autopistol and 1 brutal assault weapon.
- For every 10 models this unit contains, 1 Death Guard Cultist's autogun can be replaced with one of the following: 1 flamer; 1 heavy stubber.
- The Death Guard Cultist Champion's autogun can be replaced with one of the following: 1 shotgun; 1 autopistol and 1 brutal assault weapon.

FACTION KEYWORDS: **Chaos, Nurgle, Death Guard**
KEYWORDS: **Infantry, Plague Followers, Cultists**



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

POXWALKERS

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
10-20	Poxwalker	4"	4+	-	3	4	1	2	4	7+

If this unit contains 11 or more models, it has **Power Rating 5**. Every model is equipped with: improvised weapon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Improvised weapon	Melee	Melee	User	0	1	-

ABILITIES

Contagions of Nurgle (pg 63)

Curse of the Walking Pox: Each time a melee attack is made by a model in this unit, if an enemy model is destroyed (excluding **Vehicle** or **Monster** models), one of this unit's destroyed models is added back to it with 1 wound remaining. Models added back to this unit in this way can be set up within Engagement Range of enemy units that are already within Engagement Range of this unit.

Mindless Horde: This unit cannot perform actions (excluding the Spread the Sickness action, page 39). In addition, if this unit is included as part of a Crusade force, it can never gain experience points, it can never have any Battle Honours, and any Out of Action tests taken for it are automatically passed.

Fodder: Each time a Morale test is taken for this unit, it is automatically passed.

Unending Horde: Each time a model in this unit would lose a wound, roll one D6: on a 6, that wound is not lost.

FACTION KEYWORDS: **Chaos, Nurgle, Death Guard, <Plague Company>**
KEYWORDS: **Infantry, Poxwalkers**

NOXIOUS BLIGHTBRINGER

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Noxious Blightbringer	5"	3+	3+	4	5	4	4	8	3+

A Noxious Blightbringer is equipped with: plasma pistol; cursed plague bell; blight grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Cursed plague bell	Melee	Melee	User	-1	2	Plague Weapon (pg 62)

ABILITIES

Disgustingly Resilient, Contagions of Nurgle (pg 62-63)

Sickening Vitality (Aura): While a friendly **<PLAGUE COMPANY> CORE** or **<PLAGUE COMPANY> FOETID VIRION** unit is within 6" of this model, each time that unit is selected to make a Normal Move or Advance, until the end of the phase, add 1" to the Move characteristic of models in that unit.

Tocsin of Misery (Aura): While an enemy unit is within 6" of this model, subtract 1 from Combat Attrition tests taken for that unit.

Empyric Malaise (Aura): While an enemy **PSYKER** unit is within 6" of this model, subtract 1 from Psychic tests taken for that unit.

FACTION KEYWORDS: **CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>**
KEYWORDS: **INFANTRY, CHARACTER, BUBONIC ASTARTES, FOETID VIRION, NOXIOUS BLIGHTBRINGER**



Cursed plague bells tolling, Noxious Blightbringers sow weakness among the enemy. Each rippling sound wave erodes the enemy's will to fight and spawns maggots in the minds of psykers. To the Death Guard the sound is beautiful, and upon hearing it they surge eagerly into the fray.

FOUL BLIGHTSPAWN

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Foul Blightspawn	5"	3+	3+	4	5	4	4	8	3+

A Foul Blightspawn is equipped with: plague sprayer; blight grenades; krak grenades; unholy death's head grenade.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plague sprayer	12"	Assault D6	7	-3	2	Plague Weapon (pg 62). Each time an attack is made with this weapon, that attack automatically hits the target.
Unholy death's head grenade	6"	Grenade 2D6	5	-1	1	Blast. Plague Weapon (pg 62). The bearer can only shoot with this weapon once per battle.

ABILITIES

Disgustingly Resilient, Contagions of Nurgle (pg 62-63)

Putrefying Stink: At the start of the Fight phase, you can select one enemy unit within 3" of this model. That unit is not eligible to fight this phase until after all eligible units from your army have done so.

FACTION KEYWORDS: **CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>**
KEYWORDS: **INFANTRY, CHARACTER, BUBONIC ASTARTES, FOETID VIRION, FOUL BLIGHTSPAWN**



Upon a Foul Blightspawn's back 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.



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.

BIOLOGUS PUTRIFIER

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Biologus Putrifier	5"	3+	3+	4	5	4	4	8	3+

A Biologus Putrifier is equipped with: injector pistol; plague knife; hyper blight grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Injector pistol	3"	Pistol 1	4	-1	1	Plague Weapon (pg 62). Each time an attack is made with this weapon against an **INFANTRY**, **CAVALRY** or **BEASTS** unit, if the attack successfully wounds the target, it inflicts D3 mortal wounds in addition to any normal damage.
Plague knife	Melee	Melee	User	-1	1	Plague Weapon (pg 62)
Hyper blight grenades	6"	Grenade D6	4	-1	2	Blast. Plague Weapon (pg 62)

ABILITIES

Disgustingly Resilient, Contagions of Nurgle (pg 62-63)

Blight Racks (Aura): While a friendly **BUBONIC ASTARTES** unit is within 6" of this model, blight grenades models in that unit are equipped have an Armour Penetration characteristic of -1 and a Damage characteristic of 2.

Putrid Explosion: When this model is destroyed, roll one D6 before removing it from play. On a 4+ it explodes, and each unit (excluding **NURGLE** units) within 6" suffers 1 mortal wound.

Foul Infusion: Once per turn, at the start of either your Charge phase or the Fight phase, you can select one friendly **<PLAGUE COMPANY> CORE** unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes a melee attack with a Plague Weapon (pg 62), an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage. Each unit can only be selected for this ability once per turn.

FACTION KEYWORDS: **CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>**
KEYWORDS: **INFANTRY, CHARACTER, BUBONIC ASTARTES, FOETID VIRION, BIOLOGUS PUTRIFIER**



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.

TALLYMAN

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Tallyman	5"	3+	3+	4	5	4	4	8	3+

A Tallyman is equipped with: plasma pistol; blight grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

ABILITIES

Disgustingly Resilient, Contagions of Nurgle (pg 62-63)

Malicious Calculation: In your Command phase, this model can tally for one friendly **<PLAGUE COMPANY> CORE** unit within 6" of it. Until the start of your next Command phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll. Each unit can only be tallied for once per turn.

The Seven-fold Chant: At the start of the Command phase, if this model is on the battlefield, roll 2D6: on a 7+, you gain 1 Command point.

FACTION KEYWORDS: **CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>**
KEYWORDS: **INFANTRY, CHARACTER, BUBONIC ASTARTES, FOETID VIRION, TALLYMAN**

PLAGUE SURGEON

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Plague Surgeon	5"	3+	3+	4	5	4	4	8	3+

A Plague Surgeon is equipped with: bolt pistol; balesword; blight grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Balesword	Melee	Melee	+1	-3	1	Plague Weapon (pg 62)

ABILITIES

Disgustingly Resilient, Contagions of Nurgle (pg 62-63)

Revitalising Malignancy: At the end of your Movement phase, this model can heal one friendly **BUBONIC ASTARTES INFANTRY** model whose unit is within 3" of it. That model regains up to D3 lost wounds. Each model can only be healed once per turn.

Tainted Narthecium (Aura): While a friendly **BUBONIC ASTARTES INFANTRY** unit is within 3" of this model, each time a model in that unit would lose a wound, roll one D6: on a 6, that wound is not lost.

FACTION KEYWORDS: **CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>**
KEYWORDS: **INFANTRY, CHARACTER, BUBONIC ASTARTES, FOETID VIRION, PLAGUE SURGEON**



Equipped with narthecium-like instruments around which form filthy miasmas, Plague Surgeons carry vials and alembics full of boosters and macro-stimulants for countless plagues. By such means do they give Death Guard renewed strength and resilience whilst inflaming the enemy's infections to agonising degrees.

NAUSEOUS ROTBONE

The name of Nauseous Rotbone is infamous throughout the Death Guard and beyond, for this accomplished Plague Surgeon is the personal physician of Mortarion himself. It is Rotbone who sees to the virulence of the plague censers borne into battle at Mortarion's feet, and the putrid feculence of the daemon mites that bear them. It is he that draws his Primarch's daemonic ichor with needles and grizzle-leeches for use in gruesome rituals and unclean rites. Rotbone listens to his gene-sire's embittered rants with a doctor's wry patience, and is one of the few individuals in the galaxy who Mortarion will permit to disagree with his pronouncements or challenge his plans. Originally, Rotbone belonged to the Sons of Sorrow, a vectorium of the 7th Plague Company. Since being chosen and elevated by Mortarion – seemingly on a whim – he has fought alongside, and even led, forces from all the different plague companies. He is the keeper of the surgical dungeons deep within Mortarion's Black Manse, wherein the Death Guard keep their stocks of tainted gene-seed, and Rotbone's assaults into realspace are most often launched to gather new samples for this genetic treasure trove, with which he delights in tinkering.





BLIGHTLORD TERMINATORS

10 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Blightlord Terminator	5"	3+	3+	4	5	3	3	8	2+
1	Blightlord Champion	5"	3+	3+	4	5	3	4	9	2+

If this unit contains 6 or more models, it has **Power Rating 20**. Every model is equipped with: combi-bolter; balesword.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blight launcher	24"	Assault 2	6	-2	2	Plague Weapon (pg 62)
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Plague spewer	12"	Heavy D6	5	-1	1	Plague Weapon (pg 62). Each time an attack is made with this weapon, that attack automatically hits the target.
Reaper autocannon	36"	Heavy 4	7	-2	1	-
Balesword	Melee	Melee	+1	-3	1	Plague Weapon (pg 62)
Bubotic axe	Melee	Melee	+2	-2	1	Plague Weapon (pg 62)
Flail of corruption	Melee	Melee	+1	-2	2	Plague Weapon (pg 62). Each time an attack is made with this weapon, make 2 hit rolls instead of 1.

WARGEAR OPTIONS

- Any number of models can each have their balesword replaced with 1 bubotic axe.
- For every five models in this unit, 1 model's combi-bolter can be replaced with 1 combi-flamer.
- For every five models in this unit, 1 model's combi-bolter can be replaced with 1 combi-melta.
- For every five models in this unit, 1 model's combi-bolter can be replaced with 1 combi-plasma.
- For every five models in this unit, 1 Blightlord Terminator's combi-bolter can be replaced with one of the following: 1 blight launcher; 1 reaper autocannon.
- For every five models in this unit, 1 Blightlord Terminator's combi-bolter can be replaced with 1 plague spewer.
- For every five models in this unit, 1 Blightlord Terminator's combi-bolter and balesword can be replaced with 1 flail of corruption.

