

Death Guard

Experimental Army List

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DG1.0 The Death Guard

Nurgle

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

The Death Guard

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

The Legion of Festering Death

The Legion of Festering Death, formally known by the Imperium as the Silver Scythes had been based on the rim of Imperial space when the Heresy swept the Imperium into civil war. Overlooked by many and far away from the bulk of the fighting the Legion's commanders quickly succumbed to the lure of Chaos and entered the fray, siding



with the Lord of Decay. The Legion set about bringing famine and pestilence to the world on the rim and unleashed ancient plagues upon the planets, thus winning their Lord's favour.

DG1.1 Death Guard Special Rules

The following special rules apply to Death Guard formations and units.

DG1.1.1 Initiative & Strategy Rating

All Death Guard, Daemon and Nurgle Titan Legion formations have an initiative rating of 1+. Chaos Navy formations have an initiative rating of 2+. Death Guard armies have a strategy rating of 4.

Nurgle is a capricious and whimsy master. In the strategy phase if the Chaos player rolls a 6 they are rewarded for their dedication with an additional 1D3 daemons to add to the Daemon Pool (see DG1.1.3). If the Chaos player rolls 1 their patron Power withdraws its support and the Chaos player must remove 1D3 daemons from the Daemon Pool. If the Chaos player has no remaining daemons in their Daemon Pool then there is no further effect.

DG1.1.2 Factions

All Death Guard are followers of Nurgle.

DG1.1.3 Summoned Units

Certain units may be summoned to appear at the start of an Death Guard formation's action through the use of the Daemonic Pact upgrade. Formations that purchase the Daemonic Pact as an upgrade (see the army list below) are capable of summoning daemons to the battlefield. In order to have daemons to summon players must purchase a single Daemon Pool from which all formations with the Daemonic Pact upgrade will summon from. Players should either write down the contents of their Daemon pool or use tokens to indicate the number of each type of Daemon they have available. The Chaos player's opponent is always able to view the number of daemons (and their type) remaining in the Daemon Pool. The Daemon Pool is kept off the board and daemons are removed from it as formations summon daemons onto the board.

At the start of that formation's action, before the action test dice roll is made, the formation may summon daemonic units from the Daemon pool. Summoning allows you to call 2D3 summoning points worth of daemonic units to the battlefield (the number of summoning points it costs to summon a unit will be listed on its data sheet, but as a rule of thumb Greater Daemons cost eight summoning points and all other units one summoning point each). Summoning points must be used to summon daemonic units from the Daemon Pool and are brought into play immediately. If for any reason any summoning points generated are not used, they are lost and may not be carried over into subsequent turns. Left over daemonic units may be summoned during a later turn. Daemonic units that are destroyed are removed from play and are not put back into the Daemon Pool. Formations that have not bought a Daemonic Pact may not summon daemons.

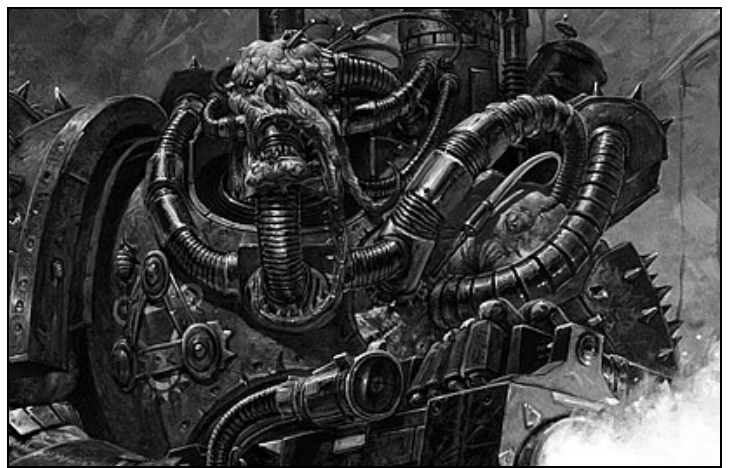
Summoned units must be set up with their entire base within 5cm of any unit from their formation, apart from other summoned units that have already been placed (i.e. you cannot place a 'chain' of summoned units). They may not be set up in the Zone of Control of an enemy unit or in impassable terrain. The types of units that can be summoned by the Death Guard are: *Great Unclean One; Greater Daemon of Nurgle; Plaguebearers.*

