The Death Guard are carriers of countless infections and contagions, each a gift from Nurgle. Whenever they march to war, they contaminate all around them, overwhelming their victims’ immune systems and undoing metallic bonds, alien psychic materials and all manner of other components, rendering even armoured vehicles vulnerable.

**NURGLE’S GIFT (AURA)**

If your Army Faction is **Death Guard**, while an enemy unit is within Contagion Range of this unit, subtract 1 from the Toughness characteristic of models in that enemy unit. Contagion Range changes over the course of the battle, as shown below.

**CONTAGION RANGE**

1. **1st Battle Round**: Contagion Range = 3"

2. **2nd Battle Round**: Contagion Range = 6"

3. **3rd Battle Round Onwards**: Contagion Range = 9"
If your Army Faction is Death Guard, you can use this Plague Company Detachment rule.

**SPREAD THE SICKNESS**

To the Death Guard, spreading Nurgle’s gifts goes beyond the beings they fight – even the landscapes they tread upon they seek to corrupt, cultivating Nurgle’s garden as widely as possible.

If you control an objective marker at the end of your Command phase and a Death Guard unit from your army is within range of that objective marker, that objective marker is said to be Infected and remains under your control even if you have no models within range of it, until your opponent controls it at the start or end of any turn. In addition, while an objective marker is Infected and under your control, it has the Nurgle’s Gift ability as if it were a unit from your army (so enemy units within Contagion Range of it will have their Toughness characteristic modified).
If you are using the Plague Company Detachment rule, you can use these Plague Company Stratagems.

### Ferric Blight

**Plague Company – Battle Tactic Stratagem**

The spreading rust of the Ferric Blight can reduce armour of all kinds to nothing.

**When:** Your Shooting phase or the Fight phase.

**Target:** One Death Guard unit from your army that has not been selected to shoot or fight this phase.

**Effect:** Until the end of the phase, each time a model in your unit makes an attack, improve the Armour Penetration characteristic of that attack by 1. If the target of that attack is within Contagion Range of an Infected objective marker you control and a Critical Wound is scored for that attack, improve the Armour Penetration characteristic of that attack by 2 instead.

### Sanguous Flux

**Plague Company – Battle Tactic Stratagem**

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

**When:** Fight phase.

**Target:** One Death Guard unit from your army that has not been selected to fight this phase.

**Effect:** Until the end of the phase, weapons equipped by models in your unit have the [Sustained Hits 1] ability. While your unit is within range of an Infected objective marker you control, those weapons have the [Sustained Hits 2] ability instead.

### Gifts of Decay

**Plague Company – Epic Deed Stratagem**

Nurgle is a generous god, and through worship and devotion his followers can gain mighty rewards as they spread sickness in his name.

**When:** Your Command phase.

**Target:** One Death Guard model from your army.

**Effect:** Your model regains up to D3 lost wounds. If your model’s unit is within Contagion Range of an Infected objective marker you control, your model regains up to 3 lost wounds instead.
If you are using the Plague Company Detachment rule, you can use these Plague Company Stratagems.

**BOILBLIGHT**

**PLAGUE COMPANY – STRATEGIC PLOY STRATAGEM**

The strange lumps that form on victims of Boilblight – also known as Nurgle’s Fruit, Lumpen Splatter or the Crawling Pustulence – are easy to spot at a distance for the Death Guard.

**WHEN:** Your Shooting phase.

**TARGET:** One *Death Guard* unit from your army, and one enemy unit within Contagion Range of that unit.

**EFFECT:** Until the end of the phase, each time a weapon equipped by a *Death Guard* model from your army targets that enemy unit, that weapon has the [HEAVY] and [IGNORES COVER] abilities.

**CLOUD OF FLIES**

**PLAGUE COMPANY – 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.

**WHEN:** Your opponent’s Shooting phase, just after an enemy unit has selected its targets.

**TARGET:** One *Death Guard* unit from your army that was selected as the target of one or more of that enemy unit’s attacks.

**EFFECT:** Until the end of the phase, your unit has the Stealth ability.
DEATH GUARD – PLAGUE COMPANY

ENHANCEMENTS

If you are using the Plague Company Detachment rule, you can use these Plague Company Enhancements.

**LIVING PLAGUE**

*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.*

*Death Guard* model only. Add 3” to the range of the bearer’s Aura abilities (including Nurgle’s Gift).

**THE DRONING (AURA)**

*This warrior is surrounded by a cloud of dreaded plague flies that harass the Death Guard’s enemies and feed on their sanity.*

*Death Guard* model only. While an enemy unit is within Contagion Range of the bearer, each time that unit fails a Battle-shock test, roll one D6: on a 2-5, that unit suffers 1 mortal wound; on a 6, that unit suffers D3 mortal wounds.

**DEADLY PATHOGEN**

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

*Death Guard* model only. Add 1 to the Strength and Attacks characteristics of the bearer’s melee weapons. While the bearer is within range of an Infected objective marker you control, add 2 to the Strength and Attacks characteristics of the bearer’s melee weapons instead.

**SHAMBLEROT**

*The strains of the zombie virus carried by the Death Guard slowly but surely break mortals around them, sapping their strength and dexterity before consuming them utterly.*

*Death Guard* model only. Each time the bearer’s unit is selected as a target of an enemy unit’s charge, until the end of the phase, subtract 2 from Charge rolls made for that enemy unit.
DEATH GUARD DAEMON PRINCE

RANGED WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Plague spewer [ANTI-INFANTRY 2+, IGNORES COVER, TORRENT]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
</tr>
</tbody>
</table>

MELEE WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hellforged weapons – strike</td>
<td>Melee</td>
<td>6</td>
<td>2+</td>
<td>8</td>
<td>-2</td>
</tr>
<tr>
<td>Hellforged weapons – sweep</td>
<td>Melee</td>
<td>14</td>
<td>2+</td>
<td>6</td>
<td>0</td>
</tr>
</tbody>
</table>

ABILITIES

CORE: Deadly Demise D3

FACTION: Nurgle's Gift (Aura)

Grandfather's Blessing (Aura, Psychic): While a friendly DEATH GUARD INFANTRY unit is within Contagion Range of this model, models in that unit have the Feel No Pain 6+ ability.

INVULNERABLE SAVE

4+

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

FACTION KEYWORDS: Death Guard
**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.

**WARGEAR OPTIONS**

- None

**UNIT COMPOSITION**

- 1 Death Guard Daemon Prince

This model is equipped with: plague spewer; hellforged weapons.

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

**FACTION KEYWORDS:** Death Guard
## Ranged Weapons

<table>
<thead>
<tr>
<th>Range</th>
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<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Plague spewer [ANTI-INFANTRY 2+, IGNORES COVER, TORRENT]</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>

## melee Weapons

<table>
<thead>
<tr>
<th>Range</th>
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</tr>
</thead>
<tbody>
<tr>
<td>Hellforged weapons – strike</td>
<td>Melee</td>
<td>6</td>
<td>2+</td>
<td>8</td>
<td>-2</td>
</tr>
<tr>
<td>Hellforged weapons – sweep</td>
<td>Melee</td>
<td>14</td>
<td>2+</td>
<td>6</td>
<td>0</td>
</tr>
</tbody>
</table>

### Abilities

**Core: Deadly Demise D3**

**Faction: Nurgle’s Gift (Aura)**

**Warp Horror (Psychic):** Each time this model ends a Charge move, select one enemy unit within Engagement Range of it. That unit must take a Battle-shock test.

**Devastating Assault:** Each time this model ends a Charge move, until the end of the turn, its hellforged weapons have the [DEVASTATING WOUNDS] ability.