Blightlord Terminators are formidably tough thanks to their Cataphractii plate and Nurgle's gifts, and 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.

ABILITIES

Malicious Volleys, Remorseless, Disgustingly Resilient, Contagions of Nurgle, Teleport Strike (pg 62-63)

Diseased Terminator Armour: Models in this unit have a 4+ invulnerable save.

FACTION KEYWORDS: **CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>**
KEYWORDS: **INFANTRY, CORE, BUBONIC ASTARTES, TERMINATOR, BLIGHTLORD TERMINATORS**



Blightlord Terminator with reaper autocannon and balesword

Blightlord Terminator with blight launcher and bubotic axe

Blightlord Terminator with flail of corruption

DEATHSHROUD TERMINATORS

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
2-5	Deathshroud Terminator	5"	2+	3+	4	5	3	4	8	2+
1	Deathshroud Champion	5"	2+	3+	4	5	3	5	9	2+

If this unit contains 4 or more models, it has **Power Rating 14**. Every model is equipped with: plaguespurt gauntlet; manreaper.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plaguespurt gauntlet	12"	Pistol D6	3	0	1	Plague Weapon (pg 62). Each time an attack is made with this weapon, that attack automatically hits the target.
Manreaper	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Cleave	Melee	Melee	+3	-3	2	Plague Weapon (pg 62). Each time an attack is made with this weapon profile, subtract 1 from that attack's hit roll.
- Scythe	Melee	Melee	+1	-1	1	Plague Weapon (pg 62). Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.

OTHER WARGEAR	ABILITIES
Chimes of contagion	Add 3" to the Contagion Range of all Contagion abilities (pg 63) that the bearer's unit has (to a maximum of 12").

WARGEAR OPTIONS

- The Deathshroud Champion can be equipped with 1 additional plaguespurt gauntlet.
- The Deathshroud Champion can be equipped with 1 chimes of contagion.

ABILITIES

Remorseless, Disgustingly Resilient, Contagions of Nurgle, Teleport Strike (pg 62-63)

Diseased Terminator Armour: Models in this unit have a 4+ invulnerable save.

Bodyguard (Aura): While a friendly **<PLAGUE COMPANY> CHARACTER** unit that has a Wounds characteristic of 9 or less is within 3" of this unit, enemy models cannot target that **CHARACTER** unit with ranged attacks.

FACTION KEYWORDS: **CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>**
KEYWORDS: **INFANTRY, CORE, BUBONIC ASTARTES, TERMINATOR, DEATHSHROUD TERMINATORS**



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



Deathshroud Terminators with manreapers and plaguespurt gauntlets



The most terribly wounded Death Guard 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.

HELBRUTE

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Helbrute	6"	3+	3+	6	7	8	5	8	3+

A Helbrute is equipped with: multi-melta; Helbrute fist.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Helbrute plasma cannon	36"	Heavy D3	8	-3	3	Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.
Missile launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag missile	48"	Heavy D6	4	0	1	Blast
- Krak missile	48"	Heavy 1	8	-2	D6	-
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Reaper autocannon	36"	Heavy 4	7	-2	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	2	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Helbrute fist	Melee	Melee	x2	-3	3	Each time the bearer fights, if it is equipped with 2 Helbrute fists, it makes 1 additional attack with this weapon.
Helbrute hammer	Melee	Melee	x2	-4	D6	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Power scourge	Melee	Melee	+1	-2	2	Each time the bearer fights, it makes 3 additional attacks with this weapon.

WARGEAR OPTIONS

- This model's multi-melta can be replaced with one of the following: 1 Helbrute plasma cannon; 1 twin heavy bolter; 1 twin lascannon; 1 reaper autocannon; 1 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.

ABILITIES

Contagions of Nurgle (pg 63)

Monstrous Resilience: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

Frenzy: Each time this model makes an attack, if it has 7 or fewer wounds remaining, re-roll a wound roll of 1.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

FACTION KEYWORDS: **CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>**
KEYWORDS: **VEHICLE, CORE, BUBONIC ASTARTES, HELBRUTE**

DEATH GUARD POSSESSED

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
5-10	Death Guard Possessed	7"	3+	3+	5	5	2	4	8	3+

If this unit contains between 6 and 10 models, it has **Power Rating 12**. Every model is equipped with: horrifying mutations.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Horrifying mutations	Melee	Melee	User	-2	1	Plague Weapon (pg 62)

ABILITIES

Disgustingly Resilient, Remorseless, Contagions of Nurgle (pg 62-63)

Daemonic: Models in this unit have a 5+ invulnerable save.

FACTION KEYWORDS: **Chaos, Nurgle, Heretic Astartes, Death Guard, <Plague Company>**
KEYWORDS: **Infantry, Core, Daemon, Bubonic Astartes, Death Guard Possessed**



Some Death Guard open their bodies to possession by daemons in exchange for power. This trade inevitably results in their damnation and death. Before this, however, they sprout single horns or antlers, their flesh becomes bloated and rotten, and toxic fungi sprouts all over their bodies.

CHAOS SPAWN

1 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-5	Chaos Spawn	7"	4+	-	5	5	4	2D3	9	5+

If this unit contains 2 models, it has **Power Rating 2**. If this unit contains 3 models, it has **Power Rating 3**. If this unit contains 4 models, it has **Power Rating 4**. If this unit contains 5 models, it has **Power Rating 5**. Every model is equipped with: hideous mutations.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hideous mutations	Melee	Melee	User	-2	2	-

ABILITIES

Contagions of Nurgle (pg 63)

Fearsome (Aura): While an enemy unit is within 6" of this unit, subtract 1 from the Leadership characteristic of models in that enemy unit.

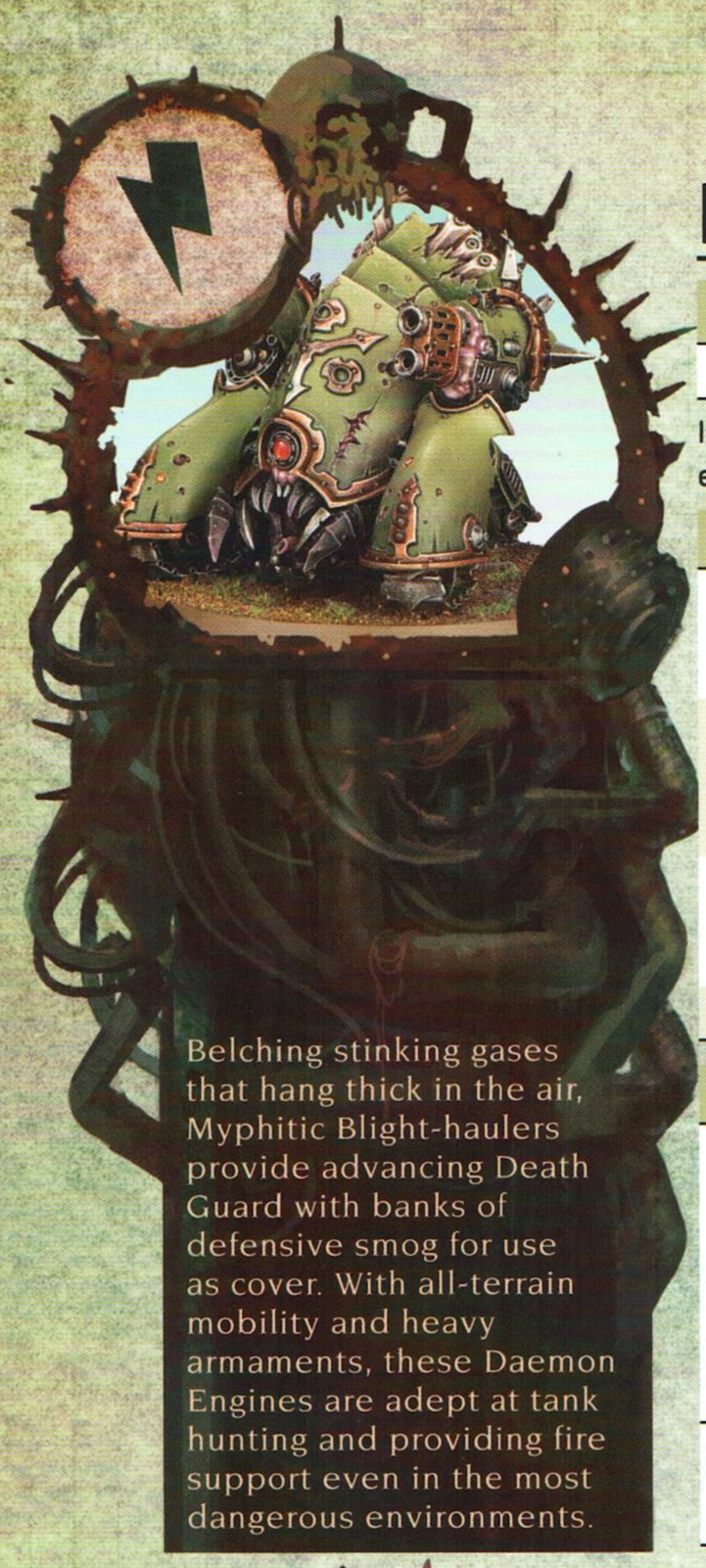
Mutated Beyond Reason: The first time this unit is selected to fight in each Fight phase, roll one D3 and consult the table below:

D3	Result
1	**Razor Claws:** Until the end of the phase, hideous mutations models in this unit are equipped with have an Armour Penetration characteristic of -4.
2	**Grasping Pseudopods:** Until the end of the phase, models in this unit have an Attacks characteristic of 3D3.
3	**Toxic Haemorrhage:** Until the end of the phase, each time a model in this unit makes an attack, you can re-roll the wound roll.

FACTION KEYWORDS: **Chaos, Nurgle, Heretic Astartes, Death Guard, <Plague Company>**
KEYWORDS: **Beast, Chaos Spawn**



Many of Nurgle's gifts take the form of metaphysical maladies, parasitic infestations or physical mutations. Some become so overburdened by them that they suddenly and horrifically change in a rupture of bulged armour and skin. All that is left of them is a Chaos Spawn, a crazed monstrosity that lives only to kill and feed.



Belching stinking gases that hang thick in the air, Myphitic Blight-haulers provide advancing Death Guard with banks of defensive smog for use as cover. With all-terrain mobility and heavy armaments, these Daemon Engines are adept at tank hunting and providing fire support even in the most dangerous environments.