Summoned units count as part of the formation for all rules purposes as long as they remain on the battlefield. The only exception to the normal rules is that the loss of a summoned unit does not cause a blast marker to be placed on the formation. They are otherwise counted as normal units, and are included when working out if a formation outnumbers an opponent in an assault or is broken by blast markers, etc. Note that Daemons that are killed in an assault do count towards the number of units killed by the enemy when working out modifiers to the result dice roll.

Summoned units remain on the battlefield until the end phase of the turn in which they are summoned. In the end of the rally phase, after formations have attempted to rally, all summoned units in the formation are removed from the board and placed back into the Daemon Pool unless the formation has a unit with Daemonic Focus (see DG1.1.5 below). Greater Daemons that are returned to the Daemon Pool keep the same DC they had when they left the battlefield. They do not heal back to full DC, so when summoned again they will have that same DC. Summoned units that are destroyed are not put back into the Daemon Pool. Note that this may lead to the formation breaking if the number of Blast Markers on the formation is greater than the number of units left in play after the summoned units have been removed. When a formation breaks any summoned units in the formation are lost in the warp and considered destroyed. They do not go back into the Daemon Pool. Players are allowed to only summon one Greater Daemon to the battle at a time. So if you have already summoned one Great Unclean One you are not allowed to summon another until that first Greater Daemon has been removed from play.

DG1.1.4 Augment Summoning

Some Chaos units are noted as having Augment Summoning (+x). Units with this ability add a number of summoning points equal to "x" when the formation they are in summons daemons (see DG1.1.3 Summoning Units). For example, a unit noted as having Augment Summoning



(+2D3) would allow a formation with a Daemon Pack to roll 4D3 for Summoning Points as opposed to the usual 2D3.

Certain Chaos units are noted as having Daemonic Focus. Units with this ability may keep any or all summoned units that belong to the formation in play. Summoned units do not vanish back into the warp after the formation has attempted to rally. Chaos units with Daemonic Focus may not be used to keep summoned units in play if the formation is broken.

DG1.1.5 Daemonic Focus

DG2.0 Death Guard New Units

Death Guard Lord

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

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

Death Guard Chaos Marines

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

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

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Infantry	15cm	3+	3+	4+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Bolters	(15cm)	Small Arms	-	
Plague Knives	(base contact)	Assault Weapons	-	
Autocannon	45cm	AP5+/AT5+	-	

Notes: *Indomitable*

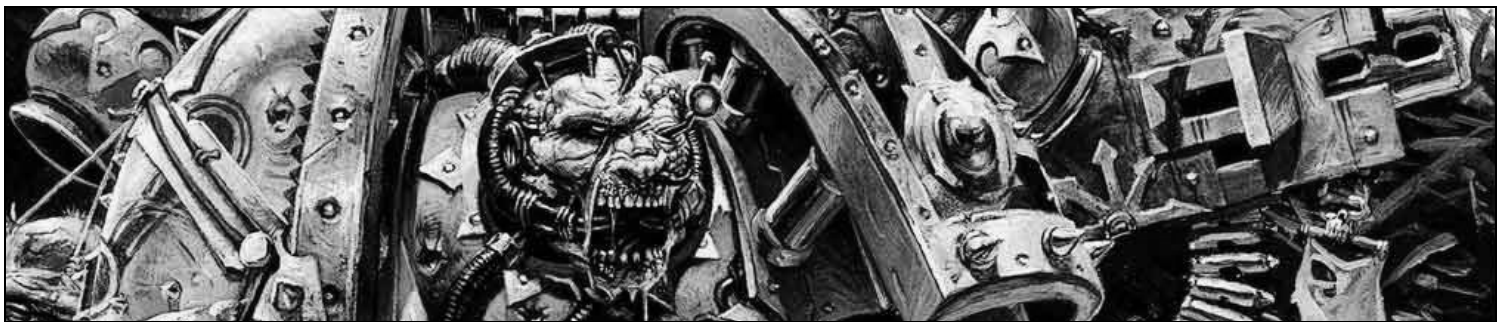
Death Guard Havocs

Death Guard Havocs are Death Guard Chaos Space Marines with a preference for killing at range with their powerful weaponry. Each