**Invulnerable Save:** 4+

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**Keywords:** Monster, Character, Fly, Chaos, Nurgle, Psyker, Daemon, Daemon Prince with Wings
DEATH GUARD DAEMON PRINCE WITH WINGS

The wings that sprout from the backs of chosen Death Guard may resemble the buzzing appendages of bloated flies, or take a pocked and diseased chiropteran form. Regardless of their shape, they bear the Daemon Prince aloft, allowing him to descend upon his luckless foes from above and spread fearsome maladies over the battlefield with ease.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Death Guard Daemon Prince with Wings
  
  This model is equipped with: plague spewer; hellforged weapons.

KEYWORDS: Monster, Character, Fly, Chaos, Nurgle, Psyker, Daemon, Daemon Prince with Wings

FACTION KEYWORDS: Death Guard
### TYPHUS

<table>
<thead>
<tr>
<th>M</th>
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<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>5&quot;</td>
<td>6</td>
<td>2+</td>
<td>6</td>
<td>6+</td>
<td>1</td>
</tr>
</tbody>
</table>

### MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Master-crafted manreaper – sweep [LETHAL HITS]</td>
<td>Melee</td>
<td>10</td>
<td>2+</td>
<td>6</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>

### ABILITIES

**CORE:** Deep Strike, Leader

**FACTION:** Nurgle’s Gift (Aura)

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

**The Eater Plague (Psychic):** In your Shooting phase, you can select one enemy unit within 18” of and visible to this Psyker and roll one D6: on a 1, this Psyker’s unit suffers D3 mortal wounds; on a 2-5, that enemy unit suffers D6 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.

**INVULNERABLE SAVE**

4+

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

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

**FACTION KEYWORDS:** Death Guard
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.

**WARGEAR OPTIONS**
- None

**UNIT COMPOSITION**
- 1 Typhus – Epic Hero
  This model is equipped with: master-crafted manreaper.

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

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

**FACTION KEYWORDS:** Death Guard
# DEATH GUARD CHAOS LORD

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Combi-weapon</td>
<td>24&quot;</td>
<td>1</td>
<td>2+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Plague bolt pistol [LETHAL HITS]</td>
<td>12&quot;</td>
<td>1</td>
<td>2+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Plague combi-bolter [LETHAL HITS, RAPID FIRE 2]</td>
<td>24&quot;</td>
<td>2</td>
<td>2+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Plasma pistol – standard [PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>2+</td>
<td>7</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Plasma pistol – supercharge [HAZARDOUS, PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>2+</td>
<td>8</td>
<td>-3</td>
<td>2</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Astartes chainsword</td>
<td>Melee</td>
<td>7</td>
<td>2+</td>
<td>4</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Plague fist [LETHAL HITS]</td>
<td>Melee</td>
<td>5</td>
<td>3+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Plague-encrusted exalted weapon [LETHAL HITS]</td>
<td>Melee</td>
<td>6</td>
<td>2+</td>
<td>5</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Twin lightning claws [TWIN-LINKED]</td>
<td>Melee</td>
<td>7</td>
<td>2+</td>
<td>5</td>
<td>-2</td>
<td>1</td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Leader

**FACTION:** Nurgle’s Gift (Aura)

- **Chaos Lord:** While this model is leading a unit, each time a model in that unit makes an attack, re-roll a Hit roll of 1.
- **Desiccation Conduit (Aura):** While an enemy unit is within Contagion Range of this model, at the end of the turn, roll one D6; on a 4+, that enemy unit suffers D3 mortal wounds.

**INVULNERABLE SAVE**

- **4+**

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

**KEYWORDS:** Infantry, Character, Chaos, Nurgle, Grenades, Chaos Lord

**FACTION KEYWORDS:** Death Guard
DEATH GUARD CHAOS LORD

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.

WARGEAR OPTIONS

- This model’s plague bolt pistol can be replaced with one of the following:
  - 1 combi-weapon
  - 1 plague combi-bolter
  - 1 plague fist
  - 1 plague-encrusted exalted weapon
  - 1 plasma pistol

- This model’s Astartes chainsword can be replaced with one of the following:
  - 1 plague fist
  - 1 plague-encrusted exalted weapon

- This model’s plague bolt pistol and Astartes chainsword can be replaced with 1 twin lighting claws.

UNIT COMPOSITION

- 1 Death Guard Chaos Lord
  This model is equipped with: plague bolt pistol; Astartes chainsword.

LEADER

This model can be attached to the following unit:

- Plague Marines

KEYWORDS: Infantry, Character, Chaos, Nurgle, Grenades, Chaos Lord

FACTION KEYWORDS: Death Guard
**DEATH GUARD CHAOS LORD** *IN TERMINATOR ARMOUR*

**KEYWORDS:** Infantry, Character, Chaos, Nurgle, Terminator, Chaos Lord

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<th>OC</th>
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<tbody>
<tr>
<td>4&quot;</td>
<td>6</td>
<td>2+</td>
<td>6</td>
<td>6+</td>
<td>1</td>
</tr>
</tbody>
</table>

**RANGED WEAPONS**

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<tr>
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</thead>
<tbody>
<tr>
<td>Combi-weapon <strong>[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]</strong></td>
<td>24&quot;</td>
<td>1</td>
<td>3+</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Plague combi-bolter <strong>[LETHAL HITS, RAPID FIRE 2]</strong></td>
<td>24&quot;</td>
<td>2</td>
<td>2+</td>
<td>4</td>
<td>0</td>
</tr>
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</table>

**MELEE WEAPONS**

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<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
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<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chainfist <strong>[ANTI-VEHICLE 3+]</strong></td>
<td>Melee</td>
<td>5</td>
<td>3+</td>
<td>8</td>
<td>-2</td>
</tr>
<tr>
<td>Plague fist <strong>[LETHAL HITS]</strong></td>
<td>Melee</td>
<td>5</td>
<td>2+</td>
<td>8</td>
<td>-2</td>
</tr>
<tr>
<td>Plague-encrusted exalted weapon <strong>[LETHAL HITS]</strong></td>
<td>Melee</td>
<td>6</td>
<td>2+</td>
<td>5</td>
<td>-2</td>
</tr>
<tr>
<td>Twin lightning claws <strong>[TWIN-LINKED]</strong></td>
<td>Melee</td>
<td>7</td>
<td>2+</td>
<td>5</td>
<td>-2</td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Deep Strike, Leader

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

**Chaos Lord:** While this model is leading a unit, each time a model in that unit makes an attack, re-roll a Hit roll of 1.

**Desiccation Conduit (Aura):** While an enemy unit is within Contagion Range of this model, at the end of the turn, roll one D6: on a 4+, that enemy unit suffers D3 mortal wounds.

**INVULNERABLE SAVE** 4+

**FACTION KEYWORDS:** Death Guard

**KEYWORDS:** Infantry, Character, Chaos, Nurgle, Terminator, Chaos Lord
WARGEAR OPTIONS

- This model’s plague combi-bolter can be replaced with one of the following:
  - 1 combi-weapon
  - 1 plague-encrusted exalted weapon

- This model’s plague-encrusted exalted weapon can be replaced with one of the following:
  - 1 chainfist
  - 1 plague fist

- This model’s plague combi-bolter and plague-encrusted exalted weapon can be replaced with 1 twin lighting claws.

UNIT COMPOSITION

- 1 Death Guard Chaos Lord in Terminator Armour
  This model is equipped with: plague combi-bolter; plague-encrusted exalted weapon.