MYPHITIC BLIGHT-HAULERS

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Myphitic Blight-hauler	10"	3+	3+	6	7	9	4	8	3+

If this unit contains 2 models, it has **Power Rating 14**. If this unit contains 3 models, it has **Power Rating 21**. Every model is equipped with: bile spurt; missile launcher; multi-melta; gnashing maw.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bile spurt	12"	Assault D3	6	-1	1	Blast. Plague Weapon (pg 62). This weapon can be used to make attacks against an enemy unit within Engagement Range of the bearer's unit.
Missile launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag missile	48"	Heavy D6	4	0	1	Blast
- Krak missile	48"	Heavy 1	8	-2	D6	-
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Gnashing maw	Melee	Melee	User	-2	1	Plague Weapon (pg 62)

ABILITIES

Remorseless, Disgustingly Resilient, Contagions of Nurgle (pg 62-63)

Putrid Explosion: Each time a model in this unit is destroyed, roll one D6 before removing it from play. On a 4+ it explodes, and each unit (excluding **NURGLE** units) within 6" suffers 1 mortal wound.

Daemonic: Models in this unit have a 5+ invulnerable save.

Foul Stench: Each time a melee attack is made against this unit, subtract 1 from that attack's hit roll.

FACTION KEYWORDS: **CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>**
KEYWORDS: **VEHICLE, DAEMON, DAEMON ENGINE, MYPHITIC BLIGHT-HAULERS**



The Foetid Bloat-drones' trailing tubules suckle filth from the ground they hover over. They churn this substance before squirting the thick concoction over the enemy with plaguespitters, inflicting terrible maladies. Those with heavy blight launchers bombard foes with disease-ridden shells that can even rot heavy tanks.

FOETID BLOAT-DRONE

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Foetid Bloat-drone	10"	3+	3+	6	7	9	4	8	3+

A Foetid Bloat-drone is equipped with: fleshmower; plague probe.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy blight launcher	36"	Assault 6	6	-3	2	Plague Weapon (pg 62)
Plaguespitter	12"	Assault D6	6	-1	1	Plague Weapon (pg 62). Each time an attack is made with this weapon, that attack automatically hits the target.
Fleshmower	Melee	Melee	+1	-2	2	Plague Weapon (pg 62). Each time an attack is made with this weapon, make 3 hit rolls instead of 1.
Plague probe	Melee	Melee	User	-2	1	Plague Weapon (pg 62)

WARGEAR OPTIONS

- This model's fleshmower can be replaced with one of the following: 2 plaguespitters; 1 heavy blight launcher.

ABILITIES

Disgustingly Resilient, Contagions of Nurgle (pg 63)

Daemonic: This model has a 5+ invulnerable save.

Putrid Explosion: When this model is destroyed, roll one D6 before removing it from play. On a 4+ it explodes, and each unit (excluding **NURGLE** units) within 6" suffers 1 mortal wound.

FACTION KEYWORDS: **CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>**
KEYWORDS: **VEHICLE, FLY, DAEMON, DAEMON ENGINE, FOETID BLOAT-DRONE**

PLAGUEBURST CRAWLER

9 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Plagueburst Crawler (6+ wounds remaining)	9"	6+	3+	7	8	12	4	8	3+
	Plagueburst Crawler (3-5 wounds remaining)	6"	6+	4+	6	8	N/A	4	8	3+
	Plagueburst Crawler (1-2 wounds remaining)	4"	6+	5+	5	8	N/A	4	8	3+

A Plagueburst Crawler is equipped with: Plagueburst mortar; heavy slugger; 2 entropy cannons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Entropy cannon	36"	Heavy 1	8	-4	D3+3	Plague Weapon (pg 62)
Heavy slugger	36"	Heavy 4	5	-1	1	-
Plagueburst mortar	48"	Heavy D6	8	-2	2	Blast. Plague Weapon (pg 62). This weapon can target units that are not visible to the bearer.
Plaguespitter	12"	Assault D6	6	-1	1	Plague Weapon (pg 62). Each time an attack is made with this weapon, that attack automatically hits the target.
Rothail volley gun	24"	Rapid Fire 3	6	-1	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.

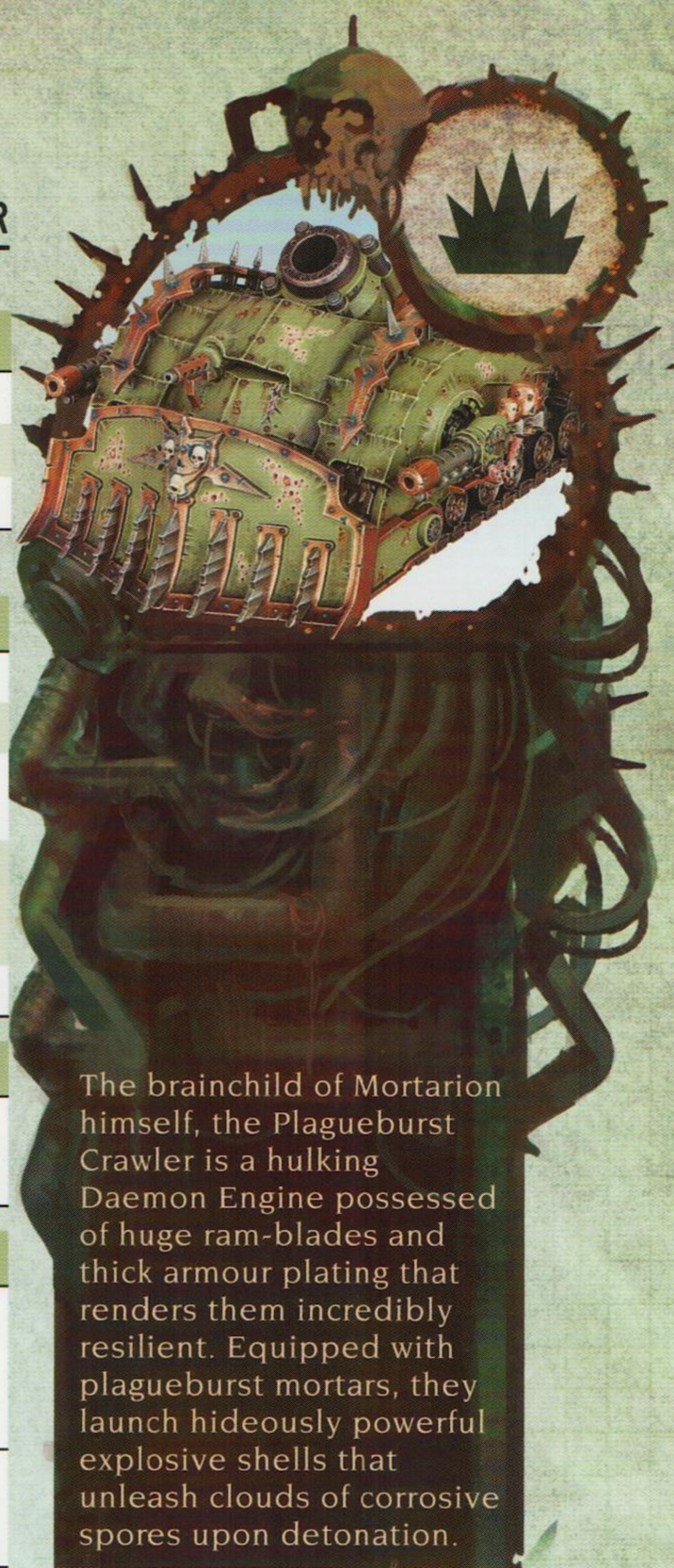
ABILITIES

Disgustingly Resilient, Contagions of Nurgle (pg 62-63)

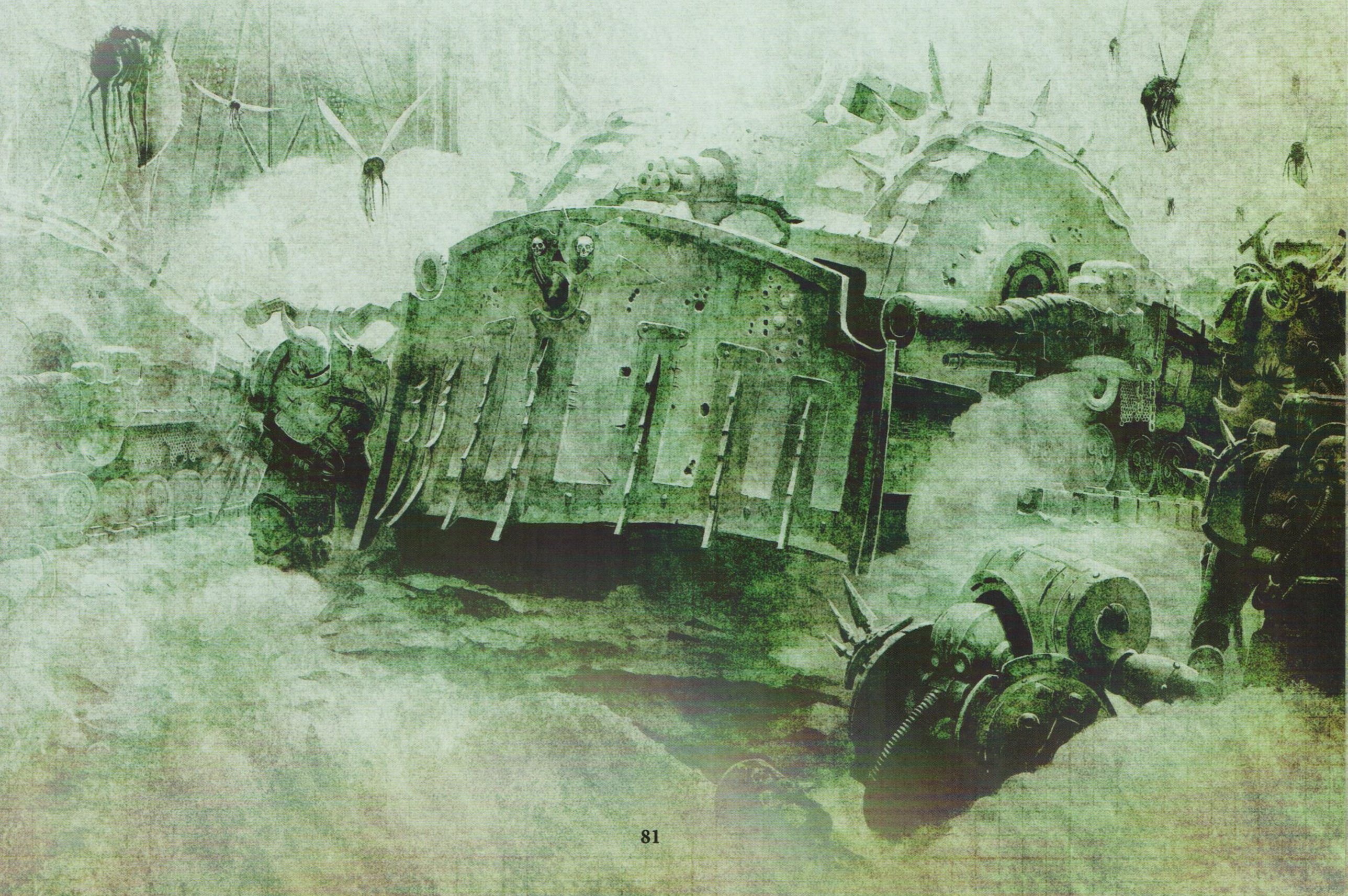
Daemonic: This model has a 5+ invulnerable save.