Chaos Havoc's heavy weapon is a trusted ally of a thousand battles, its wielder completely familiar with its every operation. Together weapon and Chaos Space Marine touch every part of the battlefield with death and destruction.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Infantry	15cm	3+	4+	3+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Bolters	(15cm)	Small Arms	-	
2 x Autocannon	45cm	AP5+/AT6+	-	

Notes: *Indomitable*



Death Guard Terminators

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

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

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

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

Desecrator

The Desecrator is a Defiler dedicated by the Death Guard to the service of Nurgle.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Armoured Vehicle	15cm	4+	4+	4+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
2x Desecrator Autocannon	45cm	AP4+/AT6+/AA5+		
Vomit Cannon	30cm	AP4+/AT6+	Ignore Cover	
Battle Claws	Base Contact	Assault Weapons	Macro Weapon, Extra attack (+1)	

Notes: Fearless, Invulnerable Save, Walker

Plague Reaper

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
War Engine	15cm	4+	4+	4+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Nurgling Swarm	(base contact)	Assault Weapons	Extra Attacks (+1)	
3x Twin Heavy Bolter	30cm	AP4+		
2x Las Cannon	45cm	AT5+		
Demolisher Cannon	30cm	AP3+/AT4+	Ignore Cover, Fixed Forward Arc	
Pus Cannon	30cm	2BP	Ignore Cover	

Damage Capacity: 3 **Critical Hit Effect:** The Plague Reaper's magazines explodes. The Plague Reaper is destroyed, and any units within 5cm of the model suffer a hit on a D6 roll of 6.

Notes: Fearless, Reinforced Armour

Blight Drone

The mortal servants of Nurgle are often preceded by clouds of flies, and the Titans of Legio Cariusus and other Traitor Legios devoted to Nurgle are no different. First created by the Nurgle-devoted 'Magos Morbus' of the Dark Mechanicum, swarms of these small buzzing daemon-engines have long since accompanied Titans of Nurgle to battle - and some of the more corrupt of Titans have been

known to have hives of a sub-type of these part-daemonic insect, part-machine abominations growing on their carapaces. These 'Scourge Drones' are lighter units than the Blight Drones, and cling to Titans for mutual protection; hiding safely within the Titan while swarming out like a cloud of angry flies to strike at enemy aircraft, and their symbiosis with the Titans allowing them to feed information from their 'eyes', giving better targeting.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Armoured Vehicle	30cm	5+	6+	5+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Reaper Autocannon	30cm	AP4+/AT6+		
Vomit Cannon	15cm	AP4+	Ignore Cover	

Notes: Fearless, Invulnerable Save, Skimmer.

DG2.1 Other Death Guard Units

DG2.1.1 Lost and the Damned units

These units are from the Lost and Damned army list and included here for sake of independence. Only changes that have been done is in transport rules to let Death Guard to use them. Any other changes should be considered errors.

Nurgle Contagion Tower

The massive mortar and cannons of the Plague Tower blast the foe apart as its ramshackle frame trundles across the battlefield. It is driven along by the power of trapped souls, the victims of Nurgle's many plagues. These unfortunate beings are imprisoned within the bowels of the Plague Tower and their raw agony and terror feeds

its arcane engines. The massive size of the Plague Tower enables it to crush smaller foes under it's huge wheels, or shunt them aside with no pause in it's inexorable progress. The Plague Tower is capable of transporting Nurgle's plague ridden legions. Inside its protective walls, the demented followers of Nurgle howl their praises to the Lord of Plagues before launching their purulent charge.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Armoured Vehicle	15cm	5+	5+	5+
Plague Catapult	45cm	1BP	Disrupt, Indirect Fire	
Vomit Cannon	30cm	AP4+/AT6+	Ignore Cover	

Notes: Fearless, Invulnerable Save.