LEADER

This model can be attached to the following units:

- Blightlord Terminators
- Deathshroud Terminators
## LORD OF VIRULENCE

**KEYWORDS:** Infantry, Character, Chaos, Nurgle, Terminator, Lord of Virulence

### RANGED WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Twin plague spewer</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>(Anti-infantry 2+, ignores cover, torrent, twin-linked)</td>
<td></td>
<td></td>
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<td></td>
</tr>
</tbody>
</table>

### MELEE WEAPONS

<table>
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<tr>
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<th>Range</th>
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<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy plague fist</td>
<td>Melee</td>
<td>5</td>
<td>3+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>(Lethal hits)</td>
<td></td>
<td></td>
<td></td>
<td></td>
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</tr>
</tbody>
</table>

### ABILITIES

**CORE:** Deep Strike, Leader

**FACTION:** Nurgle’s Gift (Aura)

**Master of Destruction:** While this model is leading a unit, each time a model in that unit makes a ranged attack, you can re-roll the Wound roll.

**Blight Bombardment:** Each time a friendly Death Guard model makes an attack with a Blast weapon that targets a unit that is visible to this model, add 1 to the Hit roll and that attack has the [IGNORES COVER] ability.

### INVULNERABLE SAVE

**4+**

**FACTION KEYWORDS:** 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.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Lord of Virulence

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

LEADER

This model can be attached to the following units:

- Blightlord Terminators
- Deathshroud Terminators

KEYWORDS: Infantry, Character, Chaos, Nurgle, Terminator, Lord of Virulence

FACTION KEYWORDS: Death Guard
LORD OF CONTAGION

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
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<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Plagueblade – strike</td>
<td>Melee</td>
<td>5</td>
<td>2+</td>
<td>8</td>
<td>-2</td>
<td>3</td>
</tr>
<tr>
<td>Plagueblade – sweep</td>
<td>Melee</td>
<td>10</td>
<td>2+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

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

**ABILITIES**

**CORE:** Deep Strike, Leader

**FACTION:** Nurgle’s Gift (Aura)

**Vector of Disease:** While this model is leading a unit, each time a model in that unit makes a melee attack, you can re-roll the Hit roll.

**Abundance of Sickness:** In the Fight phase, each time this model loses a wound, roll one D6: on a 4+, the closest enemy unit within Engagement Range of this model suffers 1 mortal wound.

**INVULNERABLE SAVE**

4+

**KEYWORDS:** Infantry, Character, Chaos, Nurgle, Terminator, Grenades, Lord of Contagion

**FACTION KEYWORDS:** Death Guard
LORD OF CONTAGION

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 and corroded blades.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Lord of Contagion
This model is equipped with: plagueblade.

LEADER

This model can be attached to the following units:
- Blightlord Terminators
- Deathshroud Terminators

KEYWORDS: Infantry, Character, Chaos, Nurgle, Terminator, Grenades, Lord of Contagion

FACTION KEYWORDS: Death Guard
**Death Guard Sorcerer in Terminator Armour**

**Keywords:** Infantry, Character, Psyker, Chaos, Nurgle, Terminator, Sorcerer

### Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Combi-weapon</td>
<td>24&quot;</td>
<td>1</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td><strong>[Anti-Infantry 4+, Devastating Wounds, Rapid Fire 1]</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Curse of the Leper – witchfire</td>
<td>24&quot;</td>
<td>D6</td>
<td>3+</td>
<td>6</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td><strong>[Psychic]</strong></td>
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<tr>
<td>Curse of the Leper – focused witchfire</td>
<td>24&quot;</td>
<td>2D6</td>
<td>3+</td>
<td>6</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td><strong>[Hazardous, Psychic]</strong></td>
<td></td>
<td></td>
<td></td>
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<td></td>
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</tr>
<tr>
<td>Plague combi-bolter</td>
<td>24&quot;</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
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<tr>
<td><strong>[Lethal Hits, Rapid Fire 2]</strong></td>
<td></td>
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</table>

### Melee Weapons

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
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<tbody>
<tr>
<td>Chainfist</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
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<tr>
<td><strong>[Anti-Vehicle 3+]</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
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<td></td>
</tr>
<tr>
<td>Force weapon</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>6</td>
<td>-1</td>
<td>D3</td>
</tr>
<tr>
<td><strong>[Psychic]</strong></td>
<td></td>
<td></td>
<td></td>
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<td></td>
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</tr>
<tr>
<td>Plague fist</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td><strong>[Lethal Hits]</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Plague-encrusted exalted weapon</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
<td>1</td>
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<tr>
<td><strong>[Lethal Hits]</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Twin lightning claws</td>
<td>Melee</td>
<td>5</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td><strong>[Twin-Linked]</strong></td>
<td></td>
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</tr>
</tbody>
</table>

**ABILITIES**

**Core:** Deep Strike, Leader

**Faction:** Nurgle’s Gift (Aura)

**Putrescent Vitality (Psychic):** At the start of the Fight phase, you can select one enemy unit within 18" of and visible to this Psyker and roll one D6: on a 1, this Psyker’s unit suffers D3 mortal wounds; on a 2+, until the end of the phase, each time an attack is allocated to a model in this Psyker’s unit, subtract 1 from the Damage characteristic of that attack.

**Pestilent Familiar (Psychic):** Once per battle, after selecting targets for a Psychic weapon equipped by this model, until the end of the phase, improve the Strength and Damage characteristics of that weapon by 2.

**Designer’s Note:** Place a Pestilent Familiar token next to this model, removing it once this ability has been used.

**Invulnerable Save:** 4+

**Faction Keywords:** Death Guard

**Keywords:** Infantry, Character, Psyker, Chaos, Nurgle, Terminator, Sorcerer
DEATH GUARD SORCERER IN TERMINATOR ARMOUR

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.

WARGEAR OPTIONS

- This model's plague combi-bolter can be replaced with one of the following:
  ◦ 1 combi-weapon
  ◦ 1 plague-encrusted exalted weapon

- This model's force weapon can be replaced with one of the following:
  ◦ 1 chainfist
  ◦ 1 plague fist
  ◦ 1 plague-encrusted exalted weapon

- This model's plague combi-bolter and force weapon can be replaced with 1 twin lighting claws.

UNIT COMPOSITION

- 1 Death Guard Sorcerer in Terminator Armour
  This model is equipped with: Curse of the Leper; plague combi-bolter; force weapon.

LEADER

This model can be attached to the following units:

- Blightlord Terminators
- Deathshroud Terminators

KEYWORDS: Infantry, Character, Psyker, Chaos, Nurgle, Terminator, Sorcerer

FACTION KEYWORDS: Death Guard
# Malignant Plaguecaster

**Keywords:** Infantry, Character, Chaos, Nurgle, Psyker, Malignant Plaguecaster

---

## Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Plague bolt pistol [LETHAL HITS]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Plague Wind – witchfire [PSYCHIC, TORRENT]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>4</td>
<td>-1</td>
<td>D3</td>
</tr>
<tr>
<td>Plague Wind – focused witchfire [HAZARDOUS, PSYCHIC, TORRENT]</td>
<td>12&quot;</td>
<td>D6+3</td>
<td>N/A</td>
<td>6</td>
<td>-2</td>
<td>D3</td>
</tr>
</tbody>
</table>

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## Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Corrupted staff [LETHAL HITS, PSYCHIC]</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>6</td>
<td>-1</td>
<td>D3</td>
</tr>
</tbody>
</table>

---

## Abilities

**Core:** Leader

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

**Gift of Contagion (Psychic):** In your Shooting phase, you can select one enemy unit within 18” of and visible to this Psyker and roll one D6: on a 1, this Psyker’s unit suffers D3 mortal wounds; on a 2+, until the start of your next Shooting phase, each time a model in that enemy unit makes a melee attack, subtract 1 from the Wound roll.