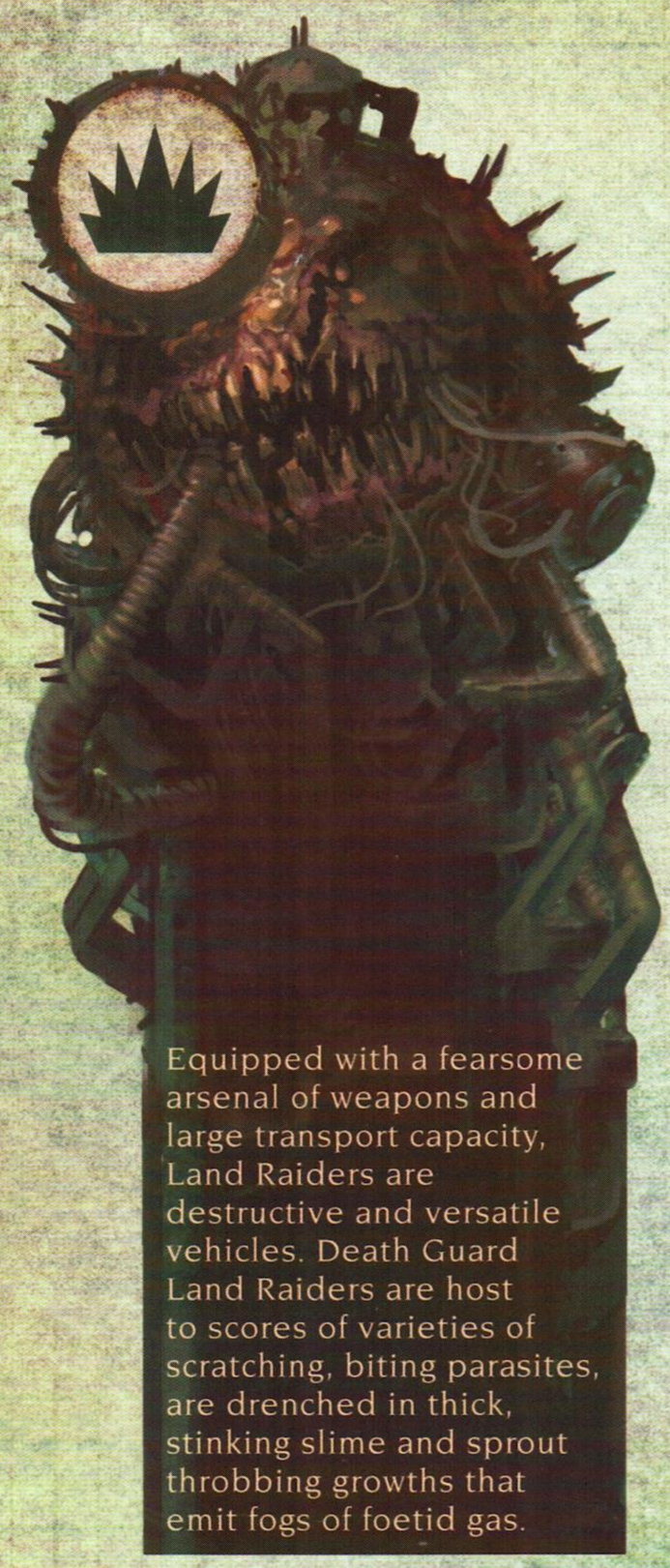
Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **Chaos, Nurgle, Heretic Astartes, Death Guard, <Plague Company>**
KEYWORDS: **Vehicle, Daemon, Daemon Engine, Plagueburst Crawler**



The brainchild of Mortarion himself, the Plagueburst Crawler is a hulking Daemon Engine possessed of huge ram-blades and thick armour plating that renders them incredibly resilient. Equipped with plagueburst mortars, they launch hideously powerful explosive shells that unleash clouds of corrosive spores upon detonation.





Equipped with a fearsome arsenal of weapons and large transport capacity, Land Raiders are destructive and versatile vehicles. Death Guard Land Raiders are host to scores of varieties of scratching, biting parasites, are drenched in thick, stinking slime and sprout throbbing growths that emit fogs of foetid gas.

CHAOS LAND RAIDER

15 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Chaos Land Raider (9+ wounds remaining)	10"	6+	3+	8	8	16	6	9	2+
	Chaos Land Raider (5-8 wounds remaining)	5"	6+	4+	8	8	N/A	D6	9	2+
	Chaos Land Raider (1-4 wounds remaining)	3"	6+	5+	8	8	N/A	D3	9	2+

A Chaos Land Raider is equipped with: twin heavy bolter; 2 twin lascannons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Havoc launcher	48"	Heavy D6	5	0	1	Blast
Twin heavy bolter	36"	Heavy 6	5	-1	2	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

WARGEAR OPTIONS

- This model can be equipped with 1 of the following: 1 combi-bolter; 1 combi-flamer; 1 combi-melta; 1 combi-plasma.
- This model can be equipped with 1 havoc launcher.

ABILITIES

Contagions of Nurgle (pg 63)

Explodes: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

TRANSPORT

This model has a transport capacity of 10 **<PLAGUE COMPANY> BUBONIC ASTARTES INFANTRY** models. Each **TERMINATOR** and **DEATH GUARD POSSESSED** model takes up the space of 2 models.

FACTION KEYWORDS: **CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>**
KEYWORDS: **VEHICLE, BUBONIC ASTARTES, TRANSPORT, MACHINE SPIRIT, SMOKESCREEN, CHAOS LAND RAIDER**



CHAOS PREDATOR ANNIHILATOR — 8 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Chaos Predator Annihilator (6+ wounds remaining)	12"	6+	3+	6	7	11	3	8	3+
	Chaos Predator Annihilator (3-5 wounds remaining)	6"	6+	4+	6	7	N/A	D3	8	3+
	Chaos Predator Annihilator (1-2 wounds remaining)	3"	6+	5+	6	7	N/A	1	8	3+

A Chaos Predator Annihilator is equipped with: twin lascannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	2	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

WARGEAR OPTIONS

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

ABILITIES

Contagions of Nurgle (pg 63)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **Chaos, Nurgle, Heretic Astartes, Death Guard, <Plague Company>**
KEYWORDS: **Vehicle, Bubonic Astartes, Smokescreen, Chaos Predator Annihilator**



Death Guard Predator Annihilators pick off enemy armour or gigantic beasts at long range with their powerful lascannons. Capable of firing with pinpoint accuracy, they are precision tools that can eliminate key threats; in so doing they allow the Legion's infantry to advance into the fray and spread Nurgle's gifts.

CHAOS PREDATOR DESTRUCTOR — 8 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Chaos Predator Destructor (6+ wounds remaining)	12"	6+	3+	6	7	11	3	8	3+
	Chaos Predator Destructor (3-5 wounds remaining)	6"	6+	4+	6	7	N/A	D3	8	3+
	Chaos Predator Destructor (1-2 wounds remaining)	3"	6+	5+	6	7	N/A	1	8	3+

A Chaos Predator Destructor is equipped with: Predator autocannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	2	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Predator autocannon	48"	Heavy 2D3	7	-1	3	-

WARGEAR OPTIONS

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

ABILITIES

Contagions of Nurgle (pg 63)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **Chaos, Nurgle, Heretic Astartes, Death Guard, <Plague Company>**
KEYWORDS: **Vehicle, Bubonic Astartes, Smokescreen, Chaos Predator Destructor**



These pustule-covered battle tanks provide mobile fire support for advancing infantry. Capable of being fitted with a wide array of weapons, they can shatter infantry formations, cripple enemy armour or punch holes in defensive lines, all whilst shrugging off storms of return fire from their mutated hulls.



The Nurgle Daemons trapped within Defilers adapt unusually well to their metallic prisons. Many gleefully realise the terrible mayhem they can inflict as they stomp on piston-driven legs across, ripping open tanks with their massive claws or blowing apart enemy formations with volleys from their battle cannons.

DEFILER

10 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Defiler (8+ wounds remaining)	8"	3+	3+	8	7	14	5	8	3+
	Defiler (4-7 wounds remaining)	6"	4+	4+	8	7	N/A	5	8	3+
	Defiler (1-3 wounds remaining)	4"	5+	5+	8	7	N/A	5	8	3+

A Defiler is equipped with: Defiler cannon; reaper autocannon; twin heavy flamer; Defiler claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Defiler cannon	72"	Heavy D6	8	-2	3	Blast
Havoc launcher	48"	Heavy D6	5	0	1	Blast
Reaper autocannon	36"	Heavy 4	7	-2	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	2	-
Twin heavy flamer	12"	Heavy 2D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Defiler claws	Melee	Melee	x2	-3	D6	-
Defiler scourge	Melee	Melee	+4	-2	2	Each time the bearer fights, it makes 3 additional attacks with this weapon.

WARGEAR OPTIONS

- This model's twin heavy flamer can be replaced with one of the following: 1 havoc launcher; 1 defiler scourge.
- 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 1 of the following: 1 combi-bolter; 1 combi-flamer; 1 combi-melta; 1 combi-plasma.

ABILITIES

Contagions of Nurgle (pg 63)

Infernal Regeneration: In your Command phase, this model regains 1 lost wound.

Daemonic: This model has a 5+ invulnerable save.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **Chaos, Nurgle, Heretic Astartes, Death Guard, <Plague Company>**
KEYWORDS: **Vehicle, Daemon, Daemon Engine, Smokescreen, Defiler**

CHAOS RHINO

4 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Chaos Rhino (6+ wounds remaining)	12"	6+	3+	6	7	10	3	8	3+
	Chaos Rhino (3-5 wounds remaining)	6"	6+	4+	6	7	N/A	D3	8	3+
	Chaos Rhino (1-2 wounds remaining)	3"	6+	5+	6	7	N/A	1	8	3+

A Chaos Rhino is equipped with: combi-bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Havoc launcher	48"	Heavy D6	5	0	1	Blast

WARGEAR OPTIONS

- This model can be equipped with 1 of the following: 1 combi-bolter; 1 combi-flamer; 1 combi-melta; 1 combi-plasma.
- This model can be equipped with 1 havoc launcher.