Nurgle Plague Tower

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<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
War Engine	15cm	4+	4+	4+
Plague Mortar	60cm	3+D3BP	Disrupt, Fixed Forward Arc	
Rot Cannon	90cm	AP3+/AT5+	Ignore Cover, Fixed Forward Arc	
2 x Battle Cannon	75cm	AP4+/AT4+	-	

Damage Capacity: 6 **Critical Hit Effect:** Internal explosions cause an extra point of damage and kill D3 selected passengers (no saves allowed). The player may choose which units are killed.

Notes: Fearless, Reinforced Armour. Transport (May transport sixteen of the following units: Chaos Dreadnought, Chaos Spawn, Daemon Prince, Death Guard Terminators, Death Guard Chaos Marines, Death Guard Havocs, Plague Marines, Great Unclean One: Greater Daemon of Nurgle, Plaguebearers. Chaos Dreadnought, Chaos Spawn, Daemon Prince, Death Guard Terminators and Great Unclean One: Greater Daemon of Nurgle take up two spaces each)

Plague Zombie

Plague Zombies, like Chaos Spawn, are the result of the corrupting gifts of Chaos gone awry for the recipient. The changes to their

mental state are comparable to the physical mutations of a Spawn. They are incapable of comprehending the world in human terms. They are insensible to pain or fear and their bodies rapidly decay as they are unable to maintain themselves.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Infantry	10cm	5+	6+	-
Claw and Teeth	(base contact)	Assault Weapons	-	

Notes: Fearless, Infiltrators, Infestation. Treat placement just like Teleport, but after placing one unit roll the dice in list to see how many total stands of Plague Zombies there are, then roll for Blast Markers as usual for Teleporting. (Design Note: This represents an infestation of Plague Zombies that has been released upon the enemy). Plague Zombies may contest objectives in games but may not hold objectives.

Chaos Spawn

To gain the attention of the Chaos gods is a supremely risky venture. It may lead to power and riches beyond measure, but it may equally result in the supplicant being reduced to something far less than a man by the corrupting gifts of Chaos. Chaos spawn are heaving, ever result in the supplicant being reduced to something far less than a man by the corrupting gifts of Chaos. Chaos spawn

are heaving, ever changing masses of flesh, bone and gristle which really have no sane right to be moving around under their own power. But they do move and chase and eat and... well it all gets pretty ugly pretty quickly. Chaos legions use spawn as terror weapons, unleashing packs of them to hurl themselves at the enemy in a nightmare wave of hopping, drooling, tentacular madness.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Infantry	15cm	3+	3+	-
Horrific Mutations	(base contact)	Assault Weapons	-	

Notes: Fearless, Invulnerable Save.

Great Unclean One: Greater Demon of Nurgle

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
War Engine	15cm	4+	4+	4+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Nurgling Swarm	(base contact)	Assault Weapons	Extra Attacks (+1)	
Stream of Corruption	(15cm)	Small Arms	Ignore Cover, Extra Attacks (+1), FxF	
AND	Template	AP3+/AT5+	Ignore Cover, Disrupt, FxF	

Damage Capacity: 3 Critical Hit Effect: The greater daemon is hurled back into the warp and destroyed. Any daemonic units within 5cms will be dragged back into the warp with the greater daemon and destroyed on a roll of 6.

Notes: *Fearless, Inspiring, Invulnerable save, Reinforced Armour, Walker. Costs 8 points to summon.*

Plaguebearers

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Infantry	15cm	3+	3+	5+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Plague Swords	(base contact)	Assault Weapons	-	
Plague of Flies	(15cm)	Small Arms	-	

Notes: *Invulnerable Save. Costs 1 point to summon.*

DG2.1.2 Black Legion Experimental units

These units are from the experimental Black Legion changes and included here for sake of independence. Only changes that have been done is in transport rules to let Death Guard to use them. Any other changes should be considered errors.