**Pestilent Fallout (Psychic):** In your Shooting phase, after this model has shot, if one or more of those attacks made with its Plague Wind scored a wound against an enemy Infantry unit, until the start of your next turn, subtract 2 from that unit’s Move characteristic and subtract 2 from Advance and Charge rolls made for that unit.

---

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

**Faction Keywords:** Death Guard
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.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Malignant Plaguecaster

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

LEADER

This model can be attached to the following unit:

- Plague Marines

KEYWORDS: Infantry, Character, Chaos, Nurgle, Psyker, Malignant Plaguecaster

FACTION KEYWORDS: Death Guard
## Plague Marines

### Keywords:
- Infantry
- Chaos
- Nurgle
- Grenades
- Battleline
- Plague Marines

### Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blight launcher</td>
<td>24&quot;</td>
<td>2</td>
<td>3+</td>
<td>6</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Meltagun</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>9</td>
<td>-4</td>
<td>D6</td>
</tr>
<tr>
<td>Plague belcher</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Plague bolt pistol</td>
<td>12&quot;</td>
<td>1</td>
<td>2+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Plague boltgun</td>
<td>24&quot;</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Plague spewer</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Plasma gun – standard</td>
<td>24&quot;</td>
<td>1</td>
<td>3+</td>
<td>7</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Plasma gun – supercharge</td>
<td>24&quot;</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-3</td>
<td>2</td>
</tr>
<tr>
<td>Plasma pistol – standard</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>7</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Plasma pistol – supercharge</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-3</td>
<td>2</td>
</tr>
</tbody>
</table>

### Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bubotic weapons</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Heavy plague weapon</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Plague knives</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

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

### Abilities

**Faction Keywords:** Nurgle’s Gift (Aura)

- **Remorseless:** While this unit is within range of an objective marker you control, each time you take a Battle-shock test for this unit, add 1 to that test.
PLAGUE MARINES

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.

WARGEAR OPTIONS

- The Plague Champion’s plague boltgun can be replaced with one of the following:
  - 1 plague bolt pistol
  - 1 plasma gun
  - 1 plasma pistol
- The Plague Champion’s plague knives can be replaced with one of the following:
  - 1 bubotic weapons
  - 1 heavy plague weapon
- For every 5 models in this unit, 1 Plague Marine’s plague boltgun can be replaced with 1 blight launcher.
- For every 5 models in this unit, 1 Plague Marine’s plague boltgun can be replaced with 1 plague spewer.
- For every 5 models in this unit, 1 Plague Marine’s plague boltgun can be replaced with one of the following:
  - 1 meltagun
  - 1 plague belcher
  - 1 plasma gun
- For every 5 models in this unit, up to 2 Plague Marines can each have their plague boltgun replaced with 1 bubotic weapons.
- For every 5 models in this unit, up to 2 Plague Marines can each have their plague boltgun replaced with 1 heavy plague weapon.

UNIT COMPOSITION

- 1 Plague Champion
- 4-9 Plague Marines

Every model is equipped with: plague boltgun; plague knives.

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

FACTION KEYWORDS: Death Guard
### DEATH GUARD CULTISTS

**KEYWORDS:** Infantry, Chaos, Nurgle, Cultists

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>RANGED WEAPONS</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Cultist firearm</td>
<td>24&quot;</td>
<td>1</td>
<td>4+</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>Flamer <strong>[IGNORES COVER, TORRENT]</strong></td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Grenade launcher – frag <strong>[BLAST]</strong></td>
<td>24&quot;</td>
<td>D3</td>
<td>4+</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Grenade launcher – krak</td>
<td>24&quot;</td>
<td>1</td>
<td>4+</td>
<td>9</td>
<td>-2</td>
</tr>
<tr>
<td>Heavy stubber <strong>[RAPID FIRE 3]</strong></td>
<td>36&quot;</td>
<td>3</td>
<td>4+</td>
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<td>0</td>
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<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
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<tbody>
<tr>
<td><strong>MELEE WEAPONS</strong></td>
<td></td>
<td></td>
<td></td>
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<td></td>
</tr>
<tr>
<td>Brutal assault weapon</td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>3</td>
<td>0</td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Scouts 6"

**FACTION:** Nurgle’s Gift (Aura)

**FACTION KEYWORDS:**

**DEATH GUARD**

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

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.

WARGEAR OPTIONS

- For every 10 models in the unit, 1 Death Guard Cultist's Cultist firearm can be replaced with 1 flamer.
- For every 10 models in the unit, 1 Death Guard Cultist's Cultist firearm can be replaced with 1 heavy stubber.
- For every 10 models in the unit, 1 Death Guard Cultist's Cultist firearm can be replaced with 1 grenade launcher.

UNIT COMPOSITION

- 1 Death Guard Cultist Champion
- 9-19 Death Guard Cultists

Every model is equipped with: Cultist firearm; brutal assault weapon.

KEYWORDS: Infantry, Chaos, Nurgle, Cultists

FACTION KEYWORDS: Death Guard
**POXWALKERS**

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>4&quot;</td>
<td>4</td>
<td>7+</td>
<td>1</td>
<td>8+</td>
<td>1</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Melee</td>
<td>2</td>
<td>5+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

** Improvised weapon [LETHAL HITS] **

**ABILITIES**

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

**FACTION:** **Nurgle’s Gift (Aura)**

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

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

Poxwalkers are victims of the Walking Pox, a cruel virulence that rots the infected to death while 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.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 10-20 Poxwalkers
  Every model is equipped with: improvised weapon.

KEYWORDS: Infantry, Chaos, Nurgle, Poxwalkers

FACTION KEYWORDS: Death Guard
## NOXIOUS BLIGHTBRINGER

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>5&quot;</td>
<td>5</td>
<td>3+</td>
<td>4</td>
<td>6+</td>
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</table>

### KEYWORDS:
- Infantry
- Character
- Chaos
- Nurgle
- Noxious Blightbringer

### RANGED WEAPONS

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<tr>
<th>Ranged Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Plasma pistol – standard [PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>7</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Plasma pistol – supercharge [PISTOL, HAZARDOUS]</td>
<td>12&quot;</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-3</td>
<td>2</td>
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### MELEE WEAPONS

<table>
<thead>
<tr>
<th>Melee Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cursed plague bell [LETHAL HITS]</td>
<td>Melee</td>
<td>5</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>2</td>
</tr>
</tbody>
</table>

### ABILITIES

**CORE:** Leader

**FACTION:** Nurgle’s Gift (Aura)

**Sickening Vitality:** While this model is leading a unit, you can re-roll Advance and Charge rolls made for that unit.

**The Bell Tolls (Aura):** While an enemy unit is within Contagion Range of this model, each time a Battle-shock or Leadership test is taken for that enemy unit, subtract 2 from that test.

---

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

KEYWORDS: Infantry, Character, Chaos, Nurgle, Noxious Blightbringer
FACTION KEYWORDS: Death Guard

WARGEAR OPTIONS
- None

UNIT COMPOSITION
- 1 Noxious Blightbringer
This model is equipped with: plasma pistol; cursed plague bell.

LEADER
This model can be attached to the following unit:
- Plague Marines
You can attach this model to a Plague Marines unit, even if one other Leader unit has already been attached to it (you cannot attach more than one of the same Leader to the same unit). If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.
FOUL BLIGHTSPAWN

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

RANGED WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Plague sprayer [ANTI-INFANTRY 2+, IGNORES COVER, TORRENT]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>7</td>
<td>-2</td>
</tr>
</tbody>
</table>

MELEE WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>4</td>
<td>0</td>
</tr>
</tbody>
</table>

ABILITIES

CORE: Leader

FACTION: Nurgle’s Gift (Aura)

Putrefying Stink: While this model is leading a unit, models in that unit have the Fights First ability.