ABILITIES

Contagions of Nurgle (pg 63)

Explodes: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

TRANSPORT

This model has a transport capacity of 10 **<PLAGUE COMPANY> BUBONIC ASTARTES INFANTRY** models. It cannot transport **TERMINATOR** or **DEATH GUARD POSSESSED** models.

FACTION KEYWORDS: **CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>**
KEYWORDS: **VEHICLE, BUBONIC ASTARTES, TRANSPORT, SMOKESCREEN, CHAOS RHINO**



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, to take them to new battlefronts, bear them through hostile terrain or support armoured offensives.





To stand in Mortarion's presence is lethal, such is the pestilential aura that surrounds him. Wielding his gigantic scythe, Silence, he cuts apart entire enemy squads in seconds. With furious blasts of Lantern, his devastating sidearm of unknown provenance, he disintegrates heavy infantry and armour alike.

MORTARION

25 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Mortarion (10+ wounds remaining)	12"	2+	2+	8	8	18	7	10	3+
	Mortarion (6-9 wounds remaining)	10"	2+	2+	8	8	N/A	6	10	3+
	Mortarion (1-5 wounds remaining)	8"	2+	2+	8	8	N/A	5	10	3+

Mortarion is equipped with: the Lantern; attendants' claws and teeth; Silence; phosphex bombs. Your army can only include one **MORTARION** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Lantern	12"	Pistol 1	8	-3	3	Each time an attack is made with this weapon, if a hit is scored, draw a straight line between the closest point of this model's base (or hull) and that of the closest model in the target unit. Make one wound roll against the target unit, and each other unit this line passes over.
Attendants' claws and teeth	Melee	Melee	2	0	1	Plague Weapon (pg 62). Each time the bearer fights, it makes D6 additional attacks with this weapon.
Silence	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Eviscerating blow	Melee	Melee	x2	-4	D3+3	Plague Weapon (pg 62)
- Reaping scythe	Melee	Melee	User	-2	1	Plague Weapon (pg 62). Each time an attack is made with this weapon profile, make 3 hit rolls instead of 1.
Phosphex bombs	6"	Grenade 2D6	5	-1	1	Blast

ABILITIES

Disgustingly Resilient, Contagions of Nurgle (pg 62-63)

Primarch of the Death Guard: In your Command phase, select one friendly **DEATH GUARD CORE** or **DEATH GUARD CHARACTER** unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.

Lord of the Death Guard (Aura): While a friendly **DEATH GUARD CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Daemon Primarch: If your army is Battle-forged, this model must be your army's **WARLORD**. If more than one model in your army has a rule to this effect, then one of those models must be your army's **WARLORD**.

The Barbaran Plate: This model has a 4+ invulnerable save.

Host of Plagues: At the start of the first battle round, select one of the following Warlord Traits: Shamblerot; Ferric Blight; Gloaming Bloat; Eater Plague; Sanguous Flux; The Droning; Nurgle's Fruit (pg 41-43). You cannot select a Warlord Trait that another model in your army already has. Until the end of the battle, this model gains the selected Warlord Trait in addition to any others it has, even if it is not your **WARLORD**.

Putrid Explosion: When this model is destroyed, roll one D6 before removing it from play. On a 4+ it explodes, and each unit (excluding **NURGLE** units) within 6" suffers D3 mortal wounds.

Toxic Presence: This model counts the battle round number as being 4 for the purposes of determining the Contagion range of the Contagion abilities (pg 63) it has.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny three psychic power in your opponent's Psychic phase. It knows *Smite* and three psychic powers from the Contagion discipline (pg 51).

FACTION KEYWORDS: **CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD**
KEYWORDS: **MONSTER, CHARACTER, PSYKER, FLY, SUPREME COMMANDER, DAEMON, BUBONIC ASTARTES, PRIMARCH, MORTARION**

SILENCE

Mortarion wields a towering scythe named Silence, whose warped haft is as long as its wielder is tall. With its rusted razor edge and snarling chain-teeth, this huge weapon is capable of slicing through entire ranks of infantry. With Mortarion's unnatural might behind it, Silence has beheaded heroes and split tanks in two, eviscerated Greater Daemons and even hacked the leg from a Reaver Battle Titan. An endless parade of champions and war leaders has fallen to the manreaper's deadly blade. The blood of worlds stains its cutting edge. It is not just raw power that makes Silence such a fearsome weapon. A plague daemon dwells within the censer that tops its haft. This entity's fell power renders the slightest nick from the blade lethally poisonous. It also infests the leprous smog that billows in trails behind each swing of the scythe, rendering it anathema. Metal rusts and flesh rots at its mere touch, reducing the enemy to putrid ruin in moments.



MIASMIC MALIGNIFIER

4 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Miasmic Malignifier (7+ wounds remaining)	-	-	6+	7	8	12	-	-	3+
	Miasmic Malignifier (4-6 wounds remaining)	-	-	6+	6	8	N/A	-	-	3+
	Miasmic Malignifier (1-3 wounds remaining)	-	-	6+	5	8	N/A	-	-	3+

A Miasmic Malignifier is equipped with: noxious stink.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Noxious stink	6"	Heavy 2D6	4	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.

ABILITIES

Disgustingly Resilient, Contagions of Nurgle (pg 62-63)

Toxic Presence: This model counts the battle round number as 4 for the purpose of determining the Contagion range of the Contagion abilities (pg 63) it has.

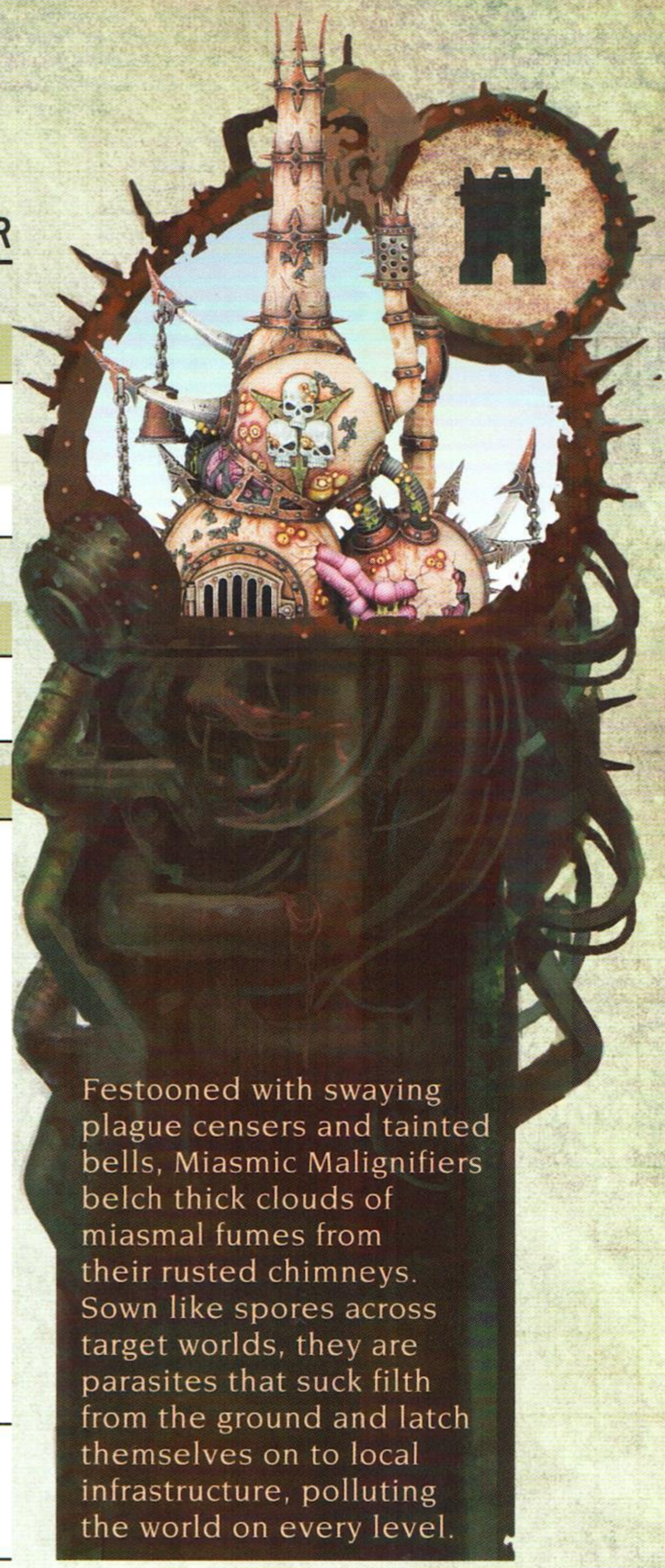
Putrid Explosion: When this model is destroyed, roll one D6 before removing it from play. On a 4+ it explodes, and each unit (excluding **NURGLE** units) within 6" suffers D3 mortal wounds.

Putrescent Fog (Aura): While a friendly **DEATH GUARD INFANTRY** unit is wholly within 6" of this model, it receives the benefits of Light Cover. If it was already receiving the benefits of Light Cover, then each time an attack is made against that unit, subtract 1 from that attack's hit roll.

Seeded Growths: During deployment, when you set up this model, it can be set up anywhere on the battlefield that is more than 12" away from the enemy deployment zone and any enemy models. After a Miasmic Malignifier is set up on the battlefield, you can then set up one Pox Furnace terrain feature wholly within 6" of it, and more than 12" away from the enemy deployment zone and any enemy models.

Pox Furnace: A Pox Furnace is an Obstacle Terrain feature with the following terrain traits, as described in the Warhammer 40,000 Core Book: Light Cover, Heavy Cover, Unstable Position, Difficult Ground. If a Miasmic Malignifier is destroyed, its Pox Furnace is also removed from the battlefield.