Hellblade

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Aircraft	Fighter	6+	-	-
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
2 x Reaper Autocannon	15cm	AP4+/AT6+/AA5+	Forward arc	

Notes:

Helltalon

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Aircraft	Fighter-Bomber	6+	-	-
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Twin Lascannon	30cm	AT4+/AA4+	Fixed Forward arc	
Havoc Launcher	45cm	AP4+	Fixed Forward arc	
Bombs	15cm	1BP	Ignore Cover, Fixed Forward arc	

Notes:

Stalker

The stalker air defence tank was developed during the Great Crusade to provide the space marine legions with effective anti-aircraft capacity without needing to rely on the imperial army. While certainly developed from the ubiquitous rhino standard template, historians disagree whether the missile systems were derived from an incomplete STC design or developed from scratch by the Adeptus Mechanicus. The stalkers proved to be erratic,

with a capricious machine spirit. The missile systems would not consistently lock onto enemy aircraft and there were several instances of missiles being fired at friendly aircraft. After the Heresy, the loyal space marines abandoned the stalker after the Imperial Fists lost a thunderhawk when a stalker failing to correctly identify the aircraft. The Black Legion and the other Chaos forces dating from the time of the Great Crusade still make use of these tanks although their number has dwindled and their machine spirits have only become more malicious.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Armoured Vehicle	30cm	5+	6+	6+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Shrike Missile System	30cm	4x AT6+/AA6+	Forward arc	

Notes:

Defiler

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Armoured Vehicle	20cm	4+	4+	3+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Battlecannon	75cm	AP4+/AT4+		
Reaper Autocannon	30cm	AP4+/AT6+		
Twin Heavy Flamer	15cm	AP3+		
Battle Claws	(base contact)	Assault Weapon	Macro Weapon, Extra Attacks (+1)	

Notes: *Fearless, Infiltrator, Invulnerable Save, Walker.*

DG2.1.3 Black Legion units

These units are from the Black Legion army list and included here for sake of independence. Only changes that have been done is in transport rules to let Death Guard to use them. Any other changes should be considered errors.

Daemon Prince

The ultimate prize for every Commander of the Traitor Legions is the ascension from the mortal realm to the position of Daemon Prince. Only the most favored Lords are able to accept the full gifts of the Chaos Gods and the Warp and make this transition

from mighty, yet still mortal, Lord into a supremely powerful Daemon Prince. As powerful as a Greater Daemon, those that have risen to being a Daemon Prince wield power in both the mortal realm and the Warp which even the fabled Primarchs could merely dream of.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Infantry	15cm (30cm)	3+ (4+)	3+	3+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Possessed Weapon	(base contact)	Assault Weapon	Macro Weapon, Extra Attack (+1)	
Warp Blast	(15cm)	Small Arms	Macro Weapon, Extra Attack (+1)	

Notes: *Commander, Fearless, Leader, Reinforced Armour, Teleport.* The Daemon Prince may have wings. If this option is taken he counts as having a jump pack and his speed is increased to 30cms. However his armour save is reduced to 4+. The different values for taking wings are shown in (brackets) above. If taken as a replacement for a Warlord then the Daemon Prince also counts as a Supreme Commander.

Champion of Chaos

Whilst Chaos Marines are led by mighty Lords and Sorcerers who have killed for thousand of years to lead their brethren, within their ranks are Chaos Marines who have risen to the status of

Champion of Chaos through ferocity in battle or through pacts with daemons and Gods themselves. These mighty warriors stand alongside their Lords but stand ready should anything unfortunate happen to their Commander.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Character	-	-	-	-
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Daemon Artifact	(base contact)	Assault Weapon	First Strike, Extra Attack (+1)	

Notes: *: Character, Invulnerable Save, Augment Summoning (+2D3).*

Icon Bearer

To reinforce their embrace of a particular Dark God retinues of Chaos Marines often display unholy banners to their God. These banners depict heretical Icons flaunting their dark allegiance and

bringing favour from their chosen God. Often woven from the bodies of their victims and daubed with their blood these Icons sow terror and madness in those unlucky enough to gaze upon them.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Character	-	-	-	-
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
None	-	-		

