

WARHAMMER
40,000



CODIX HERETICUS ASTARTES
DEATH GUARD



DEATH GUARD

THE CHOSEN OF NURGLE

CONTENTS

Introduction	3	Foetid Bloat-drones	50	Tallyman	80
The Death Guard	6	Plagueburst Crawlers	51	Deathshroud Terminators	80
The Wages of Heresy	8	Plaguebearers	52	Blightlord Terminators	81
The Plague Planet	10	Nurglings	53	Helbrute	82
Legion Organisation	12	Beasts of Nurgle	54	Beasts of Nurgle	83
Colours of Contagion	14	Plague Drones	55	Possessed	83
Outbreaks of War	18	The XIV Legion	56	Foetid Bloat-drone	84
The Chronicle of Virulence	20	Devotees of Nurgle	65	Myphitic Blight-haulers	84
Mortarion	26	The Befouling Host.....	66	Chaos Spawn	85
Daemon Princes of Nurgle.....	28	Lords of the Plague Planet .	68	Plague Drones	85
Typhus	29	Death Guard Wargear Lists.....	69	Chaos Land Raider	86
Lords of the Death Guard.....	30	Daemon Prince of Nurgle	70	Plagueburst Crawler.....	86
Death Guard Sorcerers	31	Typhus	71	Defiler	87
Noxious Blightbringers	32	Lord of Contagion	71	Chaos Predator	88
Foul Blightspawn	33	Chaos Lord	72	Chaos Rhino.....	88
Biologus Putrifiers.....	34	Chaos Lord in Terminator Armour	72	Mortarion	89
Plague Surgeons	35	Sorcerer.....	73	Gifts of the Plague God.....	90
Tallymen	36	Sorcerer in Terminator Armour	73	Scions of Mortarion.....	96
Plague Marines	38	Malignant Plaguecaster.....	74	Warlord Traits	97
Blightlord Terminators	39	Plague Marines	75	Stratagems	98
Deathshroud Terminators	40	Chaos Cultists	76	Relics of Decay	100
Chaos Spawn	41	Poxwalkers.....	76	Contagion Discipline	101
Chaos Cultists	42	Plaguebearers	77	Points Values	102
Poxwalkers.....	43	Nurglings	77	Tactical Objectives.....	104
Battle Tanks	44	Noxious Blightbringer	78		
Helbrutes	46	Foul Blightspawn	78		
Possessed	47	Biologus Putrifier.....	79		
Defilers.....	48	Plague Surgeon	79		
Myphitic Blight-hauler	49				



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INTRODUCTION

Beware this seeping tome of horrors, for it is the definitive guide to the depthless horrors of Nurgle's chosen Legion – the Death Guard. This book will help you to assemble your collection of Death Guard Citadel Miniatures into a powerful tabletop army, unified by their diseased heraldry and the will of their pox-ridden lords.

The Death Guard are the Traitor Legion most favoured by Nurgle. Utterly devoted to spreading the Plague God's hideous diseases across realspace, they are living plague vectors whose bloated bodies and rusted war engines boast grotesque resilience and devastating firepower. With a huge variety of characters, unit types and daemonic war engines at their disposal, the Death Guard offer any collector an exciting range of options to explore. Whether you favour elite, ultra-resilient strike forces, grinding mass-infantry offensives, saturating bombardments of artillery fire or the empyric foulness of summoned Daemons and virulent psychic plagues, the Death Guard have units and stratagems to suit your needs. Starting with a small collection or even an individual – and gruesome – champion, you will swiftly build up a tabletop army capable of soaking up any amount of punishment from your foes, while delivering one crushing blow after another until victory is yours.



Aside from being a force to be reckoned with on the battlefield, the Death Guard are also a unique and enjoyable project for any modeller and painter. Every kit in the range is replete with disgusting details and foul flourishes, allowing you to craft a truly horrible – yet extremely formidable – collection of painted miniatures. From corroded armour plates to dripping pus and slime, the Death Guard are a fantastic excuse to break out the Citadel effects paints, utilising such colours as Ryza Rust and Nurgle's Rot to personalise your force quickly and effectively.

Within this book you will find all the information you need to collect a Death Guard army and field it upon the tabletop.

THE DEATH GUARD: This section gives a comprehensive account of the Death Guard's history, and their ongoing wars to spread Nurgle's plagues. It also provides an in-depth analysis of how their armies organise themselves and fight in battle.

THE XIV LEGION: Here you will find a showcase of beautifully painted Citadel Miniatures that display the iconography and favoured plagues of the Death Guard, and example armies to inspire your own collection.

LORDS OF THE PLAGUE PLANET: This section includes datasheets, wargear lists and weapon rules for every Death Guard unit, for use in your games.

SCIONS OF MORTARION: This section provides additional rules – including Warlord Traits, Stratagems, Relics, psychic powers and matched play points – that allow you to transform your collection of Citadel Miniatures into a revolting Death Guard army.

To play games with your army, you will need a copy of the Warhammer 40,000 rules. To find out more about Warhammer 40,000 or download the free core rules, visit games-workshop.com.





They are a walking pestilence, a living plague of destruction and horror. Their heavy tread heralds the end of hope, and the damnation of all who oppose them. Their touch withers all, be it flesh, metal or faith, and spreads seething corruption that swallows worlds. They are the Death Guard, the sons of Mortarion, the chosen warriors of Nurgle. Fear them, and despair.



THE DEATH GUARD

Though countless beings across the galaxy worship the Plague God Nurgle, no mortal force stands as high in his favour as the Death Guard. Ancient and corrupted beyond measure, these Heretic Astartes are the bearers of his most noisome gifts.

The first warning of a Death Guard assault is a buzzing drone that grows louder by the second. Rising to a skin-crawling thrum, then a hurricane roar, it is the sound of a billion plague flies swarming across the rank desolation of no-man's land. Amidst this terrifying din can be heard the doleful tolling of bells, the rumble of powerful engines, and the mindless lamentations of the cursed. A carrion wind rises, bringing with it the sickening stench of decay, a spore-thick gale of corpse-gas that swathes the enemy in diseased fumes.

Then come the Death Guard, striding through the billowing foulness. Their eye lenses glow with a sickly light, and their blades drip with noxious venoms. Choking fumes spill from their corroded power packs and flesh-fuelled boilers, further polluting the poisonous air. Some give vent to glottal battle cries, or groan out praise to Grandfather Nurgle. Some laugh with insane glee, the sound wet and retching through vox grills clogged with nameless matter. Most simply advance, silent but for their thudding footfalls and the bubbling wheeze of their respirators.

Amongst the Death Guard are slug-like artillery tanks and drifting Bloat-drones, plague infested Daemon Engines intent on slaughtering the panicked foe. Pustule-ridden Cultists chant invocations of Nurgle. Poxwalkers and plague zombies shamble and groan. Noxious champions loom through the murk, horned helms held high, bodies seething with unholy power. Where the Death Guard walk, the ground rots to pestilent slime, while amidst the murk, cadaverous Plaguebearers and bloated plague mites claw at the thin skin of reality, becoming more manifest by the moment.

Frantic to drive off these grotesque spectres of ruin, the enemy open fire as a thousand maladies rot their flesh and poison their minds. The Death Guard advance through the savage fire-storm, shrugging off punishment that would blast a column of battle tanks to scrap metal. Then they return fire with one crashing volley after another, saturating the enemy lines with diseased slime and infectious shrapnel until nothing remains but oozing corpses.

Vehicles rust in seconds, and brave warriors collapse as their skin bursts with pustules and crawls with daemonic parasites. Amidst the horror the sons of Mortarion move inexorably forward, lopping off heads and tearing out innards with their blades. Blight grenades detonate with meat-wet thuds, spraying virulent filth across the combatants, and bodies pile high as the point-blank ferocity of the Death Guard is unleashed.

This torrent of revolting destruction overwhelms the enemy's strength and leaves their last dregs fleeing for their lives. Even escape is a false hope, for mere exposure to the Death Guard is enough to riddle these warriors with incurable plagues, and in their flight they do nothing but spread sickness and despair.



So have the Death Guard conquered countless worlds in the Plague God's name. Their greatest strength lies in their infantry's inhuman resilience and relentless, crushing strength. On the offensive they wear their enemies down like a wasting sickness, eroding their strength until nothing remains. In defence they are immovable, as impossible to overcome as a terminal malady.

Waves of the foe wash against the rotted bulwarks of the Death Guard, but can never erode them. Supported by dark sorcery, noisome Daemon Engines, and weapons as sickening as they are destructive, the Death Guard take pride in enduring the worst that their enemies can hurl at them before annihilating their attackers utterly.

'Forget no insult, my sons, as I have never forgotten those of my father, of the Emperor, nor those of Horus. Forgive no slight or grievance. Hold your bitterness deep within, and there let it fester. Let it roil and squirm and churn, until you are filled with bile so poisonous that all you touch falls to ruin. Thus shall you serve Nurgle best. Thus shall you spread his virulent gifts across the false Imperium, and watch its final rotting...'

- Mortarion, Daemon Primarch of Nurgle

It is not only the blades and bullets of the enemy that the Death Guard scorn. Nurgle has rendered his favoured sons utterly immune to the contagions, toxins and poisons of realspace. No war zone is too extreme for them, no atmospheric blight or rampant contagion too deadly. Virus bombs, rad warheads, even the most forbidden of bioweapons can find little purchase in their bloated flesh. Moreover, the Death Guard gladly unleash these weapons upon their enemies before the conflict begins, the better to prepare a battlefield in which only the children of Nurgle can flourish.

The twisted traits and morbid strategies of the Death Guard stem from the teachings of their beloved master, the Daemon Primarch Mortarion. Though once one of the Emperor's demigod sons, Mortarion has become Nurgle's creature entirely. He is a looming, hollow-eyed terror, a nightmarish Daemon lord whose eternal bitterness and resentment has poisoned his sons as surely as all the gifts that Nurgle could rain upon them.

Mortarion's spite stems back to his earliest days, after the Chaos Gods spirited the nascent Primarchs into the warp and scattered them across the galaxy. It was to the tormented world of Barbarus that Mortarion descended. This gloomy, mountainous planet was cursed with a poisonous atmosphere that thickened the higher one climbed, and forced the human

populace to huddle in crude villages in the forested valleys. The mountaintops were the province of foul xenos warlords, malevolent beings whose armies were comprised of stolen human stock transformed into cadaverous marionettes and mutant flesh-hulks.

To the young Mortarion's great misfortune, he was seized by the greatest of these warlords. The creature claimed him as an adoptive son, raising the child in a forbidding keep, as high up in the mountains as the resilient Primarch's physiology could endure. Mortarion terrorised the local populace at his necromantic father's behest for long years, until at last the scales fell from his eyes; the future lord of the XIV Legion realised that the helpless creatures in the valleys were not prey, but his own species.

The full tale of Mortarion's rebellion is told in the Stygian Scrolls. Suffice it to say that rebel he did, leading the populace of Barbarus in a grinding war against their oppressors. He formed the finest of his human soldiery into the first Death Guard, heavy infantry in baroque armour, hardened against the poisons of the Barbaran atmosphere. Yet though it was Mortarion who led the overthrow of the carrion lords, it was the Emperor – keen to reclaim his son and press on with the Great Crusade – who struck the final blow. Mortarion could not forgive him this casual dismissal of his life's struggle, and thus the seeds of bitter enmity were planted.

THE DUSK RAIDERS

Before their ill-fated reunion with their Primarch, the warriors of the XIV Legion were known as the Dusk Raiders. Taking their name from their practice of striking just as day became night, the Dusk Raiders specialised in infantry assaults, emerging from the gloom with bolters blazing to eradicate their enemies wholesale. The Dusk Raiders were drawn from the rugged gene-stock of Albia, a Terran empire that long resisted reunification. Known for their tenacity and resilience, these Terran-born Legionaries were relentless on the attack and stoic in defence. Their character was grim, loyal and tirelessly determined, and they claimed countless worlds for the Great Crusade before at last they were reunited with their progenitor. On that day the Dusk Raiders were no more; they became the Death Guard, and the XIV Legion took the first steps on the road to damnation.