KEYWORDS: Infantry, Character, Chaos, Nurgle, Grenades, Foul Blightspawn

FACTION KEYWORDS: Death Guard
**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 bubbling 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.

**WARGEAR OPTIONS**

- None

**UNIT COMPOSITION**

- 1 Foul Blightspawn

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

**LEADER**

This model can be attached to the following unit:

- **Plague Marines**

You can attach this model to a **Plague Marines** unit, even if one other Leader unit has already been attached to it (you cannot attach more than one of the same leader to the same unit). If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

**KEYWORDS:** Infantry, Character, Chaos, Nurgle, Grenades, Foul Blightspawn

**FACTION KEYWORDS:** Death Guard
**BIOLOGUS PUTRIFIER**

### Ranged Weapons

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hyper blight grenades [ASSAULT, BLAST, LETHAL HITS]</td>
<td>12&quot;</td>
<td>D6</td>
<td>3+</td>
<td>5</td>
<td>-1</td>
</tr>
<tr>
<td>Injector pistol [PISTOL]</td>
<td>3&quot;</td>
<td>1</td>
<td>3+</td>
<td>4</td>
<td>-1</td>
</tr>
</tbody>
</table>

### Melee Weapons

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Plague knives [LETHAL HITS]</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>4</td>
<td>0</td>
</tr>
</tbody>
</table>

### Abilities

**Core:** Deadly Demise 1, Leader

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

**Foul Infusion:** While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability. In addition, each time a model in that unit makes an attack, a Critical Hit is scored on an unmodified Hit roll of 5+, instead of only a 6.

**Explosive Maladies:** Once per battle, in your Shooting phase, you can target this model with the Grenade Stratagem for OCP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

---

**Keywords:** Infantry, Character, Chaos, Nurgle, Grenades, Biologus Putrifier

**Faction Keywords:** Death Guard
BIOLOGUS PUTRIFIER

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.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Biologus Putrifier

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

LEADER

This model can be attached to the following unit:

- Plague Marines

You can attach this model to a Plague Marines unit, even if one other Leader unit has already been attached to it (you cannot attach more than one of the same leader to the same unit). If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

KEYWORDS: Infantry, Character, Chaos, Nurgle, Grenades, Biologus Putrifier

FACTION KEYWORDS: Death Guard
**TALLYMAN**

**KEYWORDS:** Infantry, Character, Chaos, Nurgle, Tallyman

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>4</td>
<td>0</td>
</tr>
</tbody>
</table>

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Infected plasma pistol – standard</td>
<td>12”</td>
<td>1</td>
<td>3+</td>
<td>7</td>
<td>-2</td>
</tr>
<tr>
<td>Infected plasma pistol – supercharge</td>
<td>12”</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-3</td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Leader

**FACTION:** Nurgle’s Gift (Aura)

**Malicious Calculations:** While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll.

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

---

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

- None

UNIT COMPOSITION

- 1 Tallyman

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

LEADER

This model can be attached to the following unit:

- Plague Marines

You can attach this model to a Plague Marines unit, even if one other Leader unit has already been attached to it (you cannot attach more than one of the same leader to the same unit). If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

KEYWORDS: Infantry, Character, Chaos, Nurgle, Tallyman

FACTION KEYWORDS: Death Guard
<table>
<thead>
<tr>
<th>RANGED WEAPONS</th>
<th>RANGE</th>
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<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Plague bolt pistol</td>
<td>12”</td>
<td>1</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

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<tr>
<th>MELEE WEAPONS</th>
<th>RANGE</th>
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<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Balesword</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Leader

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

**Tainted Narthecium:** While this model is leading a unit, in your Command phase, you can return 1 destroyed Bodyguard model to that unit.

**Diseased Healing:** At the end of your Movement phase, you can select one friendly Death Guard Infantry Character model within 3” of this model. That model regains up to 3 lost wounds. Each model can only be selected for this ability once per turn.

**KEYWORDS:** Infantry, Character, Chaos, Nurgle, Plague Surgeon

**FACTION KEYWORDS:** Death Guard
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 the Death Guard renewed strength and resilience while inflaming the enemy’s infections to agonising degrees.

**WARGEAR OPTIONS**
- None

**UNIT COMPOSITION**
- 1 Plague Surgeon

*This model is equipped with: plague bolt pistol; balesword.*

**LEADER**

This model can be attached to the following unit:
- **Plague Marines**

*You can attach this model to a Plague Marines unit, even if one other Leader unit has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

**KEYWORDS:** Infantry, Character, Chaos, Nurgle, Plague Surgeon

**FACTION KEYWORDS:** Death Guard
**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blight launcher</td>
<td>24&quot;</td>
<td>2</td>
<td>3+</td>
<td>6</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Combi-weapon</td>
<td>24&quot;</td>
<td>1</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Plague combi-bolter</td>
<td>24&quot;</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Plague spewer</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Reaper autocannon</td>
<td>36&quot;</td>
<td>4</td>
<td>3+</td>
<td>7</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
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<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bubotic blade</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>5</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Flail of corruption</td>
<td>Melee</td>
<td>6</td>
<td>3+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
</tbody>
</table>

**ABILITIES**

- **Core:** Deep Strike
- **Faction:** Nurgle’s Gift (Aura)

**Blistering Fusillade:** Each time a model in this unit makes a ranged attack, if it targets the closest eligible enemy unit, re-roll a Wound roll of 1.

**Invulnerable Save:** 4+

**Faction Keywords:** Death Guard

**Keywords:** Infantry, Chaos, Nurgle, Terminator, Blightlord Terminators
**WARGEAR OPTIONS**

- For every 5 models in this unit:
  - Up to 3 models’ plague combi-bolters can each be replaced with 1 combi-weapon.
  - 1 Blightlord Terminator’s plague combi-bolter can be replaced with one of the following:
    - 1 blight launcher; 1 reaper autocannon.
  - 1 Blightlord Terminator’s plague combi-bolter can be replaced with 1 plague spewer.
  - 1 Blightlord Terminator’s plague combi-bolter and bubotic blade can be replaced with 1 flail of corruption.

**UNIT COMPOSITION**

- 1 Blightlord Champion
- 4-9 Blightlord Terminators

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

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

**FACTION KEYWORDS:** Death Guard
**Deathshroud Terminators**

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

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Plaguespurt gauntlet</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td></td>
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</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Manreaper – strike</td>
<td>Melee</td>
<td>4</td>
<td>2+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Manreaper – sweep</td>
<td>Melee</td>
<td>6</td>
<td>2+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Deep Strike

**FACTION:** Nurgle’s Gift (Aura)

**Silent Bodyguard:** While a Character model is leading this unit, each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit’s Toughness characteristic, subtract 1 from the Wound roll.

**INVULNERABLE SAVE**

**4+**

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

**FACTION KEYWORDS:** Death Guard
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.

WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Deathshroud Champion
- 2-5 Deathshroud Terminators

Every model is equipped with: plaguespurt gauntlet; manreaper.