Notes: *: Character, Demonic Focus, Invulnerable Save, Leader.*

Plague Marines

Plague Marines are followers of Nurgle who have chosen to be the vessel for all manner of contagion and pestilence in return for immunity from their effects. Bloated and diseased Plague Marines are horrific to behold but can endure tremendous punishment

thanks to Grandfather Nurgle's blessings. The Death Guard Legion was the sole source of all the original Plague Marines although since the Heresy there have been many whose will to live was strong enough to make them sacrifice their souls for continued existence.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Infantry	15cm	3+	3+	4+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Plague Knives	(base contact)	Assault Weapon		
Bolters	(15cm)	Small Arms		

Notes: *Fearless.*

Dreadclaw Assault Boat

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Armoured Vehicle	-	-	-	-
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Deathwind	15cm	AP5+/AT5+		

Notes: *Planetfall, Transport (may carry one formation that includes only Death Guard Chaos Marine, Death Guard Havoc, Plague Marine, Death Guard Terminator, Daemon Prince or Chaos Dreadnought units).*

Chaos Predator

The Predators of the Chaos Legions are a legacy of pre-heresy times, although now they are barely recognizable to those familiar

with the Imperial version. Daemonic maws adorn every gun barrel, dark icons cover every surface and their hulls are twisted and mutated.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Armoured Vehicle	30cm	4+	6+	4+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Twin Lascannon	45cm	AT4+		
2 x Heavy Bolter	30cm	AP5+		

Notes:

Death Guard Land Raider

The mighty Land Raider is without doubt the most powerful battle tank ever built. When the Chaos Legions fled into the Eye of Terror they took with them hundreds of these precious machines. Now,

whenever the Legions issue forth on another Black Crusade these same Land Raiders are ever in the vanguard, demonstrating that even after ten thousand years there is no better engine of destruction.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Armoured Vehicle	25cm	4+	6+	4+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
2x Twin Lascannon	45cm	AT4+		
Twin Heavy Bolter	30cm	AP4+		

Notes: Reinforced Armour, Thick Rear Armour, Transport (may transport one Death Guard Terminator unit, or two of the following units: Death Guard Chaos Marines, Death Guard Havocs, Plague Marines).

Death Guard Rhino

The Traitor Legions still make extensive use of Rhinos even if these vehicles are twisted and warped so as to be nearly

unrecognizable. Spikes, trophy racks, and the bodies of the victims of the Traitor Marines adorn every surface and the power of Chaos has even fused driver and Rhino into one.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Armoured Vehicle	30cm	4+	6+	6+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Storm Bolter	(15cm)	Small Arms		

Notes: Transport (may transport two of the following units: Death Guard Chaos Marines, Death Guard Havocs, Plague Marines).

Chaos Dreadnought

Whilst in the Imperium the Dreadnought is a living icon venerating a great warrior from the past, in the Chaos Legions the Dreadnought is a symbol of the unending pain and torment of the

damned. The occupants of these infernal sarcophagi are kept alive but are in constant howling agony. Inevitable insanity does not curb the pain and within each machine the Chaos Space Marine rages against the world outside, a terrifying and unpredictable beast that needs to be shackled when not in battle.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Armoured Vehicle	15cm	3+	4+	4+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Twin Lascannon	45cm	AT4+		
Power Fist	(base contact)	Assault Weapon	Macro Weapon, Extra Attacks (+1)	

Notes: Fearless, Walker.

Devastation Class Cruiser

The Devastation Class Cruisers were a valuable part of the Imperial fleets and indeed many are still used in reserve fleets.

However, like so many Imperial ships, several have turned traitor and disappeared into the Eye of Terror. Though some have since been destroyed there are still more than a few in Abaddon's fleets.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Space	-	-	-	-
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Orbital Bombardment	-	3BP	Macro Weapon	
Pin-point Attack	-	MW2+	Titan Killer (D3)	

Notes: Spacecraft. May carry up to twenty units that can be deployed with Dreadclaws.

Despoiler Class Battleship

The Despoiler Class Battleships were built in the mid-36th millennium however the thinking behind the design was abandoned and only three out of a proposed class of fifteen were completed.