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

THE WAGES OF HERESY

When Mortarion joined Horus' rebellion and swore himself to the service of the Dark Gods, he had no idea of the terrible price that he and his sons would pay. The once proud Legion was overcome by a uniquely grotesque and tragically fitting damnation, driven into Nurgle's suppurating embrace by a pestilence that even they could not withstand.

Mortarion took command of his new army with proprietorial severity. Though he was cold and aloof towards his sons, they worshipped him unquestioningly, and followed his teachings to the letter. Mortarion saw in them an opportunity to continue his labours upon Barbarus. He would forge the Death Guard into perfect infantrymen, adaptable and self-reliant warriors who specialised in the use of durable weaponry that was easily

maintained and re-supplied. The Death Guard were taught to choose the best ground, and then to grind their enemies down upon it with massed infantry formations. They were the anvil to their allies' hammers, or else the bludgeon that battered the foe into submission. Some amongst Mortarion's brothers disparaged his tactics as blunt and unimaginative; in truth, the doctrines of the Death Guard were durable and efficient, and demonstrated a remarkable talent for grass roots martial organisation that earned the Death Guard a truly impressive honour roll of victories during the Great Crusade.

Mortarion's gene-seed made his sons hardy. Through his swiftly imposed regimens of toxin hardening and extreme environment tempering, the former Dusk Raiders became more durable than ever. This inherent toughness only increased, for Mortarion recruited the bulk of his new Legionaries

from Barbarus. The Death Guard were rightly proud of their indomitable physiology. They deployed into the most hazardous war zones where even other Space Marines hesitated to tread, and made widespread use of rad and phosphex weaponry, alongside proscribed viral agents that soon earned them something of a dark reputation amongst their brothers.

Mortarion cared not for the distaste of his peers. His personal mission was the overthrowing of tyrants, beings such as the carrion lords of Barbarus, and he took pride that his sons could employ their own rugged strength to defend those too weak to protect themselves. Still, for all their achievements, the labours of the Death Guard went largely unrecognised. Mortarion was far closer to his brother Horus than to his sire the Emperor, believing that the former recognised his worth far better than the latter ever would. Worse, the longer they fought to shield the weak from oppression, the more the Death Guard became overly enamoured of their own fortitude, and dismissive of those too weak to protect themselves.

When the Horus Heresy tore the Imperium in two, Mortarion was amongst the first to throw in his lot with the Warmaster. In Horus' name, the Death Guard cut a swathe through their former brothers from Isstvan III to Terra itself. Yet along the way, a hideous curse overcame them.

'These curs think to hide amidst the clouds of irradiated gasses they have unleashed. They believe that, because they are too weak of body and mind to endure such conditions, that we too must share their frailty, and shall be turned aside by the desolation they have wrought. They think that the surface of this poisoned planet will kill us, just as it would them. Brothers, let us disabuse them of this notion.'

- Captain Ignatius Grulgor, the Dologhor Address



It was during Horus' final advance toward Terra that the Death Guard fleet was becalmed in an impenetrable warp storm, its ships reduced to drifting through the immaterium. While they were stilled, the Destroyer came.

For Mortarion and his Death Guard there was nothing so terrifying as a plague that made their legendary resilience meaningless. Pestilence, contagion, toxin and pollution, there was no environment so hostile that the Death Guard could not overcome it – until the Destroyer Plague rolled through their fleet. It roiled in their guts, bloating and distending their once-superhuman bodies, transforming them into horrible, pustulant grotesques. They were made corrupt within and sickening to behold without. They grew ever more ill, yet they could not die, their own constitution becoming their worst enemy. What they endured was unimaginable, and none suffered worse than Mortarion.

Whether he perceived in those terrible hours the loss of what he had once stood for, and the damnation he had wrought upon himself and his Legion, only Mortarion will ever know. Unable to endure any longer, Mortarion offered

his soul and those of all his sons to the immaterium in exchange for deliverance. A presence answered, as though it had been waiting all along. In the depths of the warp the great god Nurgle, Lord of Decay and Father of Disease, claimed the Death Guard for his own.



What emerged from the warp when the Death Guard fleet reached Terra bore little resemblance to that which had entered. The gleaming white and grey armour of the former Imperial champions was no more, burst and shattered from the horrific bloating of infected bodies, and scabbed with boils, putrescence and the

filth of corruption. Their weapons and war machines were now powered by the sickly sorcery of Chaos, glowing with baleful green luminescence and oozing pus.

The last betrayed echoes of the Dusk Raiders were gone forever. In their place stood the Death Guard, feet planted unrepentantly amidst the suppurating filth that lay at the end of their path to damnation. They had become Plague Marines, putrid travesties of their former selves that seethed with the hideous blessings of Grandfather Nurgle. Some of Mortarion's sons embraced their new form, believing in their arrogance that they had passed through the eye of the needle and proved themselves the only mortals worthy of Nurgle's patronage. Others hated the plague that had laid them low, the weakness it implied; for these warriors, nothing would suffice but to spread ruin and sickness until the entire galaxy was brought down to their level. Others still were driven quite mad, taking on aspects of rambunctious glee or morose, entropic misery. Whatever the case, the Death Guard had become Nurgle's servants, body and soul, forevermore. In the millennia of war that followed, their devotion to their rancid deity would only deepen further.

OF SORCERY AND TREACHERY

During his years on Barbarus, Mortarion learned to hate psykers. The carrion lords used such powers to animate their macabre puppet-armies, and ever after the Primarch harboured mistrust for any who exhibited such abilities. His was the loudest and most insistent voice condemning the Librarians divisions within the Legion of Astartes, and it was Mortarion's remorseless vitriol that turned the ill-fated Council of Nikaea from a trial into a witch hunt. Though Mortarion forbade Librarians within his Legion's ranks, he could not do without psykers entirely. To him, Navigators, Astropaths and their ilk were a necessary evil, one he sought to rationalise through his obsession with arcane pseudo-science. Nor could Mortarion prevent the recruitment of latent psykers into the ranks of the Death Guard, instead insisting that all such Legionaries stifle their abilities upon pain of disgrace and exile. One such individual was Calas Typhon, the Captain of Mortarion's First Company and one of his most trusted warriors. Typhon wholeheartedly embraced the Davinite warrior lodges that spread through the Death Guard, and the worship of the Dark Gods they brought with them. Moreover, when the Destroyer Plague finished its hideous work, it was into his body that it poured, empowering him as a favoured champion of Nurgle: Typhus, host of the Destroyer Hive. Was this mere coincidence? Or was it a reward for a betrayal well executed, and a final liberation from Mortarion's crushing edicts? In the wake of the Legion's hideous transformation it no longer seemed to matter, for none remained sane enough to care...



THE PLAGUE PLANET

When Horus' rebellion collapsed, the Death Guard fell back to the Eye of Terror in good order, reaving as they went. There, Mortarion earned his ultimate reward from Nurgle: Daemonhood, and a world to shape and rule as he saw fit.

The Plague Planet is a dark reflection of an already shadowed world. It is Barbarus remade in yet more hideous hues, a fume-wreathed nether-hell where disease runs rampant and barbarian tribes cling to a nightmarish existence amidst rotting forests and swamps. Worm-eaten mountains rise to pierce the churning skies, their flanks roamed by plague-ridden abominations that should be dead yet still prey on human flesh. Higher, atop the peaks, the Death Guard maintain their fortresses as once the carrion lords of Barbarus ruled from on high, revelling in the bitter irony that they have become the very despots they once fought to depose.

The clouds of contagion that wreath these slab-sided, rusting fastnesses are inimical to life. None but the Death Guard can endure even a single breath of them. Quite besides the brutish batteries of orbital guns that stud every single mountaintop of this world, its vapours alone have proved enough to massacre invading armies on more than one occasion.

The Plague Planet is replete with hideous spectacles and places of foetid power. Amongst the suppurating valleys rise tri-lobed platforms of rusted iron upon which tribal champions battle for the right to join the Death Guard's ranks. Hanging in orbit are chained rings of biomechanical defence platforms and suppurating orbital docks, at which the Plague Fleets suckle like flies on a carcass. Shrines to Nurgle, crawling molluscoid fortresses, smog-spewing plague factories and crackling alchemical shield generators dot the planet's surface. Greatest of all, though, are the seven mountaintop keeps of the plague companies, one company ruling over each in their own uniquely revolting fashions. The greatest of these, known as the Black Manse, stretches between the three highest peaks of the Plague Planet and serves as Mortarion's personal keep. The dungeons and laboratories of this nightmarish fastness conceal horrors of the very darkest kind.





THE PLAGUE FLEETS

Just as the Death Guard have retained cohesion better than many Traitor Legions, so they also maintain much larger and more organised fleets of spacecraft. These Plague Fleets comprise ancient, Heresy-era battleships, stolen Imperial warships, and even space hulks gathered from the tides of the warp. It falls to the warriors of the 6th Plague Company, the Ferrymen, to master and garrison these craft, and to liberate new ships that may be added to the Death Guard's rotting armada.

The Plague Fleets are vital to Mortarion's sons, for they are the vector by which the Death Guard spread Nurgle's blessings to the wider galaxy. Embarking onto these craft, the plague companies ride the tides of the warp like wind-blown contagion, emerging into realspace wherever Nurgle wills. While their craft plough through the immaterium, they fill up with thick clouds of revolting, fat-bodied plague flies that hatch from walls and bulkheads. When the Death Guard land upon enemy worlds or board their victims' spacecraft, these seething fly-storms come with them, spreading infection wherever they go.

Should ships of the Plague Fleets be lost or abandoned, they eventually find their way back to the Plague Planet as drifting derelicts to be crewed again. Some believe this is the will of Nurgle. Others claim that once a ship joins the Plague Fleets, its corrupted machine spirit is cursed to obey Mortarion until the end of time...



LEGION ORGANISATION

The Death Guard are amongst the most ordered and coherent of all the surviving Traitor Legions. Mortarion, ever a traditionalist, still bases their structure upon the vast Space Marine Legions that fought during the Heresy. Each plague company thus numbers thousands of warriors, utterly dwarfing their equivalent formations amongst the loyalist Space Marine Chapters of the 41st Millennium.

1ST PLAGUE COMPANY

The 1st Plague Company is ruled over by Typhus, and its forces are often called the Harbingers. Its ranks are infested with hundreds of strains of the zombie plague, including Shamblerot, the Groaning and Biter's Pox.

2ND PLAGUE COMPANY

The 2nd Plague Company favours mechanised assaults, and boasts huge formations of lumbering battle tanks. Its warriors bear the Ferric Blight, which speckles their armour and vehicles with crawling rust that can swiftly infest the foe.

Sepsis cohorts number around seven hundred Plague Marines, supported by infected auxiliaries, armour formations and Daemon Engine packs. Each sepsis cohort is divided into two maladictums, both a formidable fighting force in its own right.

1ST SEPSIS COHORT

2ND SEPSIS COHORT

3RD SEPSIS COHORT

4TH SEPSIS COHORT

1ST MALADICTUM

MALADICTUM COMMAND
Maladictum Commander
Death Guard Lord

Maladictum Retinue
Champions of Nurgle

Maladictum Command Bodyguard
Plague Marines, Blightlord or Deathshroud Terminators

Maladictum Assets

- Cultist covens
- Drone swarms
- Helbrute talons
- Legion armoured detachments
- Daemon Engines
- Super-heavy assets
- Summoned Daemon packs
- Nurglings

2ND MALADICTUM

For all its theoretical cohesion, in reality the Death Guard Legion is broken up across thousands of galactic war zones, often at the whims of Chaos Lords, champions and the like. These warbands vary hugely in size and composition, but all are known as vectoriums. Those that fight together for any length of time will be named by their leader, and will often adopt – or simply manifest – a unifying colour scheme. Most vectoriums are drawn from maladictums or colonies of the same plague company, but some can be more disparate still.

1st Colony

2nd Colony

3rd Colony

3RD PLAGUE COMPANY

Known as Mortarion's Anvil, the warriors of the 3rd Plague Company excel at digging in and letting their foes dash themselves apart against their defences. They carry the Gloaming Bloat, a plague of fever sweats that slicks their armour and causes them to speak in wet gurgles.