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

FACTION KEYWORDS: Death Guard
DEATH GUARD HELBRUTE

### RANGED WEAPONS

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy flamer [IGNORES COVER, TORRENT]</td>
<td>12”</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Helbrute plasma cannon [BLAST, HAZARDOUS]</td>
<td>36”</td>
<td>D3</td>
<td>3+</td>
<td>8</td>
<td>-3</td>
<td>3</td>
</tr>
<tr>
<td>Missile launcher – frag [BLAST]</td>
<td>48”</td>
<td>D6</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Missile launcher – krak</td>
<td>48”</td>
<td>1</td>
<td>3+</td>
<td>9</td>
<td>-2</td>
<td>D6</td>
</tr>
<tr>
<td>Multi-melta [MELTA 2]</td>
<td>18”</td>
<td>2</td>
<td>3+</td>
<td>9</td>
<td>-4</td>
<td>D6</td>
</tr>
<tr>
<td>Plague combi-bolter [LETHAL HITS, RAPID FIRE 2]</td>
<td>24”</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Twin autocannon [TWIN-LINKED]</td>
<td>48”</td>
<td>2</td>
<td>3+</td>
<td>9</td>
<td>-1</td>
<td>3</td>
</tr>
<tr>
<td>Twin lascannon [TWIN-LINKED]</td>
<td>48”</td>
<td>1</td>
<td>3+</td>
<td>12</td>
<td>-3</td>
<td>D6+1</td>
</tr>
<tr>
<td>Twin plague heavy bolter [LETHAL HITS, SUSTAINED HITS 1, TWIN-LINKED]</td>
<td>36”</td>
<td>3</td>
<td>3+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
</tbody>
</table>

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

### MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>5</td>
<td>3+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Helbrute fist</td>
<td>Melee</td>
<td>5</td>
<td>3+</td>
<td>12</td>
<td>-2</td>
<td>3</td>
</tr>
<tr>
<td>Helbrute hammer</td>
<td>Melee</td>
<td>5</td>
<td>4+</td>
<td>14</td>
<td>-3</td>
<td>D6+1</td>
</tr>
<tr>
<td>Power scourge</td>
<td>Melee</td>
<td>8</td>
<td>3+</td>
<td>7</td>
<td>-1</td>
<td>2</td>
</tr>
</tbody>
</table>

### ABILITIES

**CORE:** Deadly Demise 1

**FACTION:** Nurgle’s Gift (Aura)

*Infused with the Blessings of Nurgle:* Each time this model is selected to shoot or fight, after it has finished making its attacks, select one enemy unit that was hit by one or more of those attacks. Until the start of your next turn, that enemy unit is always considered to be within Contagion Range of a unit from your army.

*Enraged Impact:* Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds.

*Helbrute Fists:* If this model is equipped with two Helbrute fists, those weapons have the [TWIN-LINKED] ability.
**DEATH GUARD HELBRUTE**

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.

---

**WARGEAR OPTIONS**

- This model’s multi-melta can be replaced with one of the following:
  - 1 Helbrute plasma cannon
  - 1 twin autocannon
  - 1 twin lascannon
  - 1 twin plague heavy bolter
  - 1 Helbrute fist

- This model’s missile launcher can be replaced with one of the following:
  - 1 Helbrute fist
  - 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 plague combi-bolter
  - 1 heavy flamer

---

**UNIT COMPOSITION**

- 1 Death Guard Helbrute

This model is equipped with: multi-melta; missile launcher; close combat weapon.

---

**KEYWORDS:** Vehicle, Walker, Chaos, Nurgle, Helbrute

**FACTION KEYWORDS:** Death Guard
### MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
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<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hideous mutations</td>
<td>Melee</td>
<td>D6+2</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
</tbody>
</table>

### ABILITIES

**CORE:** Feel No Pain 5+

**FACTION:** Nurgle’s Gift (Aura)

**Regenerating Monstrosities:** At the start of each player’s Command phase, one model in this unit regains up to D3 lost wounds.

### KEYWORDS:

Beast, Chaos, Nurgle, Spawn

### FACTION KEYWORDS:

Death Guard
DEATH GUARD 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.

KEYWORDS: Beast, Chaos, Nurgle, Spawn

FACTION KEYWORDS: Death Guard

WARGEAR OPTIONS
- None

UNIT COMPOSITION
- 2 Chaos Spawn

Every model is equipped with: hideous mutations.
# MYPHITIC BLIGHT-HAULERS

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

<table>
<thead>
<tr>
<th>RANGED WEAPONS</th>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bile spurt [LETHAL HITS]</td>
<td>12&quot;</td>
<td>3</td>
<td>3+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Missile launcher – frag [BLAST]</td>
<td>48&quot;</td>
<td>D6</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Missile launcher – krak</td>
<td>48&quot;</td>
<td>1</td>
<td>3+</td>
<td>9</td>
<td>-2</td>
<td>D6</td>
</tr>
<tr>
<td>Multi-melta [MELTA 2]</td>
<td>18&quot;</td>
<td>2</td>
<td>3+</td>
<td>9</td>
<td>-4</td>
<td>D6</td>
</tr>
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</table>

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</thead>
<tbody>
<tr>
<td>Gnashing maw [LETHAL HITS]</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>6</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Deadly Demise 1

**FACTION:** Nurgle’s Gift (Aura)

**Tank Hunters:** Each time a model in this unit makes a ranged attack that targets a Vehicle unit, add 1 to the Wound roll.

**INVULNERABLE SAVE**

5+

---

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

**FACTION KEYWORDS:** Death Guard
MYPHITIC BLIGHT-HAULERS

Belching stinking gases that hang thick in the air, Myphitic Blight-haulers use their all-terrain mobility and heavy armaments to hunt down the enemy’s tanks and provide fire support even in the most dangerous environments. Should the enemy get too close, these Daemon Engines pounce with fanged maws and sprays of bile.

KEYWORDS: Vehicle, Chaos, Nurgle, Daemon, Smoke, Myphitic Blight-haulers

FACTION KEYWORDS: Death Guard

WARGEAR OPTIONS
- None

UNIT COMPOSITION
- 1-3 Myphitic Blight-haulers

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

**KEYWORDS:** Vehicle, Fly, Chaos, Nurgle, Daemon, Foetid Bloat-drone

## RANGED WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy blight launcher [LETHAL HITS]</td>
<td>36&quot;</td>
<td>6</td>
<td>3+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Plaguespitter [ANTI-INFANTRY 2+, IGNORES COVER, TORRENT]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>6</td>
<td>-1</td>
<td>1</td>
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</tbody>
</table>

## MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fleshmower [LETHAL HITS]</td>
<td>Melee</td>
<td>10</td>
<td>3+</td>
<td>7</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Plague probe [LETHAL HITS]</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>6</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>

## ABILITIES

**CORE:** Deadly Demise 1

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

**Hovering Death:** This model is eligible to shoot and declare a charge in a turn in which it Fell Back.

## INVULNERABLE SAVE

5+

**FACTION KEYWORDS:** Death Guard
**FOETID BLOAT-DRONE**

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.

**WARGEAR OPTIONS**

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

**UNIT COMPOSITION**

- 1 Foetid Bloat-drone

This model is equipped with: fleshmower; plague probe.

**KEYWORDS:** Vehicle, Fly, Chaos, Nurgle, Daemon, Foetid Bloat-drone

**FACTION KEYWORDS:** Death Guard
PLAGUEBURST CRAWLER

**KEYWORDS:** Vehicle, Chaos, Nurgle, Daemon, Plagueburst Crawler

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Entropy cannon [LETHAL HITS]</td>
<td>24&quot;</td>
<td>1</td>
<td>3+</td>
<td>10</td>
<td>-3</td>
</tr>
<tr>
<td>Heavy slugger</td>
<td>36&quot;</td>
<td>4</td>
<td>3+</td>
<td>5</td>
<td>-1</td>
</tr>
<tr>
<td>Plagueburst mortar [BLAST, INDIRECT FIRE, LETHAL HITS]</td>
<td>48&quot;</td>
<td>D6+3</td>
<td>3+</td>
<td>8</td>
<td>-1</td>
</tr>
<tr>
<td>Plaguespitter [ANTI-INFANTRY 2+, IGNORES COVER, TORRENT]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>6</td>
<td>-1</td>
</tr>
<tr>
<td>Rothail volley gun [LETHAL HITS, RAPID FIRE 3]</td>
<td>24&quot;</td>
<td>3</td>
<td>3+</td>
<td>5</td>
<td>0</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armoured tracks</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>0</td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Deadly Demise D3

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

**Spore-laced Shock Waves:** In your Shooting phase, after this model has shot, if one or more of those attacks made with its Plagueburst mortar scored a hit against an enemy Infantry unit, that Infantry unit must take a Battle-shock test.