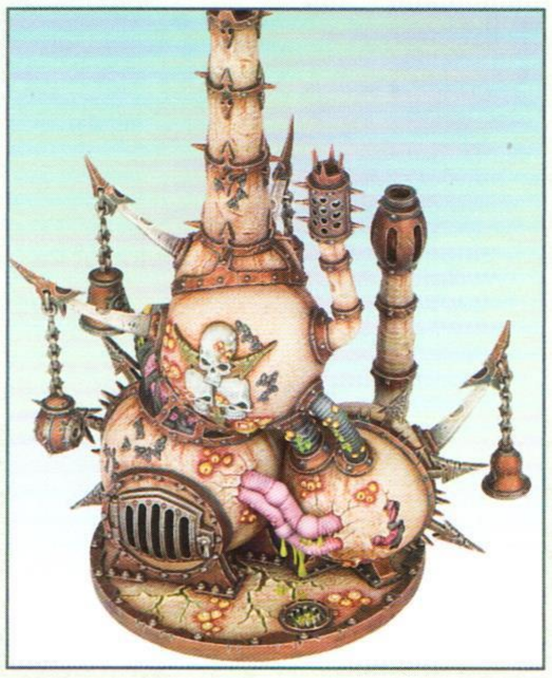
FACTION KEYWORDS: **CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>**
KEYWORDS (MIASMIC MALIGNIFIER): **BUILDING, VEHICLE, SMOKESCREEN, MIASMIC MALIGNIFIER**
KEYWORDS (POX FURNACE): **TERRAIN, OBSTACLE, POX FURNACE**



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



Miasmic Malignifier





Pox Furnace

WEAPON PROFILES

Below you will find the weapon profiles for all the weapons that Death Guard models can be equipped with. If a weapon has the Blast ability, the details of this ability can be found in the Warhammer 40,000 Core Book.

WEAPON DEFINITIONS

Some rules refer to 'bolt weapons' or 'plague weapons'. The definitions of these weapons for the purposes of such rules can be found below:

Bolt Weapons

A bolt weapon is any weapon whose profile includes the word 'bolt' (boltgun, bolt pistol etc.), and any Relic that replaces a bolt weapon. Rules that apply to bolt weapons only apply to the boltgun profile of combi-weapons, and the boltgun profile of Relics that replace combi-weapons.

Plague Weapons

A plague weapon is any weapon with the Plague Weapon ability (pg 62).



RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	-
Autopistol	12"	Pistol 1	3	0	1	-
Bile spurt	12"	Assault D3	6	-1	1	Blast. Plague Weapon (pg 62). This weapon can be used to make attacks against an enemy unit within Engagement Range of the bearer's unit.
Blight grenades	6"	Grenade D6	4	0	1	Blast. Plague Weapon (pg 62)
Blight launcher	24"	Assault 2	6	-2	2	Plague Weapon (pg 62)
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Combi-flamer	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon profile, that attack automatically hits the target.
Combi-melta	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.
Combi-plasma	Before selecting targets, select one or two of the profiles below to make attacks with (you can only select one of the plasma gun profiles). If you select two, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun (standard)	24"	Rapid Fire 1	7	-3	1	-
- Plasma gun (supercharge)	24"	Rapid Fire 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Defiler cannon	72"	Heavy D6	8	-2	3	Blast
Entropy cannon	36"	Heavy 1	8	-4	D3+3	Plague Weapon (pg 62)
Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Havoc launcher	48"	Heavy D6	5	0	1	Blast
Heavy blight launcher	36"	Assault 6	6	-3	2	Plague Weapon (pg 62)
Heavy bolter	36"	Heavy 3	5	-1	2	-

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Heavy slugger	36"	Heavy 4	5	-1	1	-
Heavy stubber	36"	Heavy 3	4	0	1	-
Helbrute plasma cannon	36"	Heavy D3	8	-3	3	Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.
Hyper blight grenades	6"	Grenade D6	4	-1	2	Blast. Plague Weapon (pg 62)
Injector pistol	3"	Pistol 1	4	-1	1	Plague Weapon (pg 62). Each time an attack is made with this weapon against an **INFANTRY**, **CAVALRY** or **BEASTS** unit, if the attack successfully wounds the target, it inflicts D3 mortal wounds in addition to any normal damage.
Krak grenades	6"	Grenade 1	6	-1	D3	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Missile launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag missile	48"	Heavy D6	4	0	1	Blast
- Krak missile	48"	Heavy 1	8	-2	D6	-
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Noxious stink	6"	Heavy 2D6	4	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Orb of desiccation	6"	Grenade 3D3	4	-1	2	Blast. Plague Weapon (pg 62). The bearer can only shoot with this weapon once per battle.
Phosphex bombs	6"	Grenade 2D6	5	-1	1	Blast
Plague belcher	12"	Assault D6	4	0	1	Plague Weapon (pg 62). Each time an attack is made with this weapon, that attack automatically hits the target.
Plague spewer	12"	Heavy D6	5	-1	1	Plague Weapon (pg 62). Each time an attack is made with this weapon, that attack automatically hits the target.
Plague sprayer	12"	Assault D6	7	-3	2	Plague Weapon (pg 62). Each time an attack is made with this weapon, that attack automatically hits the target.
Plagueburst mortar	48"	Heavy D6	8	-2	2	Blast. Plague Weapon (pg 62). This weapon can target units that are not visible to the bearer.
Plaguespitter	12"	Assault D6	6	-1	1	Plague Weapon (pg 62). Each time an attack is made with this weapon, that attack automatically hits the target.
Plaguespurt gauntlet	12"	Pistol D6	3	0	1	Plague Weapon (pg 62). Each time an attack is made with this weapon, that attack automatically hits the target.
Plasma gun	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Predator autocannon	48"	Heavy 2D3	7	-1	3	-
Reaper autocannon	36"	Heavy 4	7	-2	1	-
Rothail volley gun	24"	Rapid Fire 3	6	-1	1	-
Shotgun	18"	Assault 2	3	0	1	-
The Lantern	12"	Pistol 1	8	-3	3	Each time an attack is made with this weapon, if a hit is scored, draw a straight line between the closest point of this model's base (or hull) and that of the closest model in the target unit. Make one wound roll against the target unit, and each other unit this line passes over.
Twin heavy bolter	36"	Heavy 6	5	-1	2	-
Twin heavy flamer	12"	Heavy 2D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin plague spewer	12"	Heavy 2D6	5	-1	1	Plague Weapon (pg 62). Each time an attack is made with this weapon, that attack automatically hits the target.
Unholy death's head grenade	6"	Grenade 2D6	5	-1	1	Blast. Plague Weapon (pg 62). The bearer can only shoot with this weapon once per battle.

MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Astartes chainsword	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Attendants' claws and teeth	Melee	Melee	2	0	1	Plague Weapon (pg 62). Each time the bearer fights, it makes D6 additional attacks with this weapon.
Balesword	Melee	Melee	+1	-3	1	Plague Weapon (pg 62)
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Bubotic axe	Melee	Melee	+2	-2	1	Plague Weapon (pg 62)
Chainaxe	Melee	Melee	+2	-1	1	-
Chainfist	Melee	Melee	x2	-4	D3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll, and if that attack is allocated to a **VEHICLE** model, that attack has a Damage characteristic of 3.
Corrupted staff	Melee	Melee	+3	-1	D3	Plague Weapon (pg 62)
Cursed plague bell	Melee	Melee	User	-1	2	Plague Weapon (pg 62)
Daemonic axe	Melee	Melee	+2	-2	3	-
Daemonic plague blade	Melee	Melee	+1	-1	1	Plague Weapon (pg 62)
Defiler claws	Melee	Melee	x2	-3	D6	-
Defiler scourge	Melee	Melee	+4	-2	2	Each time the bearer fights, it makes 3 additional attacks with this weapon.
Flail of corruption	Melee	Melee	+1	-2	2	Plague Weapon (pg 62). Each time an attack is made with this weapon, make 2 hit rolls instead of 1.
Fleshmower	Melee	Melee	+1	-2	2	Plague Weapon (pg 62). Each time an attack is made with this weapon, make 3 hit rolls instead of 1.
Force axe	Melee	Melee	+2	-2	D3	-
Force stave	Melee	Melee	+3	-1	D3	-
Gnashing maw	Melee	Melee	User	-2	1	Plague Weapon (pg 62)
Great plague cleaver	Melee	Melee	x2	-3	D6	Plague Weapon (pg 62). Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Helbrute fist	Melee	Melee	x2	-3	3	Each time the bearer fights, if it is equipped with 2 Helbrute fists, it makes 1 additional attack with this weapon.
Helbrute hammer	Melee	Melee	x2	-4	D6	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Hellforged sword	Melee	Melee	+1	-3	3	-
Hideous mutations	Melee	Melee	User	-2	2	-
Horrifying mutations	Melee	Melee	User	-2	1	Plague Weapon (pg 62)



MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Improvised weapon	Melee	Melee	User	0	1	-
Lightning claw	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.
Mace of contagion	Melee	Melee	+2	-1	3	Plague Weapon (pg 62). Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Malefic talons	Melee	Melee	User	-1	2	Each time the bearer fights, it makes 1 additional attack with this weapon.
Manreaper	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Cleave	Melee	Melee	+3	-3	2	Plague Weapon (pg 62). Each time an attack is made with this weapon profile, subtract 1 from that attack's hit roll.
- Scythe	Melee	Melee	+1	-1	1	Plague Weapon (pg 62). Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.
Master-crafted manreaper	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Cleave	Melee	Melee	+3	-3	3	Plague Weapon (pg 62). Each time an attack is made with this weapon profile, subtract 1 from that attack's hit roll.
- Scythe	Melee	Melee	+1	-1	1	Plague Weapon (pg 62). Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.
Plague claw	Melee	Melee	x2	-3	2	Plague Weapon (pg 62). Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Plague knife	Melee	Melee	User	-1	1	Plague Weapon (pg 62)
Plague probe	Melee	Melee	User	-2	1	Plague Weapon (pg 62)
Plaguereaper	Melee	Melee	x2	-3	3	Plague Weapon (pg 62). Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Power axe	Melee	Melee	+2	-2	1	-
Power fist	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Power maul	Melee	Melee	+3	-1	1	-
Power scourge	Melee	Melee	+1	-2	2	Each time the bearer fights, it makes 3 additional attacks with this weapon.
Power sword	Melee	Melee	+1	-3	1	-
Silence	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Eviscerating blow	Melee	Melee	x2	-4	D3+3	Plague Weapon (pg 62)
- Reaping scythe	Melee	Melee	User	-2	1	Plague Weapon (pg 62). Each time an attack is made with this weapon profile, make 3 hit rolls instead of 1.



POINTS VALUES

You can use this section to determine the points (pts) value of each unit in your army. Each entry lists the unit's size (i.e. how many models the unit can contain) and how many points the unit costs. If an entry has a unit cost of '*x* pts/model', then the unit costs *x* points for every model in that unit. You must then add points for each weapon, or item of wargear, that is included in that unit if it is listed in that unit's entry (weapons and wargear not listed in a unit's entry cost no additional points to include in that unit).