PLAGUE COMPANY COMMAND
Lord Commander

Daemon Prince or Death Guard Lord

Plague Company Retinue
Blightspawn, Blightbringers, Sorcerers, Tallymen
and Plague Surgeons

Plague Company Command Bodyguard
Plague Marines, Blightlord or Deathshroud Terminators

Plague Company Assets

- Flagship battle barge/capital ship
- Planetary assault craft and drop-ships
- Escort squadrons
- Gunship squadrons
- Summoned Daemon cohorts
- Armorium
- Super-heavy formations

LEGION COMMAND

Mortarion, Daemon Primarch of Nurgle

Lords of the Legion

Daemon Princes and Death Guard Lords

Legion Command Retinue

Putrifiers, Blightbringers, Sorcerers, Tallymen and Plague Surgeons

Deathshroud

Terminator honour guard formations

Legion Assets

- Daemon world domains
- Capital-class plague ships
- Secondary escort squadrons
- Space hulks
- Bound Greater Daemons
- Legion Armorium
- Heretic Astartes renegade warbands
- Auxiliary forces

4TH PLAGUE COMPANY

The 4th Plague Company is ruled over by the gestalt Daemon known as the Eater of Lives. Its Legionaries carry the Eater Plague, also called drizzleflesh, pockchewer and the endless gift, and its inhuman master favours Sorcerers and summonation.

5TH PLAGUE COMPANY

Known to many as the Poxmongers, the 5th Plague Company makes great use of diseased Daemon Engines. Its forces carry the Sanguous Flux, which causes endless, half-clotted bleeding and leaves foul red-black trails behind them wherever they go.

6TH PLAGUE COMPANY

Called the Ferryman or the Brethren of the Fly, the 6th Plague Company garrisons the Plague Fleets, and acquires new ships for their armadas. It boasts large numbers of Blightlord Terminators riddled with the parasite known as the Droning.

7TH PLAGUE COMPANY

Those of the 7th Plague Company have the honour of being Mortarion's Chosen Sons. They are plague brewers and dark alchemists, and are blessed by Nurgle with the Crawling Pustulence, also known as boilblight, lumpen splatter or Nurgle's fruit.

5th SEPSIS COHORT

SEPSIS COHORT COMMAND

Cohort Commander

Daemon Prince or Death Guard Lord

Sepsis Cohort Retinue

Champions of Nurgle

Sepsis Cohort Command Bodyguard

Plague Marines, Blightlord or Deathshroud Terminators

Sepsis Cohort Assets

- Cruisers
- Drop Pods
- Gunships
- Daemon Engine packs
- Super-heavy detachments
- Sorcerer covens
- Summoned Daemon Tallybands
- Tallyman bands
- Blightbringer vagaries
- Blightspawn colonies
- Plague Surgeon poxcorps

The Lord Commander of each Plague Company is the sacred host of one of Nurgle's vilest diseases, and the sepsis cohorts that serve him are its most favoured vessels.

6th SEPSIS COHORT

7th SEPSIS COHORT

7th Colony

COLONY COMMAND

Colony Captain
Death Guard Lord

Colony Retinue

Champions of Nurgle

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

Typical warbands include Plague Colonies of Plague Marines, Destroyer Colonies of troops equipped with alchemical weapons, and Reaper Colonies of squads mounted in transport vehicles.

Colony Assets

- Blightbringers and Heralds of Nurgle
- Sorcerers
- Plague Surgeons
- Tallymen
- Putrifiers
- Blightspawn
- Rhinos and Legion siege tanks
- Helbrutes
- Bloat-drones and Blight Drones
- Poxwalkers and Cultist auxiliaries
- Nurglings
- Plague flies

4th Colony

5th Colony

6th Colony

Colonies number seven squads of Traitor Legionaries led by a powerful Lord and accompanied by lesser champions of Nurgle, armoured vehicles, attendant Daemons and Daemon Engines. The 1st Colony of each Maladictum often consists solely of Blightlord Terminators.

COLOURS OF CONTAGION

The uniforms and heraldry of the Death Guard are redolent of disease and decay. From the vectoriums of the plague companies to divergent warbands that long ago broke from their parent Legion, all can be easily identified by the filth that encrusts their armour, the rot and rust that clings to them, and the foul Nurgle iconography emblazoned on their heavy plate.



Malignant and deadly, the plague knife wielded by the warriors of the Death Guard dates from the time of the Horus Heresy. The warped metal of its blade gives off a low, discordant whine that sets teeth on edge and makes eyes water, while the slightest nick from its notched edge causes disease to blossom with rampant speed.



Beneath his pitted helm, this Plague Marine's visage is horrifically decayed, a skull-like mass of festering flesh and ripe buboes punctured by phlegm-rattling tubes and pipes. The gruesome substances that pump through this diseased respirator are best left unspoken, but they run thick with Nurgle's foul blessings.



Along with the sigils of Nurgle and the segmented fly of the Death Guard, Mortarion's sons can be easily identified by the array of blight grenades they carry at their belts. From blunt iron stick-bombs to the virulently blessed rotting heads of their foes, these foul weapons detonate to release choking clouds of plague spores. Flesh dissolves and armour corrodes at their touch, reducing enemies to filthy sludge in mere moments.



Ever since the last days of the Horus Heresy, the Death Guard have retained their uniform colours of leprous green and verdigrised brass. Though many of the Legion's vectoriums have adopted their own foul panoply, vast swathes of the Death Guard still march to war clad in these same grim hues. The tri-lobed rune of Nurgle and the sigil of the plague fly can be seen much in evidence on the armour of the Death Guard Legionaries, proclaiming their allegiance to the God of Plagues and their dedication to spreading his vile contagions.

The Tainted Sons

One of the most feared vectoriums of the Death Guard, the Tainted Sons earned the favour of Mortarion himself while fighting alongside him during the endless campaigns within the Eye of Terror. Unleashed at last upon the ailing Imperium, Lord Gulgoth the Afflictor and his hideously bloated warriors embody the implacable fortitude and relentless aggression of the XIV Legion, and make use of every available weapon in their ongoing war against the Imperium.



Excresmus Golch, self-proclaimed Father of Foulness

The Pallid Hand

Masters of the armoured assault, the Pallid Hand employ a greater number of Chaos Predators and Land Raiders than any other vectorium of the Death Guard. Those enemies that are not crushed beneath their rusted treads are blasted apart by indiscriminate artillery bombardments. The Pallid Hand are part of the 2nd Plague Company of the Death Guard, and thus are willing hosts of the Ferric Blight, which furs their armour and tanks alike with flaking, contagious rust.



Festrach Foultouch, warrior of the Pallid Hand and vector for the Ferric Blight

The Fecund Ones

When an agri world is infected with one of the innumerable poxes of Nurgle, the warband known as the Fecund Ones are often the culprits. Belonging to the alchemically gifted 7th Plague Company, the Fecund Ones are masters of brewing virulent blights and parasitic phages. They delight in sowing these putrescent gifts among the food supplies of the Imperium's oblivious masses, leading many worlds they invade to be crippled by either hideous vomiting plagues or widespread famine and starvation.



D'lgoth the Reviled, accursed bringer of the Gnawing Wrench

The Putrid Choir

The Putrid Choir belong to the 3rd Plague Company. Their march to battle is signalled by the baleful toll of the vectorium's tocsins of misery. Accompanying this maddening percussion come discordant battle dirges sung in praise of Grandfather Nurgle. Digging in amidst enemy territory, the Putrid Choir drive their foes mad with their droning cacophony, the enemy giving up defended positions and charging their guns rather than face the entropic aural torment.



Ragthor Sphek, seventh chorister of the Dirge of Damnation

The Gloomling Lords

The Gloomling Lords are a morose host of killers who march to war surrounded by colossal clouds of droning black Daemon-flies. They harbour a particular hatred for the sorcerous warbands of Tzeentch, whose vibrant, colourful vigour they regard as insufferable. Belonging to the 6th Plague Company, the Ferrymen, the Gloomling Lords are led by heavy formations of Blightlord Terminators. Their bodies seethe with crawling flies as they crush the enemy contemptuously underfoot.



Hthlogh the Rotted, he who toppled the Nine Crystal Idols of Cowehl

Apostles of Contagion

Belonging to the 4th Plague Company, the Apostles of Contagion favour viral bombardment and sorcerous saturation before the battle begins. They march from amidst billowing clouds of corrosive spores and infectious vapours, their enemies screaming and putrefying even as they struggle to fight back. As the Apostles chant the praise of Nurgle, packs of Daemons rise from the organic slurry to join the fight, overrunning the enemy with a tide of bloated bodies.



Bulghor Gloagh, festering chantsman of the Accursed Word

The Mouldering Claw

The Mouldering Claw delight in brutality. They like to advance upon the enemy line as quickly as possible before hacking and bludgeoning them with plague-ridden blades, flails and axes. These are warriors of the 1st Plague Company, fanatically devoted to Typhus' cause, and the diseases they spread bring fresh waves of hideous plague zombies staggering into the grim light of battle, pinning the foe amidst groaning masses of undead flesh before the Mouldering Claw close in to finish the job.



Pustus Sepk, who demolished the gates at Hydrostis and there slew Cardinal Zin

The Weeping Legion

The Weeping Legion are so named because they enter battle covered in the foul gore of their own continuously dripping wounds. With each layer of rancid filth and scabbing black blood that encrusts their armour, these clot-festooned warriors of the Death Guard become even more resistant to damage. Battling as part of the 5th Plague Company, the Weeping Legion are heavily supported by foul Daemon Engines that they daub with gobbets of their polluted vitae.



The Nameless Weeper, brother cycloptic to the One-Horned Prophet of Rot

'Sickness, disease, plague and pox, suffering and the slow, living rot. Such wondrous gifts does Nurgle seek to bestow upon the unworthy human cattle of the Imperium. We are merely the vectors by which his virulent beneficence may be spread to the undeserving masses.'

- Urgloth Rotheart, Plague Champion of the Death Guard



Carrion Hounds

Vast hordes of Poxwalkers screen the advance of the Carrion Hounds. The warriors of this vile host hold a great affection for the shambling monsters, and often assemble morbid 'collections' of infected souls, such as defeated Astra Militarum regiments or entire noble families.



Heralds of Despair

The Heralds of Despair revel in prolonged sieges, and are obsessively methodical in their approach to warfare. After heavy bombardments and the severing of supply lines, they will seal an enemy force inside a fortress and watch as rot and hopelessness take hold of the inhabitants.



The Corpsemakers

The Corpsemakers see the destruction of the Imperium's grandest strongholds as their profane duty. Burrowing into the bedrock of enemy bastions like maggots through flesh, they undermine and corrupt the foundations so that the entire structure soon falls.



The Poisoned Chalice

A splinter warband of the Death Guard, the Poisoned Chalice are led by deranged groups of Blightspawn and Putrifiers. Rampaging across the galaxy with zealous vigour, they obsessively seek vile ingredients and hapless test subjects, questing to brew the perfect plague.



The Favoured Sons

Having broken away from Mortarion's rule, the Favoured Sons seek Nurgle's blessings for themselves. Each tries to outdo his brothers in the hope of earning Daemonhood. Their master, Vermithrus the Blighted, is a Daemon Prince who surrounds himself with gruesome champions of Nurgle.



The Rotworm Brotherhood

This warband is led by a conclave of Sorcerers who rebelled against Mortarion. They raise cults of mortal worshippers across the Imperium, their task to multiply like bacilli and spread the worship of Nurgle, undermining civilisation before the Rotworm Brotherhood descends to despoil all.