**DAMAGED: 1-4 WOUNDS REMAINING**

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

**INVULNERABLE SAVE**

5+

**FACTION KEYWORDS:** Death Guard
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 it incredibly resilient. Equipped with Plagueburst mortars, they launch hideously powerful explosive shells that unleash clouds of corrosive spores upon detonation.

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.

UNIT COMPOSITION

- 1 Plagueburst Crawler

This model is equipped with: 2 entropy cannons; heavy slugger; Plagueburst mortar; armoured tracks.

KEYWORDS: Vehicle, Chaos, Nurgle, Daemon, Plagueburst Crawler

FACTION KEYWORDS: Death Guard
## DEATH GUARD LAND RAIDER

**KEYWORDS:** Vehicle, Chaos, Nurgle, Transport, Smoke, Land Raider

### RANGED WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Combi-weapon</td>
<td>24&quot;</td>
<td>1</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Havoc launcher [BLAST]</td>
<td>48&quot;</td>
<td>D6</td>
<td>3+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Plague combi-bolter [LETHAL HITS, RAPID FIRE 2]</td>
<td>24&quot;</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Soulshatter lascannon</td>
<td>48&quot;</td>
<td>2</td>
<td>3+</td>
<td>12</td>
<td>-3</td>
<td>D6+1</td>
</tr>
<tr>
<td>Twin plague heavy bolter</td>
<td>36&quot;</td>
<td>3</td>
<td>3+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
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</table>

### MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armoured tracks</td>
<td>Melee</td>
<td>6</td>
<td>4+</td>
<td>8</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

### ABILITIES

**CORE:** Deadly Demise D6

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

**Assault Ramp:** Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

**DAMAGED: 1-5 WOUNDS REMAINING**

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

**FACTION KEYWORDS:** Death Guard
DEATH GUARD LAND RAIDER

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

WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Death Guard Land Raider
  This model is equipped with: 2 soulshatter lascannons; twin plague heavy bolter; armoured tracks.

TRANSPORT

This model has a transport capacity of 12 Death Guard Infantry models (excluding Cultist and Poxwalker models). Each Terminator model takes up the space of 2 models.

KEYWORDS: Vehicle, Chaos, Nurgle, Transport, Smoke, Land Raider

FACTION KEYWORDS: Death Guard
## DEATH GUARD PREDATOR ANNIHILATOR

| KEYWORDS: Vehicle, Chaos, Nurgle, Smoke, Predator Annihilator |

### RANGE

<table>
<thead>
<tr>
<th>WEAPONS</th>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>RANGED WEAPONS</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Combi-weapon</td>
<td>24&quot;</td>
<td>1</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Havoc launcher</td>
<td>48&quot;</td>
<td>D6</td>
<td>3+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Lascannon</td>
<td>48&quot;</td>
<td>1</td>
<td>3+</td>
<td>12</td>
<td>-3</td>
<td>D6+1</td>
</tr>
<tr>
<td>Plague combi-bolter</td>
<td>24&quot;</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Plague heavy bolter</td>
<td>36&quot;</td>
<td>3</td>
<td>3+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Predator twin lascannon</td>
<td>48&quot;</td>
<td>1</td>
<td>3+</td>
<td>14</td>
<td>-3</td>
<td>D6+1</td>
</tr>
<tr>
<td><strong>MELEE WEAPONS</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Armoured tracks</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

### ABILITIES

- **CORE:** Deadly Demise D3
- **FACTION:** Nurgle’s Gift (Aura)
- **Annihilator:** Each time this model makes a ranged attack that targets a MONSTER or VEHICLE unit, re-roll a Damage roll of 1.
- **DAMAGED: 1-4 WOUNDS REMAINING**
  While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

### KEYWORDS

- Vehicle
- Chaos
- Nurgle
- Smoke
- Predator Annihilator

### FACTION KEYWORDS

- Death Guard
DEATH GUARD PREDATOR ANNIHILATOR

Capable of firing with pinpoint accuracy, Predator Annihilators 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.

WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Death Guard Predator Annihilator
  This model is equipped with: Predator twin lascannon; armoured tracks.

KEYWORDS: Vehicle, Chaos, Nurgle, Smoke, Predator Annihilator

FACTION KEYWORDS:
Death Guard
# Death Guard Predator Destructor

## Keywords:
- Vehicle
- Chaos
- Nurgle
- Smoke
- Predator Destructor

### Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Combi-weapon <strong>[Anti-Infantry 4+, Devastating Wounds, Rapid Fire 1]</strong></td>
<td>24&quot;</td>
<td>1</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Havoc launcher <strong>[Blast]</strong></td>
<td>48&quot;</td>
<td>D6</td>
<td>3+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Lascannon</td>
<td>48&quot;</td>
<td>1</td>
<td>3+</td>
<td>12</td>
<td>-3</td>
<td>D6+1</td>
</tr>
<tr>
<td>Plague combi-bolter <strong>[Lethal Hits, Rapid Fire 2]</strong></td>
<td>24&quot;</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Plague heavy bolter <strong>[Lethal Hits, Sustained Hits 1]</strong></td>
<td>36&quot;</td>
<td>3</td>
<td>3+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Predator autocannon <strong>[Rapid Fire 2]</strong></td>
<td>48&quot;</td>
<td>4</td>
<td>3+</td>
<td>9</td>
<td>-1</td>
<td>3</td>
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</tbody>
</table>

### Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armoured tracks</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

### Abilities

**Core**: Deadly Demise D3

**Faction**: Nurgle’s Gift (Aura)

**Destructor**: Each time this model makes a ranged attack that targets an **Infantry** unit, improve the Armour Penetration characteristic of that attack by 1.

**Damaged: 1-4 Wounds Remaining**

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
DEATH GUARD PREDATOR DESTRUCTOR

These pustule-covered battle tanks provide mobile fire support for advancing infantry. They can shatter infantry formations and cripple enemy armour, all whilst shrugging off storms of return fire.

WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Death Guard Predator Destructor

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

KEYWORDS: Vehicle, Chaos, Nurgle, Smoke, Predator Destructor

FACTION KEYWORDS: Death Guard
# Death Guard Defiler

**Keywords:** Vehicle, Walker, Chaos, Nurgle, Daemon, Smoke, Defiler

## Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Combi-weapon</td>
<td>24&quot;</td>
<td>1</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Anti-infantry 4+, Devastating Wounds, Rapid Fire 1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Defiler cannon [BLAST]</td>
<td>48&quot;</td>
<td>D6+3</td>
<td>3+</td>
<td>10</td>
<td>-1</td>
<td>3</td>
</tr>
<tr>
<td>Havoc launcher [BLAST]</td>
<td>48&quot;</td>
<td>D6</td>
<td>3+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Plague combi-bolter [LETHAL HITS, RAPID FIRE 2]</td>
<td>24&quot;</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Reaper autocannon [DEVASTATING WOUNDS, SUSTAINED HITS 1]</td>
<td>36&quot;</td>
<td>4</td>
<td>3+</td>
<td>7</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Twin heavy flamer [TORRENT, IGNORES COVER, TWIN-LINKED]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Twin lascannon [TWIN-LINKED]</td>
<td>48&quot;</td>
<td>1</td>
<td>3+</td>
<td>12</td>
<td>-3</td>
<td>D6+1</td>
</tr>
</tbody>
</table>

## Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Defiler claws</td>
<td>Melee</td>
<td>5</td>
<td>3+</td>
<td>16</td>
<td>-3</td>
<td>D6+1</td>
</tr>
<tr>
<td>[EXTRA ATTACKS]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Defiler scourge [EXTRA ATTACKS]</td>
<td>Melee</td>
<td>3</td>
<td>3+</td>
<td>12</td>
<td>-1</td>
<td>2</td>
</tr>
</tbody>
</table>

## Abilities

**Core:** Deadly Demise D3

**Faction:** Nurgle’s Gift (Aura)

**Scuttling Walker:** Each time this model makes a Normal, Advance or Fall Back move, it can move over friendly MONSTER and VEHICLE models and terrain features that are 4” or less in height as if they were not there.