HQ

Death Guard Chaos Lord (pg 66)

Unit size ..... 1 model
Unit cost ..... 85 pts
- Balesword ..... +10 pts
- Combi-flamer ..... +10 pts
- Combi-melta ..... +10 pts
- Combi-plasma ..... +10 pts
- Lightning claw ..... +5 pts
- Power axe ..... +5 pts
- Power fist ..... +10 pts
- Power maul ..... +5 pts
- Power sword ..... +5 pts

Death Guard Chaos Lord in Terminator Armour (pg 67)

Unit size ..... 1 model
Unit cost ..... 105 pts
- Chainfist ..... +10 pts
- Combi-melta ..... +5 pts
- Power fist ..... +5 pts

Death Guard Daemon Prince (pg 64)

Unit size ..... 1 model
Unit cost ..... 140 pts
- Daemonic axe ..... +10 pts
- Hellforged sword ..... +10 pts
- Plague spewer ..... +5 pts
- Foetid wings ..... +35 pts

Death Guard Sorcerer in Terminator Armour (pg 69)

Unit size ..... 1 model
Unit cost ..... 110 pts
- Chainfist ..... +15 pts
- Combi-melta ..... +5 pts
- Power fist ..... +10 pts

Lord of Contagion (pg 68)

Unit size ..... 1 model
Unit cost ..... 120 pts
- Orb of desiccation ..... +5 pts

Lord of Virulence (pg 67)

Unit size ..... 1 model
Unit cost ..... 120 pts

Malignant Plaguecaster (pg 69)

Unit size ..... 1 model
Unit cost ..... 95 pts

Typhus (pg 65)

Unit size ..... 1 model
Unit cost ..... 165 pts

TROOPS

Death Guard Cultists (pg 72)

Unit size ..... 10-30 models
Unit cost ..... 5 pts/model
- Flamer ..... +5 pts
- Heavy stubber ..... +5 pts

Plague Marines (pg 70)

Unit size ..... 5-10 models
Unit cost ..... 21 pts/model
- Blight launcher ..... +10 pts
- Bubotic axe ..... +3 pts
- Flail of corruption ..... +10 pts
- Great plague cleaver ..... +10 pts
- Icon of despair ..... +10 pts
- Mace of contagion ..... +5 pts
- Meltagun ..... +10 pts
- Plague belcher ..... +5 pts
- Plague spewer ..... +10 pts
- Plasma gun ..... +10 pts
- Plasma pistol ..... +5 pts
- Power fist ..... +10 pts
- Sigil of decay ..... +10 pts

Poxwalkers (pg 72)

Unit size ..... 10-20 models
Unit cost ..... 5 pts/model

ELITES

Biologus Putrifier (pg 74)

Unit size ..... 1 model
Unit cost ..... 65 pts

Blightlord Terminators (pg 76)

Unit size ..... 5-10 models
Unit cost ..... 40 pts/model
- Blight launcher ..... +5 pts
- Combi-flamer ..... +5 pts
- Combi-melta ..... +5 pts
- Combi-plasma ..... +5 pts
- Flail of corruption ..... +5 pts
- Plague spewer ..... +5 pts
- Reaper autocannon ..... +5 pts

Death Guard Possessed (pg 79)

Unit size ..... 5-10 models
Unit cost ..... 24 pts/model

Deathshroud Terminators (pg 77)

Unit size ..... 3-6 models
Unit cost ..... 50 pts/model
- Additional plaguespurt gauntlet ..... +5 pts
- Chimes of contagion ..... +15 pts

Foul Blightspawn (pg 73)

Unit size ..... 1 model
Unit cost ..... 75 pts

Helbrute (pg 78)

Unit size ..... 1 model
Unit cost ..... 115 pts
- Combi-bolter ..... +5 pts
- Heavy flamer ..... +10 pts
- Multi-melta ..... +5 pts
- Twin heavy bolter ..... +10 pts
- Twin lascannon ..... +20 pts

Noxious Blightbringer (pg 73)

Unit size ..... 1 model
Unit cost ..... 60 pts

Plague Surgeon (pg 75)

Unit size ..... 1 model
Unit cost ..... 75 pts

Tallyman (pg 74)

Unit size ..... 1 model
Unit cost ..... 70 pts

FAST ATTACK

Chaos Spawn (pg 79)

Unit size ..... 1-5 models
Unit cost ..... 23 pts/model

Foetid Bloat-drone (pg 80)

Unit size ..... 1 model
Unit cost ..... 130 pts
- Fleshmower ..... +5 pts
- Heavy blight launcher ..... +10 pts

Myphitic Blight-haulers (pg 77)

Unit size ..... 1-3 models
Unit cost ..... 140 pts/model

HEAVY SUPPORT

Chaos Land Raider (pg 82)

Unit size ..... 1 model
Unit cost ..... 285 pts
- Combi-bolter ..... +5 pts
- Combi-flamer ..... +10 pts
- Combi-melta ..... +10 pts
- Combi-plasma ..... +10 pts
- Havoc launcher ..... +5 pts

Chaos Predator Annihilator (pg 83)

Unit size ..... 1 model
Unit cost ..... 130 pts
- Combi-bolter ..... +5 pts
- Combi-flamer ..... +10 pts
- Combi-melta ..... +10 pts
- Combi-plasma ..... +10 pts
- Havoc launcher ..... +5 pts
- Heavy bolter ..... +15 pts
- Lascannon ..... +20 pts

Chaos Predator Destructor (pg 83)

Unit size ..... 1 model
Unit cost ..... 140 pts
- Combi-bolter ..... +5 pts
- Combi-flamer ..... +10 pts
- Combi-melta ..... +10 pts
- Combi-plasma ..... +10 pts
- Havoc launcher ..... +5 pts
- Heavy bolter ..... +15 pts
- Lascannon ..... +20 pts

Defiler (pg 84)

Unit size ..... 1 model
Unit cost ..... 165 pts
- Combi-bolter ..... +5 pts
- Combi-flamer ..... +10 pts
- Combi-melta ..... +10 pts
- Combi-plasma ..... +10 pts
- Defiler scourge ..... +10 pts
- Twin heavy bolter ..... +10 pts
- Twin heavy flamer ..... +15 pts
- Twin lascannon ..... +20 pts

Plagueburst Crawler (pg 81)

Unit size ..... 1 model
Unit cost ..... 165 pts
- Entropy cannon ..... +5 pts

DEDICATED TRANSPORTS

Chaos Rhino (pg 85)

Unit size ..... 1 model
Unit cost ..... 80 pts
- Additional combi-bolter ..... +5 pts
- Combi-flamer ..... +10 pts
- Combi-melta ..... +10 pts
- Combi-plasma ..... +10 pts
- Havoc launcher ..... +5 pts

LORDS OF WAR

Mortarion (pg 86)

Unit size ..... 1 model
Unit cost ..... 490 pts

FORTIFICATIONS

Miasmic Malignifier (pg 87)

Unit size ..... 1 model
Unit cost ..... 75 pts

Deadly Pathogens (pg 49)

Acidic Malady ..... 20 pts
Explosive Outbreak ..... 20 pts
Virulent Fever ..... 20 pts
Befouling Runoff ..... 10 pts
Unstable Sickness ..... 15 pts
Corrosive Filth ..... 20 pts
Viscous Death ..... 10 pts



GLOSSARY

On this page you will find a glossary that contains a number of terms used in this Codex. These are intended to provide precise definitions to help resolve some of the more complex rules interactions that may arise, and players should feel under no obligation to memorise this list.

Any number of models can each have their Weapon A replaced with Weapon B: When this wargear option is selected for a unit, any number of models in that unit that are equipped with Weapon A can each have its weapon replaced with Weapon B. It is possible for only some of the models in that unit to have their weapon replaced and for others not to.

Bolt weapon (pg 88): A ranged weapon whose profile includes the word 'bolt', or a Relic that replaces a bolt weapon. The boltgun profile of a combi-weapon is also a bolt weapon.

Chaos Boons (pg 54): Battle Honour category that can only be taken by **Bubonic Astartes Characters** (excluding **Daemons**).

Contagion Ability (pg 63): Contagion abilities are always denoted by '**(Contagion)**' after the ability's name. They affect enemy models or units that are within Contagion range of the unit that has this ability. If a model or unit is within Contagion range of multiple Contagion abilities with the same name, it can only be affected by one of those abilities at any one time. Contagion abilities are not affected by any rule that affects Aura abilities, and vice-versa.

Contagion Range (pg 63): This is the range of all of the Contagion abilities that **Death Guard** units from your army have. Enemy units within this range will be affected by that Contagion ability. Containment range will change as the battle progresses, based on the current battle round number.

Contaminated (pg 56): In Crusade, a unit is contaminated once the conditions of the Vector of your army's Plague have been met. The unit remains contaminated until the conditions of the Terminus of your army's Plague are met.

Deadly Pathogen (pg 48): A unique upgrade that can be given to **Death Guard Character** models (excluding named characters) or **Bubonic Astartes** models that have the word 'Champion' in their profile.

Death Guard Detachment (pg 40): A Detachment in a Battle-forged army where every model has the **Death Guard** keyword (excluding models with the **Unaligned** keywords).

Death Guard secondary objectives (pg 39): Additional secondary objectives that can be used in certain matched play mission packs if every Detachment in your army is a **Death Guard** Detachment.

Diseased Minions (pg 40): Detachment ability for **Death Guard** Detachments.

Foetid Virion (pg 40): Detachment ability for **Death Guard** Detachments.

From: The plague company that a unit belongs to is the plague company they are from. A unit is from a certain plague company if they have that plague company's name listed on its Faction keyword line.

Inexorable Advance (pg 40): Detachment ability for **Death Guard** Detachments.

Infernal Jealousy (pg 40): Detachment ability for **Death Guard** Detachments.

Plague (pg 56): In Crusade, this is sometimes used as shorthand for 'your army's Plague', and refers to a Crusade system unique to **Death Guard** in which you must develop and unleash a Plague. Your army's Plague is made up of three parts; the **Vector**, the **Infection**, and the **Terminus**. These can be changed throughout your Crusade by using Virulence points (see below) in conjunction with the associated Requisitions.

Plague Carrier (pg 56): Models in your Crusade army that can use your army's Plague in battle are called Plague Carriers. They have the **Plague Carrier** keyword.

Plague Company (pg 62): Death Guard units with the **<Plague Company>** keyword will belong to one of the seven plague companies. When you include such a unit in your army you must select one of these to replace this keyword with: Harbingers, Inexorable, Mortarion's Anvil, Wretched, Poxmongers,Ferrymen, Mortarion's Chosen Sons.