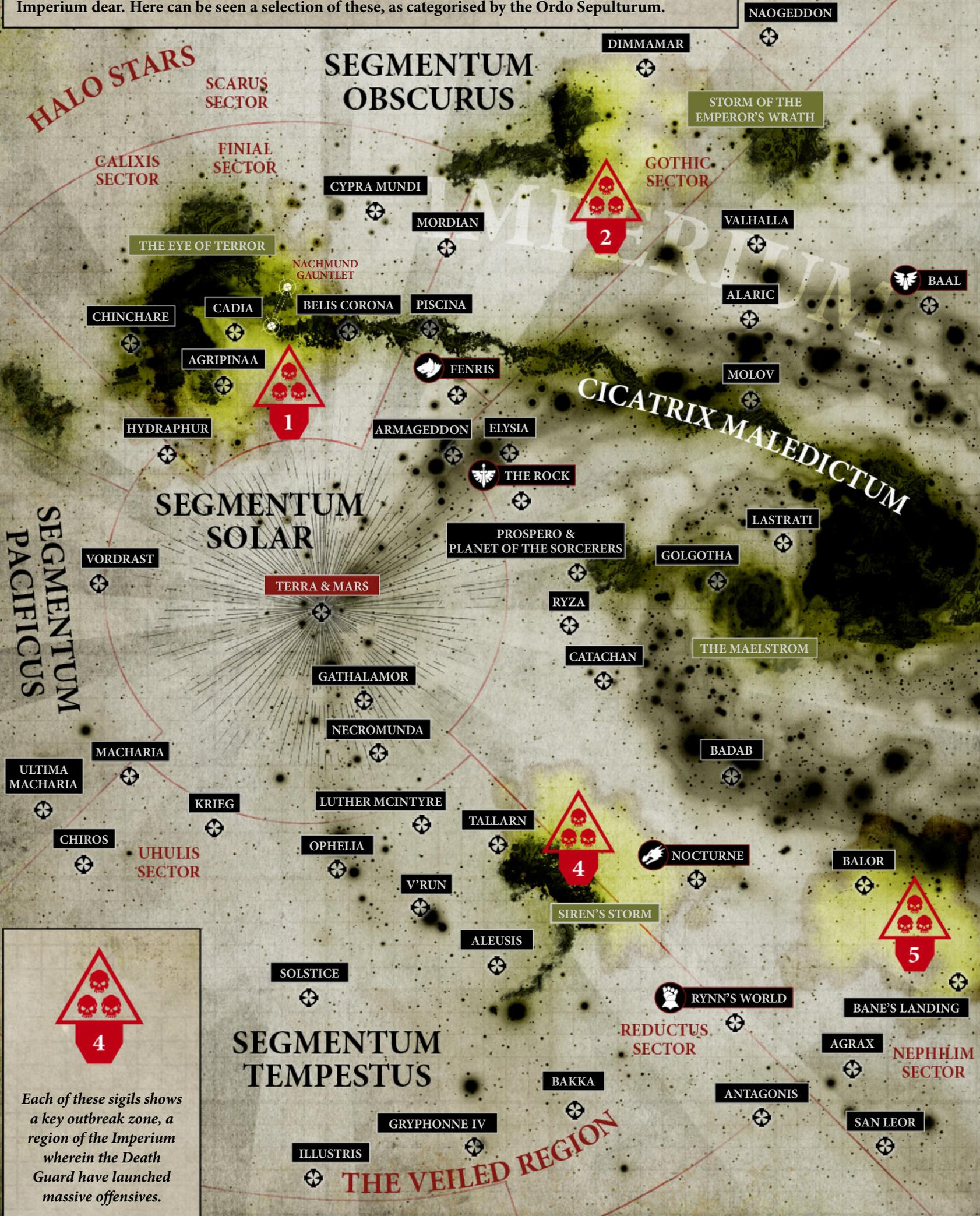
ICONS OF NURGLE

Those warriors that have fallen under the sway of the Plague God show their blasphemous devotion by emblazoning their armour with his sigils and marks. These include variations of the three skulls motif of the Death Guard, the three circles of Nurgle, and the sacred symbol of the fly. Countless other profane icons have been adopted by the many warbands who devote themselves to Grandfather Nurgle.



OUTBREAKS OF WAR

Though the Death Guard fight to spread their plagues all across the Imperium, certain war zones and campaigns have spiralled into immense outbreaks, epidemics of violence and decay that have cost the Imperium dear. Here can be seen a selection of these, as categorised by the Ordo Sepulchrum.



Each of these sigils shows a key outbreak zone, a region of the Imperium wherein the Death Guard have launched massive offensives.



1. *Outbreak Cadia – Gifts of the Destroyer Hive*

Since the annihilation of Cadia, Typhus and the vectoriums of his 1st Plague Company have repeatedly been sighted around the shattered Cadian Gate. Striking at beleaguered Imperial worlds, they seed infestations of the walking plague, overrunning the armies of the Imperium with tides of groaning, shambling victims that leave only desolation in their wake.

2. *Outbreak Kantakkha – Fear the Ferric Blight*

When the servants of Tzeentch struck a bargain with the fallen Tech-Magi of Kantakkha, they created an alliance of great potency. Yet their plans have been stymied by the onset of the 2nd Plague Company, whose aggressive attacks have spread Ferric Blight far and wide across Kantakkha. The fierce armour conflict has now engulfed three systems, with no end in sight.

3. *Outbreak D'sholtu – The Gloaming Bloat Spreads...*

The coming of warp storm Baphamet left the fortress world of D'sholtu locked in permanent night. Worse was to follow as the Imperial defenders were overrun by Necrons rising from below, and by Aeldari from the stars above. Now the 3rd Plague Company have joined the war, spreading their foul sweating sickness to Imperial and Aeldari warriors alike.

4. *Outbreak Arcanum – Containment Failure Critical*

By the time the Imperial defenders detected the space hulk *Mother of Miseries*, it had already drifted through seven Imperial systems, disgorging Daemon spores and the drop craft of the 4th Plague Company. Dozens of worlds are now beset by the Eater of Lives, the sentient plague racing through defending armies and reducing them to fleshy, bubbling slime.

5. *Outbreak Lorphax – Sanguous Flux Epidemic*

In the Lorphax Sub-sector, Imperial forces fought to drive back the Orks of Waaagh! Kraktoof. When fresh waves of greenskins exhibited a hideous, blood-weeping plague, the Imperial defenders soon became infected. Then came the 5th Plague Company, their Daemon Engines trampling the weakened enemy and beginning a punishing three-way war for dominance.

6. *Outbreak Tarpharon – Droning Squirm Infestation*

The Tyranids of Hive Fleet Scitalis tore through the Phantax Sector, on a collision course with the Nurgle-worshipping worlds of the Vermidium. Now, though, their advance has been slowed and scattered across a dozen systems by the efforts of the 6th Plague Company, the Ferrymen striking like sudden viral outbreaks against leader beasts and hive nodes.

7. *Outbreak Ultramar – Onset of the Crawling Pustulence*

The worlds to the galactic north of Ultramar have been overrun. Becoming the Scourge Stars, these infested planets have provided the Death Guard with a foothold from which to launch their invasion of Ultramar. Now, wherever the sepsis cohorts of the 7th Plague Company strike, the Crawling Pustulence extends its reach into the Ultramarines' realm.

THE CHRONICLE OF VIRULENCE

For ten thousand years, the Death Guard have mercilessly harried the servants of the false Emperor. They have spread plague and sickness across the stars, wearing their enemies down with relentless determination. They have ruined countless worlds, corrupted and despoiled armies beyond number, fighting the Long War in the names of Mortarion and almighty Nurgle.

M31 INTO DAMNATION

The Destroyer

Trapped in the warp and ravaged by an incurable, unendurable sickness, Mortarion sells his Legion's collective soul in exchange for deliverance from their seemingly endless suffering. Nurgle claims the Death Guard for his own and the first Plague Marines stride into battle against the servants of the Emperor, emerging from the immaterium in time to join the invasion of Terra. So begins a war that will last for millennia.

Rise of the Plague Planet

Alone amongst the Traitor Legions, Mortarion's sons retreat from Terra in good order. They reave a path of desecration and atrocity across the Imperium, before finally plunging into the horrific sanctuary of the Eye of Terror. For his victories during the Heresy, his unshaken faith, and for the singular achievement of holding his Legion together in the face of the Imperium's vengeful ferocity, the Plague God gifts Mortarion with Daemonhood and a world to rule over as his own. So is a new Barbarus created near the fringes of the Eye of Terror, a more nightmarish hellscape than even Mortarion's home world once was.

M32-M41 TIME OF REMISSION

Galactic Respite

The Death Guard engage in a series of brutal wars against their erstwhile allies in the Eye of Terror. Though they prevail time and again, this territorial campaign consumes Mortarion's entire focus. Thousands of years will pass in realspace during which the Death Guard are rarely sighted by the servants of the Imperium.

Bane of Change

During fighting against the Tzeentchian cultists of the Lost Spiral on J'kadis, Lord Glottox unleashes his feared Drone Hive. Seven thousand Foetid Bloat-drones thrum into battle, shrugging off the agile strikes of disc-riders and Burning Chariots as they close on their target. Ploughing through ferocious enemy fire, the drones shield the lumbering Dark Mechanicum

plague bombers at their heart, which rain rot-diffusion warheads on the Tzeentchian Twystshrine and corrode it away to crystalline ruins.

The Green Death

The infected Ork warbands invading the Ecclesiarchy world of Sanctia evince a terrible new barbarism. They fall upon the planet's defenders and consume them bodily, devouring the living and the dead alike, as if compelled by a daemonic hunger. Bloating and swelling, the Orks become obese monstrosities that can move only at a snail's pace. Puzzled by this strange reprieve, the Adepta Sororitas systematically purge the Orks with flame and bolter. It is then that Mortarion and the Death Guard of the 7th Plague Company make planetfall. The Daemon Primarch looms over the bodies of the Orks as he stalks to the front lines. At his passing, each greenskin bursts apart in a shower of foul fluids, and dozens of Nurglings spill out from their remains to follow their master. Sanctia falls to the Green Death within twenty hours of Mortarion's arrival, and the plague spreads across the Ecclesiarchy-held system.



The Smog of War

Vectoriums of the 2nd Plague Company, including the Rusted Claws and the Tainted Lung, engage the Iron Hands of Clan Kaargul and Astra Militarum armoured regiments on Tsarvia II. As the grinding tank war starts to turn against them, the Death Guard set light to the sprawling chem-works of Tsarvia Secundus.

Malignant Plaguecasters channel the resultant fumes into banks of corrosive smog that wreathes the Death Guard tanks and dissolve the hulls of their Imperial foes. Able to withstand the hideous conditions in a way that their enemies cannot, the Death Guard soon crush Tsarvia II beneath their armoured treads.

The Black Crusades

Over long centuries, Abaddon the Despoiler spends the blood of countless followers in battles against the Imperium. Though seemingly unconnected, each crusade is in truth part of a far grander plan that eventually triggers the opening of the Great Rift. During this period, the new Warmaster forges numerous pacts with the greatest Chaos powers, amongst them the Death Guard. Mortarion's scorn for Abaddon is obvious, but the Daemon Primarch cannot ignore his successes, and so sends warbands of his sons to aid in several of the Despoiler's campaigns. Typhus aids Abaddon more readily, fighting alongside him more than once, and using his attacks upon the Cadian Gate as an opportunity to spread the seeds of the zombie plague far and wide.

The Battle of Kornovin

The Grey Knights meet the Death Guard on the planet of Kornovin, the battle representing the culmination of an ancient plan to banish Mortarion forever. The Daemon Primarch's might is too great, however; after Mortarion fells Supreme Grand Master Geronitan in battle, the newly appointed Supreme Grand Master Draigo is forced to work a desperate banishment ritual that hurls Mortarion's spirit into the warp for many years. It is a pyrrhic victory at best, a respite that Mortarion uses to gather fresh forces and plot his next and greatest invasion of realspace.

Seed of Doom

Confounded by the magnatropic defence matrices of the forge world Takbandrha, an invasion force of the 5th Plague Company is all but annihilated. Only a single Death Guard Sorcerer makes it to the forge world's surface, vanishing into the gloomy serf-warrens of the underfactorums.

Summoning Daemons through ritual sacrifice and desecration, the Sorcerer conjures a foul new army whose burgeoning corruption draws yet more of their number through the veil, their numbers growing exponentially. Though the initial Death Guard attack causes the merest pinprick in the hide of this Imperial world, the virulent doom that spreads from it soon sees Takbandrha sicken and die.

TIME OF INFECTION (M41) *The Siege of Vraks*

Several vectoriums deploy into the grinding siege of the cardinal world of Vraks. Descending into the midst of the hideous trench war, the Death Guard unleash virulent bioweapons upon the Imperial forces and begin a chain of events that result in a full-blown daemoniac invasion.

Hive of Horrors

Typhus infests Hive Pandorial with the zombie plague, departing before Imperial retribution can occur. Instead of encountering a hated and ancient enemy, the courageous men of the Necromundan Spydery find themselves plunging deep into the shadowed horrors of a hive filled only with the shambling corpses of those they came to avenge.