These ships were put in backwater fleets and patrols but one at a time they were reported missing or fired on friendly vessels and fled into the Eye. It is only with the advent of the 13th Crusade that all three - The Merciless Death, Damnation's Fury and Fortress of Agony, have been confirmed as members of Abaddon's fleets.

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Space	-	-	-	-
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Orbital Bombardment	-	3BP	Macro Weapon	
3 x Pin-point Attack	-	MW2+	Titan Killer (D3)	

Notes: Spacecraft, Slow and Steady. May carry up to forty units that can be deployed with Dreadclaws.

DG2.2 Festering Death Titans

The following units (Plaguelord Titan, Repugnant Titan and Fester Titan) are titans for Death Guard. If you can you can use Black Legion titans (Banelord, Ravager and Feral) instead for same points as the Festering Death titans are less balanced.

Plaguelord Titan

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
War Engine	10cm	4+	3+	4+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Stream of Corruption	(15cm)	Small Arms	Ignore Cover, Extra Attacks (+1), FxP	
AND	Template	AP3+/AT5+	Ignore Cover, Disrupt, FxP	
Liquefier Cannon	75cm	3xMW3+	Forward Arc	
Plague Flail	Base Contact	Assault Weapons	Titan Killer (D6), Extra attack (+1)	
Plague Mortar	60cm	3+D3BP	Disrupt, Fixed Forward Arc	

Damage Capacity: 10 **Void Shields:** 6 **Critical Hit Effect:** The Plaguelord's structural integrity is disrupted and putrid filth pours out of the titan. The titan loses an extra point of damage and all units within 5cm suffer a hit on a 4+.

Notes: *Fearless, Reinforced Armour, Thick Rear Armour, Walker.* May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.

Repugnant Titan

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
War Engine	15cm	4+	3+	4+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Rot Mortar	60cm	3BP	Fixed Forward Arc	
2 x Putrifier Cannon	60cm	3 x AP3+/AT5+	Ignore Cover, Forward Arc	

Damage Capacity: 7 **Void Shields:** 4 **Critical Hit Effect:** The Repugnant's structural integrity is disrupted and putrid filth pours out of the titan. The titan loses an extra point of damage and all units within 5cm suffer a hit on a 5+.

Notes: *Fearless, Reinforced Armour, Walker.* May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.

Fester Titan

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
War Engine	25cm	5+	4+	5+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Plaguemaw	30cm	2xMW3+	Forward Arc	
Filth Cannon	45cm	2xAP3+/AT5+	Ignore Cover, Forward Arc	
Rot-Belcher	30cm	1BP	Ignore Cover, Fixed Forward Arc	

Damage Capacity: 4 **Void Shields:** 2 **Critical Hit Effect:** The Fester is caught off-balance and staggers. Move it D6cm in a random direction. If this move takes the Fester into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally).

Notes: *Fearless, Reinforced Armour, Walker.* May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.

DG3.0 Death Guard Chaos Space Marine Army

DG3.1 Using the Army List

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

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

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

In addition to the Retinues, Death Guard armies may be supported by Nurgle Titans, Chaos Navy and Spacecraft. These units are found in their own chart. Up to a third of the points available to the army may be spent on these formations.

DG3.2 Indomitable

Nurgle's followers are inured against pain, implacable and diseased of mind in many cases. The Death Guard always had a reputation for tenacity, which has not been reduced by their exposure to the Warp.

All units that are *Indomitable* may make their normal armour saves (including any re-rolls that may apply) against hackdown hits due to losing close combat or hits caused by suffering Blast Markers when broken. Note that *Intomitable* units are still destroyed outright if they are within 15cm of enemy at the end of a Withdrawal move.



DG3.2 Death Guard Chaos Space Marine Army List



All Death Guard, Daemon and Titan Legion formations have an initiative rating of 1+. Chaos Navy formations have an initiative rating of 2+. Death Guard armies have a strategy rating of 4.

One of the Death Guard Lords in the army must be Warlord.