**Damaged: 1-5 Wounds Remaining**

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

**Invulnerable Save**

5+
DEATH GUARD DEFILER
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, ripping open tanks with their massive claws or blowing apart enemy formations with volleys from their Defiler cannons.

KEYWORDS: Vehicle, Walker, Chaos, Nurgle, Daemon, Smoke, Defiler
FACTION KEYWORDS: Death Guard

UNIT COMPOSITION
- 1 Death Guard Defiler
This model is equipped with: Defiler cannon; reaper autocannon; twin heavy flamer; Defiler claws.

WARGEAR OPTIONS
- This model's twin heavy flamer can be replaced with one of the following:
  ◦ 1 Defiler scourge
  ◦ 1 havoc launcher
- This model's reaper autocannon can be replaced with one of the following:
  ◦ 1 twin lascannon
  ◦ 1 twin plague heavy bolter
- This model can be equipped with one of the following:
  ◦ 1 combi-weapon
  ◦ 1 plague combi-bolter
DEATH GUARD RHINO

RANGED WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
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<th>A</th>
<th>BS</th>
<th>S</th>
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<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]</td>
<td>24″</td>
<td>1</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Havoc launcher [BLAST]</td>
<td>48″</td>
<td>D6</td>
<td>3+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Plague combi-bolter [LETHAL HITS, RAPID FIRE 2]</td>
<td>24″</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
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<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armoured tracks</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

ABILITIES

CORE: Deadly Demise D3, Firing Deck 2

FACTION: Nurgle’s Gift (Aura)

Self Repair: At the start of your Command phase, this model regains 1 lost wound.

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

FACTION KEYWORDS: Death Guard
DEATH GUARD 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.

WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Death Guard Rhino
  This model is equipped with: plague combi-bolter; armoured tracks.

TRANSPORT

This model has a transport capacity of 12 Death Guard Infantry models. It cannot transport Terminator, Cultist or Poxwalker models.

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

FACTION KEYWORDS: Death Guard
**MORTARION**

**KEYWORDS:** Monster, Psyker, Fly, Character, Epic Hero, Daemon, Grenades, Chaos, Nurgle, Primarch, Mortarion

### RANGED WEAPONS

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rotwind</td>
<td>18”</td>
<td>D6+3</td>
<td>2+</td>
<td>7</td>
<td>-2</td>
</tr>
<tr>
<td>[BLAST, DEVASTATING WOUNDS, LETHAL HITS, PSYCHIC]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>The Lantern</td>
<td>18”</td>
<td>1</td>
<td>2+</td>
<td>9</td>
<td>-3</td>
</tr>
<tr>
<td>[PISTOL, SUSTAINED HITS D3]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
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</tbody>
</table>

### MELEE WEAPONS

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Silence – strike</td>
<td>Melee</td>
<td>5</td>
<td>2+</td>
<td>14</td>
<td>-3</td>
</tr>
<tr>
<td>[LETHAL HITS]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Silence – sweep</td>
<td>Melee</td>
<td>15</td>
<td>2+</td>
<td>7</td>
<td>-1</td>
</tr>
<tr>
<td>[LETHAL HITS]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### ABILITIES

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

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

**Host of Plagues:** At the start of the battle round, select one of the abilities in the Host of Plagues section (see left). Until the start of the next battle round, this model has that ability.

**Lord of the Death Guard (Aura):** While a friendly Death Guard unit is within 6" of this model, that unit can ignore any or all modifiers to its characteristics and to any roll or test made for it (excluding modifiers to saving throws).

**DAMAGED: 1-6 WOUNDS REMAINING**

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

**INVULNERABLE SAVE 4+**

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

**FACTION KEYWORDS:** Death Guard

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**Miasma of Pestilence (Aura):** While a friendly Death Guard unit is within 6" of this model, each time a ranged attack targets that unit, models in that unit have the Benefit of Cover against that attack.

**Diseased Influence (Aura):** While a friendly Death Guard unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a Wound roll of 1.

**Toxic Presence (Aura):** While a friendly Death Guard unit is within 12" of this model, add 3" to the Contagion Range of that unit.
**MORTARION**

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.

**WARGEAR OPTIONS**

- None

**UNIT COMPOSITION**

- 1 Mortarion – Epic Hero

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

**SUPREME COMMANDER**

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

**KEYWORDS:** Monster, Psyker, Fly, Character, Epic Hero, Daemon, Grenades, Chaos, Nurgle, Primarch, Mortarion

**FACTION KEYWORDS:** Death Guard
**Death Guard Icon Bearer**

**Key Words:** Infantry, Character, Chaos, Nurgle, Grenades, Death Guard Icon Bearer

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>5&quot;</td>
<td>5</td>
<td>3+</td>
<td>4</td>
<td>5+</td>
<td>1</td>
</tr>
</tbody>
</table>

**Ranged Weapons**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Plague boltgun (Lethal Hits)</td>
<td>24&quot;</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
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</tbody>
</table>

**Melee Weapons**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Plague knife (Lethal Hits)</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

**Abilities**

**Core:** Leader

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

**Unclean Icon:** While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

**Seed the Disease:** Once per battle, at the end of your Movement phase, this model can use this ability. If it does, until the start of your next Command phase, this model’s unit is treated as having a Contagion Range of 12".
DEATH GUARD ICON BEARER

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

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Death Guard Icon Bearer

This model is equipped with: plague boltgun; plague knife.

LEADER

This model can be attached to the following unit:

- Plague Marines

You can attach this model to a Plague Marines unit, even if one other Leader unit has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

KEYWORDS: Infantry, Character, Chaos, Nurgle, Grenades, Death Guard Icon Bearer

FACTION KEYWORDS: Death Guard
**Miasmic Malignifier**

**Keywords:** Fortification, Chaos, Nurgle, Miasmic Malignifier

**Ranged Weapons**

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Noxious stink [Ignored Cover, Torrent]</td>
<td>6”</td>
<td>2D6</td>
<td>N/A</td>
<td>3</td>
<td>0</td>
</tr>
</tbody>
</table>

**Abilities**

**Core:** Deadly Demise D3, Infiltrators

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

*Putrescent Fog (Aura)*: While a friendly Death Guard unit is wholly within 6” of this Fortification, each time an attack targets that unit, subtract 1 from the Hit roll.

*Diseased Cover*: Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this Fortification, that model has the Benefit of Cover against that attack.

*Fortification*: While an enemy unit is only within Engagement Range of one or more Fortifications from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

**Faction Keywords:** Death Guard
MIASMIC MALIGNIFIER

Festooned with swaying plague censers and tainted bells, Miasmic Malignifiers belch thick clouds of 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.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Miasmic Malignifier

This model is equipped with: noxious stink.

KEYWORDS: Fortification, Chaos, Nurgle, Miasmic Malignifier

FACTION KEYWORDS: Death Guard