Curdled Faith

Attacked by T'au pacification cadres, the Imperial shrine world of Calendhula remains defiant behind their shield of faith. Their defence falters, however, when the world's statues weep tears of filth and their water sources turn to gelid slime. As battle rages and the body count spirals, hellish portals yawn in Calendhula's depths, and the warriors of the 4th Plague Company march out. Led by the Eater of Lives and bolstered by capering Daemons, they crush both the Imperial and T'au forces to claim the world for Nurgle.

Sonorous Entropy

Imperial Navy ships of Battlefleet Obscurus pursue an outnumbered Plague Fleet through the Kuidus Belt. After a savage battle, the last surviving plague ship manages to perform a full combat drop onto the world of Anvarheim before breaking up in the planet's atmosphere. Emerging from their drop-craft, the Putrid Choir tear their way into Anvarheim's polar fortress city – Jotungaard – and seize the complex for themselves. Expecting swift victory, wave after wave of Imperial forces descend upon the complex. Each is broken in turn upon the tenacious

Death Guard defences. A prolonged siege develops amidst bitter snowstorms tainted by Nurglesque plague spores, and as the fighting stretches into weeks, then months, the Putrid Choir's entropic dirge echoes endlessly across Jotungaard from the fortress' vox emitters. At last, three years after the Putrid Choir first descended upon Anvarheim, the remaining Imperial forces – starved, diseased and deranged – flee for the stars, leaving the Death Guard warriors sorely depleted but victorious within their contaminated fastness.

Foul Cargo

A hauling barge delivering heavy ores to the forge world of Paradax opens its ramp only to disgorge Plague Marines and Bloat-drones led by elements of the Weeping Legion. Bolters roaring, the Heretic Astartes smear diseased gore onto the machineries around them, spreading sanguous flux and corrupting the forge world's machine spirits. Leading a growing army of proto-Daemon Engines and possessed servitors, the Weeping Legion begins the grinding horror known as the Paradaxian War.

Plague and Shadow

A plague of flies erupts within the war-torn Sec Maegra district of Commorragh. From amidst the fly clouds stride Plague Marines of the Mouldering Claw, who meet the Drukhari in savage battle before vanishing as mysteriously as they arrived. Several metaphysical plagues emerge in their wake.

Stay of Execution

On the killing fields of Vindor, the Death Guard decide to allow the last survivors of the Vindorian garrisons to flee, thus spreading Nurgle's gifts of plague and despair. Unwilling to watch perfectly good slaves escape, however, their Emperor's Children allies pounce, only for the Plague Marines to bar their path. A furious battle erupts between the followers of Nurgle and Slaanesh, while the diseased Vindorians scatter to the four winds, taking Nurgle's dubious blessings with them.

TIME OF OUTBREAKS (M41) *Galactic Epidemic*

The Great Rift thunders into being, reality bursting open like the stitches of a weeping wound to spill warp-stuff into the galaxy. Plague Fleets strike all across the Imperium, spilling from the roiling warp storms to spread misery and decay.

The Plague Wars

As the Blackness settles across great swathes of the Imperium, cult activity and

recidivist uprisings lead to the daemoniac infestation of several prosperous star systems to the galactic north of Ultramar. Under the influence of Mortarion, these worlds fall entirely into Nurgle's grasp and become the Scourge Stars, a feculent fortress for the servants of the Plague Father within realspace. It is from these suppurating staging posts that Mortarion will launch his campaigns in Ultramar.

Rain of Filth

During the siege of Godorian – a world unlucky enough to be within light years of the Scourge Stars – squadrons of Plagueburst Crawlers lob their shells in high parabolas. The diseased munitions slam down on manufactory stack-vents and spill their filth in the Godorian labour furnaces to create giant, toxic plague censers. The resultant smog clouds drive the Imperial defenders into the open, easy prey for the guns of the Death Guard.

Outbreak Ultramar

Mortarion's long-awaited invasion of Ultramar begins. Sepsis cohorts of every plague company join the fight, with the 2nd, 3rd and 7th deploying in almost their entirety. Marching alongside Daemon Tallybands, corrupted Renegade Knights, traitor Titan Legions and countless warbands of renegades, cultists and turncoat Astra Militarum, the grotesque armies of Nurgle force the beleaguered defenders of Ultramar back step by bloody step.

Unholy Endurance

Waaagh! Badsmak overruns a score of worlds to the galactic west of the Scourge Stars, forcing Mortarion to deploy numerous vectoriums to counter its wrath. During the campaign's pivotal battle on Krug's World, Warlord Badsmak himself leads a headlong charge against the outnumbered Death Guard. Lord Fulgous the Bloated orders an immediate advance into the teeth of the greenskin assault, calling down Plagueburst Crawler fire upon his own position. Weathering the pounding ordnance through a mixture of resilience and sorcery, the Death Guard draw the Orks into an explosive meat grinder. Plaguespitters dissolve wave after wave of the enemy hordes. Noxious Blightbringers toll their tocsins of misery again and again, driving the greenskin Weirdboyz insane and spreading despair through the ranks. Finally, Badsmak and his surviving Boyz flee in abject terror, only to be annihilated by the Plague Marines' pursuing fire.

Gifts of Nurgle

On the industrial world of Drogensul, several vectoriums of the 1st Plague Company meet stiff resistance from Imperial defenders. Death Guard drop ships make repeated passes over the industrial fortress-factories, dropping spiked iron cubes the size of hab units that crash down in the streets and manufacturums. Disease radiates from these rusting monoliths, and the Imperial defenders waste no time in setting charges to destroy them. The true horror of the Death Guard plan is revealed when the charges blow, rupturing the cubes and allowing the tightly-packed Poxwalkers inside to spill from the wreckage. Within days the Walking Pox is rife throughout the fortress-factories of Drogensul. Only then do the Plague Marines of the 1st Plague Company return to finish the fight.

In the Maw of the Storm

As warp storm Fomori engulfs the world of Danasar, Typhus duels – and humbles – Huron Blackheart atop the ruins of the Endless Spire. He leaves the Tyrant of Badab alive as an abject lesson not just in Nurgle's might, but also of his generosity.

Besieged

Much of the 3rd Plague Company find themselves besieged within the ruined husk of Hive Arkturon on Bellisos. Led by Inquisitors of the Ordo Malleus, a huge force of Astra Militarum, Battle Sisters and Imperial Knights hammer the Death Guard positions day and night. Yet between the Death Guard's resilience and the screaming volleys of plagueburst mortar shells that are fired in return, it is the besiegers who find their forces ground down, and their warriors riddled with sickness. By the time the Death Guard launch their breakout assault, few of the attackers have the strength remaining to deny them.

The Serpent and the Fly

Vectoriums of the 5th and 6th Plague Companies engage in a naval battle with Craftworld Saim-Hann and its fleet around the moons of Bosphodia. Before they are driven off, the Death Guard successfully board the craftworld and spread their corruption through the territory of Wild Rider clan Sylthach. In desperation, Saim-Hann's Seer Council orders ghost warriors to cut that part of the world-ship away with weapon fire. So devastating is the despair felt in that moment that it conjures Nurgle Daemons into the waystones of the surviving Sylthach clan members, possessing them and transforming them

into aberrant, insectile half-breeds. Soon enough, tales of spiteful, Chaos-tainted Aeldari corsairs are prevalent throughout the Paragos Sub-sector and beyond.

The Greyfax Gambit

Having noted the fanatical obsession the Death Guard hold for the number seven, Inquisitor Katarinya Greyfax applies her suspicions to the battle for the shrine world of Dortwyr. Launching their final assault on the seventh hour of the seventh day, the Death Guard pursue a baiting force of Primaris White Scars straight into the firing lines of seven Deathstrike Missile Launchers. The resultant rad-conflagration obliterates the Death Guard presence upon Dortwyr entirely.



The Pristine Rotting

After enduring months of filth and indignity in battle against the Putrid Choir, the 14th Volpone Bluebloods can take no more, and beg Nurgle to spare them from the corruption. The Plague God answers, rendering them forever gleaming and pristine, except for every seventh soldier amongst them. These unfortunates endure all the disease and pestilence their comrades should have, bloating into dirt-smearred, infectious spawn whose forlorn wails and wretched stench drives the rest of the regiment mad with guilt and horror. The Bluebloods turn their guns on their former comrades before throwing in their lot with their Death Guard tormentors.

TIME OF ROTTING (M41) Tainted Trophies

During the War in the Rift, Mortarion decapitates the seven champions of Lybria, turning their skulls into virulent death's heads. These he uses to banish the great Ka'Bandha back into the warp, sending him hence with a mocking gift of despoiled skulls no longer fit for Khorne's throne.

The Rusthounds Arise

Amidst the ruins of Chambakh, Knights of House Krast battle the mechanised

infantry of the Pallid Hand. Shrugging off salvo after salvo of blight launcher rounds, the Knights trample the Death Guard and claim victory. Yet in doing so their steeds are infected with Ferric Blight. What emerges from that festering war zone is a warband of Renegade Knights rusted through in body and soul, limbs shrieking and seized, Thrones Mechanicum tainted beyond recovery. Renaming themselves the Rusthounds, the Knights set off on the hunt for their former allies' souls.

Ship of Ill Omen

A battered warship impossibly identified as the long-destroyed, legendary Death Guard vessel *Eisenstein* is sighted beyond the third moon of Lorn's Landing, glowing with a lambent hue before vanishing without trace. Just days later, the Death Guard descend upon Lorn's Landing with Mortarion at its head. Inquisitorial savants note with alarm that this is the sixth such manifestation to herald the coming of the Death Lord himself. They fear what may transpire upon the seventh.

The Gorgon's Lair

Alongside warbands of the Cleaved, the Purge and several other renegade forces, Typhus leads the 1st Plague Company in a shocking raid against the Iron Hands' Chapter Planet, Medusa. The clans drive off their attackers, but not before terrible damage is done, leaving regions of the planet as cursed quarantine zones.

Deluge on Nebbus

As the Death Guard's siege of the Imperial hive world of Nebbus reaches its seventh year, Mortarion's Sorcerers summon an ancient evil to aid them. The strange Great Unclean One known as Rotigus joins the fight, bringing with him his appalling aura of infernal fecundity. Protein vats in the hives overflow as the flesh-broth within them grows at an unstoppable pace, burying entire levels under flabby drifts of bloated meat. Vermin of every sort enter frenzied cycles of birth and death, the Imperial defenders finding themselves overwhelmed by tides of sump-rats, infestations of grizzleworms and million-strong swarms of ravenous ripper jacks. Worst of all is the deluge of Nurgle, an endless storm of putrid filth-water that seethes with infectious, bacterial life. Soon enough Nebbus' arid plains become quagmires, then stinking oceans that rise higher and higher. The corpse-choked hive cities flood from the roots upward, their last garrisons fleeing ever higher in search of a salvation that

does not exist. Blessed beyond endurance by the plentiful generosity of Rotigus and his Daemons, methodically cut to pieces by the thundering guns of the Death Guard, it is almost a mercy when the last of Nebbus' defenders meet their grisly deaths.

A Future Befouled

A sepsis cohort of the 7th Plague Company strikes at the fortress monastery of the Minotaurs Chapter. Their attack is driven off, but celebration turns to despair upon the discovery that Mortarion's sons have tainted the Chapter's gene-seed stocks beyond redemption. So begins a desperate quest for survival, a crusade across the stars to reach Terra and access purified gene-seed reserves before the Chapter wastes away.

The Yultah Breach

During the battle for Yultah, Mortarion and his Deathshroud stand unaided in the breach against an entire Necron legion. Death Guard reinforcements fight their way frantically to their lord's side, fearing the worst. Instead they find Mortarion and his last surviving Deathshroud, wounded but triumphant and surrounded by sparking, dematerialising heaps of foes.

The Great Brewing

Deep within the Imperium Nihilus, the Poisoned Chalice invade the medicae world of Pelucil. They seek to use the planet's macro-alembic complexes to brew the ultimate plague in Nurgle's name.

Blighted Resurrection

The Pallid Hand are ambushed by overwhelming Necron forces from the Novokh Dynasty amidst the ruins of Hollowfall. During a fighting retreat, Mortarion's sons infect a number of Necron Warriors with Ferric Blight. Phasing out, the android warriors bear the deadly contagion back to the stasis crypts of their tomb world, beginning an epidemic of catastrophic proportions.