Death Guard Core Retinues			
Formation Name	Units	Upgrade allowed	Cost
Death Guard Retinue	One Death Guard Lord. Three Death Guard Chaos Marine and three Plague Marines units.	Any except Dreadclaws	250 points
Death Guard Heavy Retinue	One Death Guard Lord and six Death Guard Havoc units.	Any except Dreadclaws	350 points
Demon Pool	Greater Demon Lesser Demon		75 points 20 points

Death Guard Infantry Support One per Death Guard Core Retinue			
Formation Name	Units	Upgrade allowed	Cost
Death Guard Drop Retinue	One Death Guard Lord. Four Death Guard Chaos Marine and two Plague Marines units.	Chaos Champion, Daemonic Pact, Daemon Prince, Death Guard Havocs, Dreadclaws, Icon Bearer, Plague Marines	250 points
Death Guard Terminators Retinue	One Death Guard Lord and four to six Death Guard Terminator units.	Chaos Champion, Dreadnoughts, Dreadclaws, Daemonic Pact, Daemon Prince, Icon Bearer, Transport	50 points +100 points per Terminator
Plague Zombie Infestation	D6+7 Plague Zombies.		175 points

Death Guard Vehicle Support One per Death Guard Core Retinue			
Formation Name	Units	Upgrade allowed	Cost
Armoured Company	Four vehicles from following list: Predators, Land Raiders	Support Vehicles	50 points per Predator 75 points per Land Raider
Assault Retinue	Up to three Plague Reapers.	Support Vehicles, Walkers	275 points each
Blight Drone Swarm	Five Blight Drones		250 points
Contagion Towers	Four Contagion Towers		325 points
Defiler Assault Pack	Four Defilers	Walkers	275 points
Plague Towers	Up to two Plague Towers		325 points each

Death Guard Titans, Spacecraft and Navy Assets Up to third of points		
Formation Name	Units	Cost
Plaguelord Titan	One Plaguelord Titan	850 points
Repugnant Titan	One Repugnant Titan	625 points
Fester Titan Pack	One to two Fester Scout Titans	325 points each
Hellblade	Three Hellblade Fighters	200 points
Helltalon	Two Helltalon Fighter-Bombers	200 points
Devastation	One Devastation class Cruiser	150 points
Despoiler	One Despoiler class Battleship	250 points

Death Guard Upgrades

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

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

Designer Notes

Death Guard is aimed to be infantry and walker themed army.

Original v2.0 list was developed by Eoin Whelan.

This list is in development. If you have any comments on the list, suggestions or playtest experiences, I'd love to hear them. You can reach me by posting on the Tactical Command forum: <http://www.tacticalwargames.net/forums/index.cgi>.

Change Log

v2.1 → 2.2

- Split the support formations into two sections
- Changed the Plague Drone and formation cost
- Removed Stalker to enhance walker feel
- Added Defiler formation
- Split Walker upgrade out of support tanks
- Removed variable amount from Armoured Retinue
- Removed Black Legion titans
- Changed 4/2 split in core Retinue to 3/3
- Dropped cost of Plague Zombie formation (-25)
- Upgraded cost of Defiler and Desecrator (+25)
- Changed plasma guns to autocannons in DG Marines
- Downgraded Repugnant Titan (removed template weapon and dropping Ignore Cover from barrage) and upgraded cost following Black Legion
- Added experimental aircraft
- Removed Invulnerable Save from Terminators

v2.0 → 2.1

- Removed Nurgles Rot special ability
- Created Death Guard Space Marine with Stubborn and changed Plague Marines to be normal
- Remade Death Guard Retinues to use these
- Added Death Guard Heavy Retinue and unit
- Added transport upgrade to infantry formations
- Added Drop and removed Mechanised Companies
- Added Blight Drone formation
- Resized Contagion Towers formation
- Removed Land Raider upgrade
- Added DG Havocs and Plague Marines upgrades
- Upgraded Repugnant and Plague Lord (more range to weapons)
- Added Fearless to Terminators and upgraded cost
- Changed Plague Zombie Infestation size to less random
- Added Plague Reaper unit