Plague Company Detachment (pg 40): A **Death Guard** Detachment in which every Death Guard unit that is drawn from a plague company is from the same plague company.

Plague Company Relic of Decay (pg 40): A Relic of Decay associated with one of the seven plague companies. These are only available to **Character** models that are part of a plague company Detachment (and only if they, and your **Warlord**, are drawn from the associated plague company).

Plague Company Warlord Trait (pg 40): A Warlord Trait associated with one of the seven plague companies. These are only available to Warlords that are part of a plague company Detachment (and only if they are drawn from the associated plague company).

Plague weapon (pg 88): A plague weapon is any weapon with the Plague Weapon ability (pg 62).

Psychic power type: A psychic power's type is written in bold at the start of its rules. There are three types of psychic power described in this Codex: Blessing, Malediction and Witchfire.

Relic of Decay (pg 50): A type of Relic that can be given to **Death Guard Character** models.

Stratagem label: A Stratagem's labels are written beneath its title and can include: Death Guard; Battle Tactic; Epic Deed, Strategic Ploy; Requisition; Wargear. A Stratagem can have more than one label; for example, a Stratagem with 'Death Guard – Wargear Stratagem' has both the Death Guard and Wargear labels.

Virulence points (pg 56): A resource generated by Crusade armies, commonly used to develop a Plague and create Plague Carriers (see above.)



REFERENCE

CONTAGIONS OF NURGLE (PG 63)

- Contagions of Nurgle only applies if every model in your army has the **DEATH GUARD** keyword (excluding **UNALIGNED** models).
- Units with this ability gain the following Contagion ability: **'Nurgle's Gift (Contagion):** While an enemy unit is within Contagion range of this unit, subtract 1 form the Toughness characteristic of models in that enemy unit.
- Contagion abilities affect every enemy unit within Contagion range, which increases as the battle round goes up, as follows:
  - **Battle Round 1:** Contagion range = 1"
  - **Battle Round 2:** Contagion range = 3"
  - **Battle Round 3:** Contagion range = 6"
  - **Battle Round 4+:** Contagion range =9"

DEADLY PATHOGENS (PG 48)

- If Battle-forged, can upgrade one plague weapon of a **DEATH GUARD CHARACTER**, or a **BUBONIC ASTARTES** model with 'Champion' in its profile.
- Doing so increases model's Power Rating and points value.
- Upgraded weapon will gain a new ability.
- Army cannot contain more than one model with the same Deadly Pathogen.
- No model can have more than one Deadly Pathogen.
- Crusade armies must use Deadly Pathogens Requisition (pg 58) to upgrade models.
- Cannot upgrade named characters or weapons that are Grenades or Relics.

DETACHMENT ABILITIES (PG 40)

- If army Battle-forged, **DEATH GUARD** Detachments gain Diseased Minions, Infernal Jealousy and Foetid Virion abilities.
- If army Battle-forged, **PLAGUE MARINES** and **POXWALKERS** units in **DEATH GUARD** Detachments gain Objective Secured ability (see Warhammer 40,000 Core Book).
- If army Battle-forged, **BUBONIC ASTARTES** units gain Inexorable Advance ability.

DISEASED MINIONS (PG 40)

- Number of **PLAGUE FOLLOWER** units in each Detachment cannot exceed **BUBONIC ASTARTES CORE INFANTRY** units.
- Number of **POXWALKER** units in each Detachment cannot exceed **BUBONIC ASTARTES CORE INFANTRY** units.

DISGUSTINGLY RESILIENT (PG 62)

- Subtract 1 from the Damage characteristic of attacks made against the unit.

FOETID VIRION (PG 40)

- Can include up to three different **FOETID VIRION** models in one Battlefield Role slot.

INFERNAL JEALOUSY (PG 40)

- Can include a maximum of one **LORD OF THE DEATH GUARD** model in each Detachment.
- Can include a maximum of one **DAEMON PRINCE** model in each Detachment.

INEXORABLE ADVANCE (PG 40)

- Unit counts as having Remained Stationary if it did not Fall Back or Advance.
- If unit is a **VEHICLE**, it does not suffer the penalty to its hit rolls for firing Heavy weapons at enemies that are in Engagement Range of it.
- **INFANTRY** units can ignore any or all modifiers to their Move characteristic, Advance rolls or charge rolls.

MALICIOUS VOLLEYS (PG 62)

- Make double the number of attacks when shooting a Rapid Fire bolt weapon if the target is within half range, or if the shooting model is an **INFANTRY** model whose unit Remained Stationary in its previous Movement phase, or if the shooting model is a **TERMINATOR** model.

<PLAGUE COMPANY> KEYWORD (PG 62)

- When you include a unit with the **<PLAGUE COMPANY>** keyword, nominate which plague company it is from.
- Replace every instance of the **<PLAGUE COMPANY>** keyword on that unit's datasheet with the name of your chosen plague company.

PLAGUE CARRIER (PG 56)

- In Crusade, your **WARLORD** gains the **PLAGUE CARRIER** keyword.
- **PLAGUE CARRIER** models gain an ability that consists of your Plague's current Vector, Infection and Terminus rules.
- **Vector:** Determines what enemy units are contaminated by your army's Plague, and when.
- **Infection:** Determines what happens to contaminated units.
- **Terminus:** Determines when a unit stops being contaminated.

REMORSELESS (PG 62)

- Ignore modifiers when taking Combat Attrition tests.

TELEPORT STRIKE (PG 63)

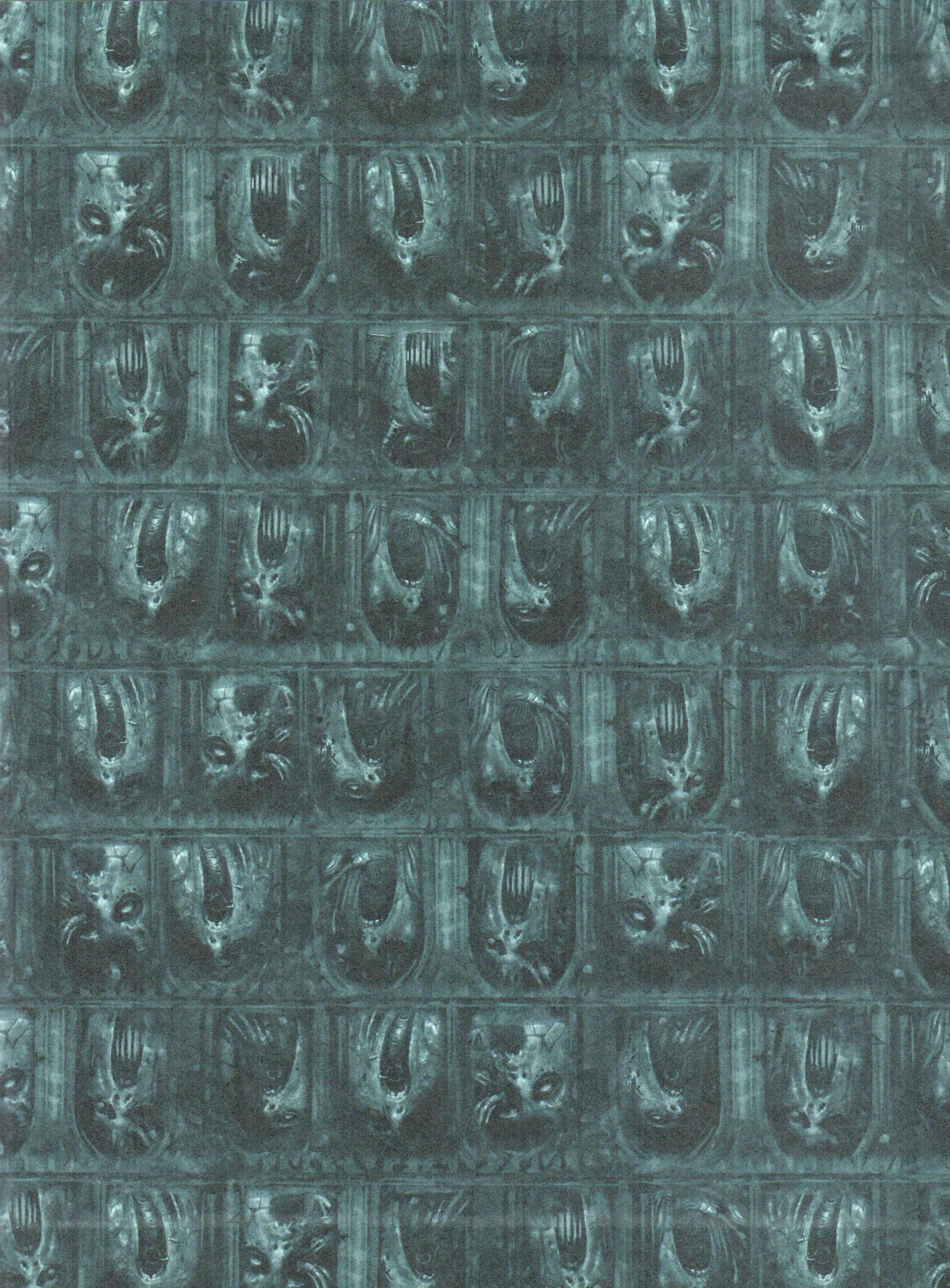
- During deployment, can set unit up in a teleportarium chamber instead of setting them up on the battlefield.
- Unit can then arrive during Reinforcements step of one of your Movement phases.
- When unit arrives, set it up on battlefield more than 9" from any enemy models.



'Sickness, disease, plague and pox, suffering and the slow, living rot. Such wondrous gifts does Nurgle seek to bestow upon the unworthy Human cattle of the Imperium. We are merely the vectors by which his virulent beneficence may be spread to the undeserving masses.'

- Urgloth Rotheart, Plague Champion of the Death Guard







ALL SHALL ROT...

The drone of a billion flies heralds the coming of the Death Guard. They are the chosen Legion of Nurgle, the diseased scions of the Daemon Primarch Mortarion, and they bring sickness and destruction to all who oppose them. Their corrupted forms inured to pain, the Death Guard advance relentlessly, inexorable as demise itself, while their guns spit and pour filth and fury into the enemy. Disease-caked battle tanks and hideous, predatory Daemon Engines hammer the foe with heavy fire as bloated sorcerers and twisted alchemists unleash weaponised plagues that afflict body and souls in the most heinous ways. The Death Guard seek to spread Nurgle's abhorrent gifts to every corner of the galaxy and the Imperium they betrayed ten thousand years ago. They will use any method to achieve their goals. It matters not how foul or sickening such ways are, for in their minds, the most abhorrent vectors are the most pleasing to their god.

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