The Doom of Hesp

Vectoriums of the 4th and 7th engage the Tyranids of Hive Fleet Lotan amidst the steaming jungles of Hesp. When the swarms deploy Toxicrenes and Venomthropes to poison the environment, the Death Guard respond with plague spells, virus bombs and daemonic diseases. With neither side willing to back down, the atmosphere of Hesp becomes ever more toxic until the jungles, and even the warring armies, are reduced to a gory, bubbling soup. The first Tyranid hive ship to taste this poisoned slurry recoils, its

proboscis melting, and is bombarded into oblivion by the rest of its fleet. Hesp is left as an endless sea of toxic slime, too virulent for even the hive fleets to devour.

Writhing God

The space hulk *Writhing God* is chosen by the Ferrymen to join Mortarion's Plague Fleets. The hulk is infested with warring Genestealers and Orks, and so squads of Blightlord Terminators teleport to key points aboard, bearing rune-encrusted plague bombs. Fighting their way through tides of foes, the Terminators prime their bombs before the survivors teleport back to safety. Thudding detonations shake the *Writhing God*, disgorging Nurgle's Rot, Greenlung Pox and the Squamous Scourge amidst its warring passengers. Seven days later the Death Guard return, wading through deep drifts of rotted corpses to claim the depopulated space hulk.



Rust and Ruin

During the fyredust season on Dysactis, a vast Death Guard force advances through the pyroclastic storm fronts in search of the Temple of Ascension. They are met amidst the crackling maelstrom by an enormous force of Iron Warriors, supported by corrupt god-machines from the Legio Abhorrax. Continent-shattering battle ensues. Hordes of Daemons are summoned from the beyond to join the fight. Beneath the gaze of the Cyclonead Statues, Mortarion and Perturabo themselves engage in a spectacular duel that lasts for seven hours. It is a battle reminiscent of the incredible conflicts of the Horus Heresy, and Perturabo's sons cause terrible damage to the Death Guard force. Yet the longer

the fighting rages, the more the contagions and metaliphage poxes of the Death Guard spread through the Iron Warrior ranks. Ancient heretics sicken and collapse. Malevolent war engines seize with rust and shudder, sparking, to a halt. Machine spirits go mad with revulsion and pain, and as the powers of entropy and decay run rampant, the battle swings in Mortarion's favour.

With his forces in tatters and many of his precious war engines crippled beyond repair, even bitter Perturabo is finally forced to concede defeat. Falling back to pre-prepared defence lines, he detonates a series of explosive trenches amidst the raging storms and disengages in the ensuing mayhem. Badly mauled but triumphant, Mortarion and his Death Guard lay claim to the heathen temple they fought so hard for, and the ancient secrets that lay at its heart.

Lynoxis Infested

Leading his favoured vectoriums of the 7th Plague Company, Mortarion attacks Lynoxis, the oceanic Chapter Planet of the Golden Paladins. Timing his attack to coincide with an auspicious sevenfold eclipse, Mortarion has his Biologus Putrifiers and Foul Blightspawn poison the planet's seas. Amidst the resultant apocalypse of disease and filth-encrusted horror, the Death Lord leads his sons to absolute victory, opening up a new outbreak within the shadows of the Imperium Nihilus and spawning a dozen plague-ridden war zones.



So insidious is the corruption that the Death Guard spread, so foul the taint of Mortarion's sons, that it rots the very fabric of reality. As diseased flesh decays and sloughs away, so the weft and weave of realspace thins and splits. Like infected pus from a suppurating wound, the Daemons of Nurgle spill forth to despoil all that they touch.



MORTARION

THE DEATH LORD, DAEMON PRIMARCH OF NURGLE

For ten thousand years, Mortarion, Lord of the Death Guard, has crushed his enemies upon the field of battle. Clad in the baroque armour known as the Barbaran Plate, swathed and cowed in mouldering robes, Mortarion towers over even the mightiest of Humanity's champions. In one hand he wields the fearsome scythe known as Silence. In the other he carries the dreaded Lantern, an ancient xenos energy pistol so powerful that a single shot can sear through even Terminator plate. Surrounded by chittering Daemon mites, droning flies and noxious plague vapours, Mortarion swoops into battle upon vast, creaking wings. The thudding beat of these foul pinions fills the enemy with crawling dread, even as they waft the reek of death across their lines.

Mortarion is a grisly reaper whose every scythe swing sends enemies tumbling away with heads and limbs lopped off. Each blast of the Lantern turns enemies to drifting ash, while the noxious phosphex bombs that Mortarion hurls reduce their victims to bubbling bio-waste in seconds. To even stand in the presence of the Death Lord is lethal, opponents choking and collapsing as they succumb to the myriad plagues that churn the air around him.

If Mortarion were simply a rampaging monster, he would be terrifying enough. Yet despite how far he has fallen from the Emperor's grace, he is still a Primarch. Mortarion's intellect is towering, and his strategic acumen as an infantry general remains undimmed. The Death Lord can read the shape of a battle at a glance, instantly determining the most direct route toward victory. He cares little for casualties, believing that his sons must always strive to prove their fortitude, and that victory belongs

only to those with the strength to claim it. If Mortarion could be said to have a weakness, it is that contempt for his enemies sometimes leads him to underestimate the foe. Still, against the relentless, perfectly orchestrated onslaught of Mortarion and his Death Guard, it is a rare enemy that can stand for long.



When the Emperor came to Barbarus, Mortarion stood upon the cusp of his final victory against the charnel overlords. It was his life's struggle, yet the Emperor dismissed it as little more than an inconvenience, a footnote in the history of his Great Crusade. Worse, when Mortarion strove to slay the last of his cadaverous foes – the being that had once claimed him as a son – and could not endure his enemy's toxic lair, the Emperor smote the creature, saving the Primarch's life but earning his eternal bitterness and enmity. Perhaps it was in that moment that the seed of Mortarion's rebellion was planted. Whatever the case, Mortarion is driven still by his depthless hatred of the Emperor, a resentment so great that it drove him into Nurgle's festering clutches, and damned him and his Legion for all time.

SILENCE

Mortarion wields a towering scythe named Silence, whose warped haft is as long as its wielder is tall. With its rusted razor edge and snarling chain-teeth, this huge weapon is capable of slicing through entire ranks of infantry. With Mortarion's unnatural might behind it, Silence has beheaded heroes and split tanks in two, eviscerated Greater Daemons and even hacked the leg from a Reaver Battle Titan. An endless parade of champions and war leaders has fallen to the manreaper's deadly blade. The blood of worlds stains its cutting edge.

It is not just raw power that makes Silence such a fearsome weapon. A plague Daemon dwells within the censer that tops its haft. This entity's fell power renders the slightest nick from the blade lethally poisonous. It also infests the leprous smog that billows in trails behind each swing of the scythe, rendering it anathema. Metal rusts and flesh rots at its mere touch, reducing the enemy to putrid ruin in moments.





DAEMON PRINCES OF NURGLE

Daemonhood; ascension; immortality and otherworldly power. Such are the ultimate rewards that the Heretic Astartes strive for. They will commit any atrocity, pay any price, and even part with their immortal souls for a chance to become a Daemon Prince. Most never achieve their goal, falling to the blades of their foes or devolving into hideous Chaos Spawn. Yet for those who do climb this final pinnacle, incredible power awaits.

Daemon Princes of Nurgle are lumbering abominations whose unnatural resilience renders them nigh invulnerable. They are swollen with power, their groaning, corroded armour burst open by the bulging flesh within. Layers of rotting flab and putrid innards spill from their necrotic skin, insulating them against small arms fire, while notions of pain or weakness are long forgotten. Even direct hits from tank busting weaponry do little to slow these immortal horrors, for though they may punch through the Daemon Prince's body, this will achieve little but spray infected pus and slime across friend and foe alike.

Grotesque resilience is far from the only power exhibited by these ascendant beings. Daemon Princes of Nurgle possess the strength to heft a battle tank and hurl it through the air, while every swing of their rusted blades and putrid claws smashes enemy warriors from their feet. Many possess psychic abilities, moulding the energies of the immaterium to their will and unleashing them in the form of plague outbreaks, torrents of infectious slime, or hideous, wasting hexes. Some Daemon Princes can even fly, enormous insect wings or spiralling vortices of noxious fumes carrying them across the battlefield. Their bodies may exude corrosive spores and deadly viral strains, or form squirming hatcheries for swirling clouds of plague flies. In every case, the Daemon Princes turn these dark powers to the spreading of Nurgle's blighted gifts, and the destruction of the Plague God's many foes.

Amongst the ranks of the Death Guard, Daemon Princes act as warlords, leading sepsis cohorts and vectoriums into battle. Their followers unquestioningly obey their commands; not only do Daemon Princes retain their martial skill and cunning from their former lives, but they are also the living embodiments of Nurgle's favour. The Death Guard worship these beings as demigods, second only to Mortarion in unholy might. Yet for all this, the grim truth is that the Daemon Princes of Nurgle have swapped the fetters of mortality for slavery of another sort. They revel in their diseased might, blind to the irony that immortality has bound them inescapably to Nurgle's will for the rest of eternity.

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

- Viluthrox the Maggotfather



TYPHUS

HERALD OF NURGLE, HOST OF THE DESTROYER HIVE

Typhus, Lord of Mortarion's First Plague Company and Host of the Destroyer Hive, is the most feared of all Plague Fleet commanders. From his ancient warship, the *Terminus Est*, Typhus spreads contagion and misery across the galaxy. That Typhus has been truly blessed by Nurgle is indisputable. When the Death Guard were adrift in the warp, dying from the Destroyer Plague, Typhus – then known as Calas Typhon, First Captain of the Legion – absorbed the full power of the disease, becoming a vessel for this ultimate corruption. Swelling in size, his skin and armour bonded. Great pestilential funnels grew from his body, spewing forth a miasma of destruction. Typhus had become the Host of the Destroyer Hive.

When the Death Guard retreated to the Eye of Terror after the Horus Heresy, Typhus was disgusted by Mortarion's shaping of the Plague Planet in the image of their home world, Barbarus. Believing his master had given in to sentimentality, Typhus departed at the head of a sepsis cohort to spread Nurgle's gifts to the undeserving Imperium. In a rare display of tolerance, Mortarion let his ever-insubordinate son depart to forge his own legacy, for he would not repeat the mistakes that the Emperor had made with him. Since that day the two have settled into a tense but tolerable arrangement, Typhus fighting at Mortarion's behest when the cause is suitably great, but otherwise remaining free to maraud throughout the Imperium at will.

For ten thousand years he has been a blight upon Imperial worlds. He unleashed Nurgle's Rot upon Carandinis VII and Protheus, instigated the Jonah's World pandemic, and has killed millions with the Destroyer Hive. In the wake of Typhus' fleet a virulent plague spreads, causing its victims to suffer a long, agonising demise. Those who fall to this warp disease do not stay dead,

however; their bodies are soon reanimated by the Chaos infection, creating plague zombies whose bites carry the disease to new victims. Billions have died and been returned to undeath. Worse still, since the opening of the Great Rift the proliferating energies of Chaos have mutated countless strains of the original zombie plague. Boasting infection vectors as esoteric as nightmares, groans of misery and the surrender to despair, they have created many new types of plague zombie to bedevil the Imperium, of which the most common by far are the leering, moaning Poxwalkers.

TERMINUS EST

The *Terminus Est* is arguably the most powerful warship in the Plague Fleets of the Death Guard. It is a befouled abomination, a swathe of Nurgle's realm given license to sail the stars and bring contagion and misery to all in its path.

Originally, the *Terminus Est* was a powerful assault carrier that dated back to the era of the Great Crusade, or – some whispered – even earlier. It was one of the most powerful warships in the arsenal of the pre-Heresy Death Guard, and it was the craft that destroyed the Raven Guard flagship *Shadow of the Emperor* during the betrayal on Isstvan V. When Nurgle placed his mark upon the Death Guard, so too did he bless their warships and vehicles with his foul gifts. Thus, this once proud warship is now a seething abomination, a diseased leviathan encrusted with filth and twisted beyond recognition by biomechanical growths and pustulant buboes. A miasma of filth and plague flies spills from its innards to pollute the void around it, and it is said that the very sight of the *Terminus Est* is enough to cause mortals to sicken and die.



LORDS OF THE DEATH GUARD

Many and varied are the diseased champions who lead the Death Guard to war. From single colonies, through vectoriums and sepsis cohorts, right up to the plague companies and the ships of the Plague Fleets, Death Guard Lords hold positions of command throughout the Traitor Legion's ranks. Through mighty deeds of destruction, corruption and endurance do they prove their right to rule.

As with all aspects of the Death Guard, Mortarion has retained an iron grip upon the doctrines and dispositions of his champions. He expects even his most gifted sons to choose the path that best suits their talents, and then to cleave to it. In this way Mortarion ensures that even as the Lords of the Death Guard win the favour of Nurgle and progress along the path to glory, they still integrate with the pragmatic, infantry-based tactics of their warriors.

In accordance with this philosophy, Mortarion created the Mantles of Corruption, which have become redolent with power and menace over the millennia. The strategies and armaments of each are as instantly recognisable as the revolting symptoms of Nurgle's greatest plagues.

The most aggressive and belligerent Lords of the Death Guard take up the Mantle of Contagion. Lords of Contagion lumber into battle in filth-smearred Cataphractii

Terminator armour, wielding either snarl-toothed axes taller than a man or two-handed scythes that sweep aside the foe. They tend towards direct strategies with little in the way of cunning or subtlety, and are pugnacious commanders, supremely confident in their followers' ability to absorb the worst the enemy can throw at them and still prevail. They embody the swift-spreading plague that tears through a crowd, killing indiscriminately and leaving mounds of bodies in its wake.

By comparison, Lords of Poxes favour the spreading of airborne miasmas and the merciless, attritional erosion of the enemy, while Lords of Virulence are masters of massed bombardment, hammering their enemies with heavy firepower and decimating their ranks in the manner of a lethal infection laying its victim low.

Some Mantles of Corruption are taken up only rarely, and by the most unusually gifted individuals. The Mantles of Parasitism, Withering and Flux are some such infrequently bestowed rewards. It is further rumoured that one mantle exists which none have ever been worthy of, and that it would transform its bearer into a being of pure, malefic entropy.

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

- Vulguthrot, Lord of Contagion



DEATH GUARD SORCERERS

Harnessing the energies of the warp, the Sorcerers of the Death Guard call down the repugnant blessings of Nurgle upon ally and enemy alike. Withering plagues weaken their foes, causing bones to rot and splinter, and muscle to waste away to red-brown sludge. Vile conjurations conceal the Death Guard from their enemies amidst storms of hairy black flies, or else swell their bloated bodies with unnatural might and fecund resilience. Daemonic blights are summoned forth that burn through the enemy ranks like wildfire, while the battlefield itself turns to rot and ruin, fortifications crumbling as empyric parasites burrow through their foundations. Many Death Guard Sorcerers can even channel the disgusting power of Nurgle directly through their own tainted bodies, their jaws gaping wide to spew ectoplasmic vomit and filth in such abundance that a stream of corruption drowns the enemy.

Such abilities are as horrific as they are powerful, yet still they are viewed with distaste by Mortarion and many of his

greatest champions. The Death Lord's hatred for psykers survived even his transformation into a being of immaterial energies. Though he would not refuse the gifts that Nurgle bestows upon his sons, Mortarion is under no obligation to like them.



The Sorcerers of the Death Guard do not seem to resent the contempt that their fellows hold them in. Indeed, they thrive amongst the ranks of the Death Guard like disease in an unwilling host. Some delight in lording over their less gifted brothers,

while others form shamanic sub-sects and foster cults of mortal followers to do their bidding. Over the centuries, the Sorcerers of the Death Guard have concocted many outlandish names for these sects, based around the powers they exhibit. Thus were born the Malignant Plaguecasters, the Slop-maw Maggotmancers, the Cadaverous Faminebringers and many others.

The Lords of the Death Guard recognise the Sorcerers' utility as living weapons upon the field of battle. Some Lords even permit their Sorcerers a degree of command when they must, sifting out the valuable insights hidden in their half-sane ramblings. Rarely are the Sorcerers themselves respected or valued, however. Largely, they remain pariahs amongst their brothers. Only within the vectoriums of the 4th Plague Company does this differ, for here the Eater of Lives holds sway. This ancient entity values psykers highly for their ability to wield the power of the warp and summon waves of Daemons to the battlefield, and so insists that they lead in place of Death Guard Lords.

MALIGNANT PLAGUECASTERS

Malignant Plaguecasters fill the air with billowing filth. With every gurgling inhalation they draw lungfuls of noxious vapours from the Garden of Nurgle – the Plague God's noxious realm within the warp – before blowing them out in phlegm-thick clouds that can rot a man to the bone in seconds. Potent Death Guard Sorcerers, these vile psykers are warp-rotted from their pallid, flyblown skin to their ever-churning innards. They have bargained away what remained of their souls in exchange for Nurgle's blessings, and been gifted with the ability to channel the malaise of the Plague God's realm.

The bloated bodies of Malignant Plaguecasters have become living conduits for the Garden of Nurgle's toxic miasmas. Flesh-eating spore clouds, droning plague flies, vomituous mists and plague-laden corpse gas roil within the Plaguecasters' guts, at times straining their skin to bursting point. With retching exhalations, the Plaguecasters blow these lethal clouds across the battlefield. The effects of such noxious clouds upon mortal victims are immediate and hideous. Warriors collapse, choking upon their own rotting lungs even as their flesh blackens and liquefies. Armour corrodes and weapons spark and sputter as they are eaten away. Even sealed fortifications offer no protection, the Plaguecaster's fumes devouring metal and stone as easily as they do flesh.



NOXIOUS BLIGHTBRINGERS

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

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

The primary role of Noxious Blightbringers is to sow dismay and weakness amidst the enemy ranks. The dissonance of their chiming bells sends waves of entropy rolling across the battlefield to batter not only the enemy's physical senses, but their souls. The blessings of Nurgle manifest wherever the tocsins' waves hit home, each thunderous toll wearing the foe down a little more and spreading sickness and corruption. The enemy's will to fight erodes as their muscles fester and their strength leaves them. Faith and conviction are spider-webbed with cracks of doubt. Bones and organs shudder and turn green with furring growths.

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

Where the tolling of the tocsins corrodes the spirits of the Death Guard's enemies, it instils fresh vitality in the Legion's own warriors. Wherever they follow the Noxious Blightbringers into battle, Mortarion's sons move with a vigour that is at odds with their rotting bulk, rusted joints grating and guts swaying as they pound into combat.

To be gifted with a tocsin of misery is a great honour, bestowed by Mortarion himself upon only the most cruel and corrupt of his sons. Potent warriors in their own right, each Noxious Blightbringer becomes a living canker who revels in the spreading of disease and sorrow. Bludgeoning their way through the

enemy ranks, the Blightbringers attempt to lodge themselves as deep within the enemy's lines as they can, the better to crush their spirit with the tolling of their awful bells.

Every Plague Company counts Noxious Blightbringers amongst its ranks, but they are especially prevalent in the vectoriums of the 3rd. Such warbands as the Putrid Choir or the Dolorous Gnaw rarely take to the battlefield without two or three Noxious Blightbringers to herald them into battle, while Lord Gothax the Morose is renowned for ensuring that seven Blightbringers accompany him as a trudging retinue at all times. In the gruelling sieges and meat grinders favoured by the 3rd Plague Company, the entropic shock waves of the tocsins of misery are invaluable. They wear down the morale of the enemy even as they bolster the Death Guard, ensuring that when one side finally breaks, it is not Mortarion's sons.

THE PEAL YARD

Deep within the baleswamps of the Plague Planet lies the Peal Yard. This fortress-factory rings with a constant cacophony, for it is here that the tocsins of misery are forged. The Peal Yard is an interstice, existing upon the very cusp of the warp. Within, droning Daemon smiths cast the cursed bells from the screams of dying psykers, beating runes of madness and misery into them under the watchful eyes of Lord Gothax's Tollguard.



FOUL BLIGHTSPAWN

A revolting stench wafts around the Foul Blightspawn, his corruption clotting the air itself. Breath rattles through pus-slick tubes as he cranks the rusted handle of his malignant churn, bellows wheezing and plague slop roiling in the incubatum upon his back. Some foes stare in bewilderment at this strange performance. Some direct their fire at the Blightspawn, shots rebounding from his armour or thumping harmlessly through rotted flesh in sprays of effluence. The wise flee for their lives. With a grunt of satisfaction, the Blightspawn deems his mixture ready, and raises the nozzle of his plague sprayer. A gurgling surge, a peristaltic urging, and a fountain of stinking slime engulfs the enemy. Flesh melts like wax. Armour bubbles and corrodes. Souls rot and bones crumble. As the last of his targets devolve into infectious sludge, the Blightspawn chuckles and nods to himself, before lumbering on in search of fresh victims.

Foul Blightspawn rise from amidst the Plague Marine ranks, typically those warriors who feel joy in watching their

victims suffer in the grip of Nurgle's plagues. Malignant cruelty festers in their souls, manifesting itself in ever more grotesque physical degeneration. Their flesh bulges with putrid flab until it becomes translucent. Their eyes dribble from their sockets as black slime, leaving the Blightspawn to 'see' in shades of warp energy. Their mouths twist into fanged, puckered spouts, and a wretched stench seeps from their pores, so foul that it causes even Plague Marines to balk. All the while, forbidden secrets of Nurgle's plague-craft blossom in the Blightspawn's minds, compelling them toward obsessive alchemy and the joyous brewing of noxious disease.

When such manifestations occur, the new Blightspawn is sent to the disease factories of the Plague Planet. The foul gears and pistons of a malignant churn are forcibly driven into his guts, and an incubatum is sutured to his armour, never to be removed. Amidst the virulent laboratories and bubbling plague vats, the Foul Blightspawn gather to learn from the eldest and foulest of their number, beings

so bloated with corruption that they have taken root amidst the disease factories like obscene toxic fungi. Sub-sects congeal about these disgusting beings, labouring obsessively to brew the perfect diseases as tribute to the Plague God himself.



When the Foul Blightspawn rejoin their vectoriums, they bring their hideous alchemical lore with them. Inside their incubatums are batches of their latest, finest work, ready to be unleashed. Fortunately, the battlefields of realspace are ripe with test subjects...



BLIGHT GRENADES

Blight grenades are explosives that detonate in sprays of infectious shrapnel, rotting spores and septic slime that spread misery and sickness through the enemy ranks. The most potent of these weapons are known as death's heads. These rotting, weaponised crania are crafted by the Foul Blightspawn in veneration of the diseased projectiles flung by Nurgle's daemonic Plague Drones. Each splattering detonation they create is a prayer to the Grandfather's glory.



BIOLOGUS PUTRIFIERS

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

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

Driven by an obsessive desire to test their plague-batches to perfection, Biologus Putrifiers take a very active role in spreading disease upon the field of battle. From their backs dangle racks of blight grenades, churning with the latest strains of noxious plagues to issue from the

disease factories. Death's heads drip foetid slime. Brittle glass alembics seethe with bubbling fluids and potent gasses. With every movement these flasks and vessels rattle and clink together, threatening to shatter and spill their noxious contents. As the fury of battle rages around them, the Putrifiers urge their brother Plague Marines to pluck the blight grenades from their racks like spoiled fruit and fling them into the ranks of the foe.

With each volley of hurled ordnance the epidemic spreads, the Biologus Putrifiers watching every nuance as though in slow motion through their oculobes. Yet to simply observe is not their way; samples must be extracted, and tests must be run. This is when their injector pistols come into play. Striding into the midst of their reeling foe, the Putrifiers pick out the most intriguing entities to assail. Some look for the most resilient enemies upon the field of battle; others seek out the most easily infected, the bravest, the swiftest, or whatever other esoteric criteria they decide their test subjects must display.

With their victims selected, the Biologus Putrifiers strike. They fire their injector pistols into vulnerable spots such as exposed flesh, chinks in armour and eye-lenses before squeezing a concentrated dose of foulness into the target's body. The results are rarely less than spectacular, with victims erupting in explosive boils, liquefying into screaming sludge, vomiting billowing clouds of flies, and countless other revolting – and mercifully lethal – symptoms. Those specimens whose deaths are especially fascinating are pierced with injector pistols once again, this time to extract whatever clotted foulness now passes for their blood, ready for later study.

Those enemies who understand the threat posed by Biologus Putrifiers do everything in their power to kill them swiftly. Yet even this may prove their undoing, for should a Putrifier be struck by sufficient firepower or a powerful enough blow, the attack is liable to rupture his racks of blight grenades, releasing their deadly contents in a billowing cloud that slaughters any nearby who lack Nurgle's blessings.

DISEASE FACTORIES

The disease factories of the Plague Planet are as bloated and corrupted as the beings that wander their halls. They are sprawling abominations of gurgling pipes, bubbling vats, belching smokestacks and rusted cages crammed with test subjects and living ingredients. So vast are they that their masters, the Foul Blightspawn and Biologus Putrifiers, have divided them up into virtual nations, each ruled by the Blightspawn elders that fester at their hearts.

Millions-strong mortal cults reside in these factories, scurrying to do the bidding of their foul masters and worshipping the Plague Marines as demigods of Nurgle, even as they slowly sicken and die. Devoted to brewing the plagues favoured by their ruling elders, these rag-clad lunatics regularly engage in sectarian warfare through the smog-wreathed passages and brewing chambers, much to the amusement of their Death Guard masters.



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

*- Nauseous Rotbone,
Plague Surgeon*

PLAGUE SURGEONS

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

The unnatural resilience of Mortarion's sons leaves little call for conventional medicine. Flesh wounds seal up with bulbous flab and clotted pus, while any damage serious enough to lay one of the Death Guard low is usually so catastrophic that no amount of suturing or surgery can save them. Instead, the Plague Surgeons tend to the well-being of the diseases that their brothers carry within their rotting bodies.

Like proud fathers, the Plague Surgeons spare no effort in tending to all of Nurgle's children. Their bodies are incubators for every form of parasite and phage, their flesh and blood offered willingly as living nurseries for these ghastly offspring. As a result, the very touch of a Plague Surgeon is virulently infectious, while every breath they exhale teems with spores

and Daemon motes. The miasma that seeps from their censers and the filth that drips from their weapons and surgical instruments only adds to this effect. Any foe foolish enough to engage a Plague Surgeon in combat will soon be crawling with empyric disease.

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

Plague Surgeons also have another role upon the field of battle, one that has earned them the unending hatred of the Emperor's Space Marines. Their surgical tools still include ancient, rust-furred reductors capable of cracking open the body of an Adeptus Astartes and extracting his gene-seed. While Plague Surgeons gather the mutated progenoids of their Death Guard brethren wherever they can – despite many having rotted to an untenable degree – they take a macabre glee in falling upon dead or dying loyalists, ripping the progenoid glands from their victims and spiring them away from the battlefield. Some of this gene-seed is used in the creation of new Death Guard, while the fate of the rest is best left unspoken.

NAUSEOUS ROTBONE

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

TALLYMEN

The worshippers of the Dark Gods know that there is power in words and numbers, incantations and arcane numerology. Mortarion's obsession with the sacred number seven borders upon the manic, infecting every strata of his Legion. Seven is the unholy number of Nurgle, the integer infectum, the digit of disease. Through fervent repetition, ritual conjunction and symbolic adherence, the Death Guard channel the energies of their sacred numeral to beseech Nurgle's blessings.

The preachers of this sevenfold doctrine are the Tallymen. Part priests, part demagogues, part metaphysical scribes and quartermasters, these festering zealots stride to battle festooned with the trappings of their strange craft. They carry heavy tomes and reams of parchment whose mouldering pages crawl with tallies penned in a crabbed, spidery hand. Nurglings caper about their feet, brandishing more scrolls, more tallies, more counts of the seven. Upon their shoulders the Tallymen bear huge vox speakers through which their stentorian voices boom, underpinned

by the nerve-shredding scritch and scrape of their poisoned quills. Their incantations are endless, a purgatorial drone of counting that rises to a sevenfold crescendo before looping around and beginning yet again.



The Tallymen count woes. They count shells expended, wounds inflicted, foes that flee screaming into the gloom. They count the flies in the air and the number of the slain, victories achieved and defeats suffered. Always they tally the unholy seven, and in so doing they invoke Nurgle's boon. Nurgle's faithful are empowered

and inspired by the Tallyman's count. As his voice echoes in their ears, so empyric power seeps into their souls. Wounds heal shut with sucking slurps. Rotted muscles bulge with strength while the rambunctious joy of Grandfather Nurgle fills up curdled souls. Flies swarm thick in buzzing clouds, and diseases blossom all the faster as the eye of Nurgle turns toward the battlefield. The Death Guard rejoice as they feel their Dark God's power squirming like worms through their flesh.

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





PLAGUE MARINES

Bloated with festering corruption, Plague Marines form the mainstay of the Death Guard, and unlike many Traitor Legions their numbers have only swollen as the millennia have passed. Even in the days before the Horus Heresy, Mortarion believed in perpetual, aggressive recruitment. His attritional tactics, combined with the extreme environments in which the Death Guard typically fought, led to heavy casualties requiring constant replacement. The Death Lord has not relented in this doctrine since the founding of the Plague Planet, and entire wars have been fought to seize gene-seed stocks or harvest suitable new recruits.

However, where before the Death Guard were killed in battle roughly as quickly as Mortarion could replace them, since their damnation they have become unnaturally hard to kill. Thus, while the Death Guard have certainly endured campaigns in which their losses were horrific, their numbers have increased like a virus replicating within a host's body.

Sworn to Nurgle's service, Plague Marines have disgusting, rotted bodies that stink of decay. The putrescent slime that oozes

from their sores corrodes armour and boils away skin, yet despite their horrific disfigurements they are fearsome warriors indeed. Their rotting brains are inured to the agony of bodily corruption, making them all but immune to the pain or debilitation caused by battle wounds.



This unholy resilience means Plague Marines prefer short-ranged firefights, where their relentlessness provides them with the greatest advantage. They revel in the festering injuries they inflict upon their enemies, even as they laugh off the bolts and las-blasts directed back at them.

For all their physical and spiritual corruption, the Plague Marines of the Death Guard are highly drilled,

superhuman warriors. They remain Mortarion's perfect infantrymen, tactically astute and well-equipped combatants whose incredible strength and resilience combine with an impressive array of hideous weapons to render them lethal at mid-to-close ranges.

Alongside their more common, early Imperial armaments – corroded boltguns, sputtering plasma guns and the like – Plague Marines wield an array of weapons tainted with the gifts of Nurgle. Most carry blight grenades about their person that can be used to fill the air with virulent toxins and blinding spores. When faced with large numbers of enemy infantry, plague spewers can be deployed to vomit noxious streams of infectious slime into their midst. More heavily armoured threats can be countered through the use of blight launchers; these weapons fire armour-piercing shells that are capable of penetrating deep into their targets before their brittle glass cores shatter, releasing corrosive ironblight into bodies and hulls. Even should the enemy make it into hand-to-hand combat, the Plague Marines easily shrug off their attacks before striking back with an array of befouled weapons.



BLIGHTLORD TERMINATORS

Blightlord Terminators are relentless and unstoppable, elite Death Guard warriors bound forever to mutated suits of Cataphractii armour. They stalk forward with guns blazing, mercilessly mowing down rank after rank of the enemy. Combi-weapons, plague spewers and blight launchers add to the fusillade, reducing infantry and vehicles to slop.

At the last, the Terminators break into a lumbering charge, hefting huge weapons with which to hack and bludgeon the enemy. Flails of corruption entangle weapons and limbs in sizzling, corrosive barbs. Bubotic axes and baleswords tear ragged wounds into which a thousand poxes seep. By the time the Blightlord Terminators stomp on in search of new victims, nothing remains of their enemies but maggot-riddled corpses.

Combining the protective powers of Cataphractii war plate with the diseased resilience bestowed by Nurgle's gifts, Blightlord Terminators are terrifyingly hard to kill. They take great pride in this fact, advancing contemptuously into the teeth of the fiercest firestorms, mocking their enemies' attempts to lay them low.

This arrogance grates upon their Death Guard brothers, but the Blightlords make such exceptional shock troops that it is overlooked – or even condoned – by their masters. Most vectoriums include at least one band of Blightlord Terminators for breach assaults, boarding actions and sudden teleport strikes, and it is a rare ship of the Plague Fleets that takes to the tides of the warp without a complement of Blightlords aboard.

Due to the amount of time they spend embarked upon diseased warships, Blightlord Terminators are saturated with empyric entropy. This foulness pours off them in waves, rotting flesh and corroding metal in an area around them. Where the Blightlords tread, crawling veins of corruption radiate outwards like spiderwebs of rot and rust. An enemy needs only to be gripped by them in order for these energies to start agonisingly eating them away, while vehicles and fortifications exposed to the Blightlords' malignant presence soon slump and crumble.

On many ships, Blightlords act as an elite garrison, standing ready to defend the bridge, magazines or enginariums at

a moment's notice. During void battles, Plague Fleet captains bring their ships in close to an enemy vessel, allowing massed formations of Blightlords to teleport directly aboard. Like parasites hatching in the body of a luckless victim, the Death Guard Terminators begin their destructive rampage. Bulling their way down narrow corridors and corroding through sealed bulkheads, the Blightlords mercilessly crush the ship's defenders while spreading their corruption throughout its decks.

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

- Lord Lurgorias during the boarding of the frigate Noble Blade



DEATHSHROUD TERMINATORS

The Pale Harvestmen; the Scythes of Nurgle; the Eyes of Mortarion. The elite warriors of the Deathshroud go by many names, and every one is redolent with a miasma of fear and menace.

Such a reputation is richly deserved. Swollen with unnatural power, the Deathshroud tower over their enemies. Rusted gauntlets and squirming tentacles clutch huge battle scythes known as manreapers, cursed weapons that slice heads from shoulders and limbs from torsos with every swing. Clouds of plague flies boil around the Deathshroud, while vile smog spills from vents in their armour to choke and blind their foes.

The warriors of the Deathshroud are sublimely skilled, whirling and striking with a speed that belies their massive, distended frames. Yet it is not merely their abilities in battle that make them so feared. The Deathshroud are the hand-picked champions of Mortarion, his dark emissaries, and wherever they go they bear the authority of their gene-sire with them. They rarely speak but to convey Mortarion's commands, and when they do so their voices emerge as a rattling hiss. The Deathshroud fight in ominous silence, uttering no battle cry and rising to no challenge, embodying the faceless, wordless onset of inescapable death as their shadows fall across their enemies.

Even before he turned to Chaos, Mortarion maintained his Deathshroud as a cadre of elite bodyguards. They were selected by the Death Lord from those stoic warriors who had alone survived when their brothers had not, and upon being seconded to the Deathshroud, such battle-brothers were recorded in the Legion annals as slain. Faces hidden, the Deathshroud remained anonymous, a menacing and ineffable presence singularly devoted to protecting their Primarch. At all times there would be at least two of the Deathshroud within forty-nine paces of Mortarion, alert for any threat to his person and willing to lay down their lives for his.

Mortarion still recruits the Deathshroud in this same fashion, but their battlefield role has changed since his ascension to Daemonhood. Now the Deathshroud are his representatives, his iron gauntlet that can be extended to shield or to crush. Though the Deathshroud often still fight at Mortarion's side, bands of them are also dispatched to form honour guards for Death Guard Lords, Plague Surgeons and other champions of power and importance.

Their presence is a mixed blessing at best. The Deathshroud will fight with all their skill and strength in support of their assigned champion, and prove to be an undeniable asset in battle. Yet all the while the Deathshroud are judging upon their master's behalf. If the champion is successful, the Deathshroud depart at battle's end, leaving as silently as they came. If their charge fails in his duties, however, the judgement of Mortarion is swift, deadly and utterly inescapable.

**'EVEN WHILST WE FIGHT,
WE WATCH.
EVEN WHILST WE KILL, WE JUDGE.
'MIDST WAR'S FULL FURY, STILL
WE SEE.
'MIDST ALL YOUR GUARDS,
STILL WE STRIKE.
WE ARE THE DEATH LORD'S
ICY GAZE,
AND WE ARE HIS REAPING BLADE.'**

- Oath of the Deathshroud



CHAOS SPAWN

The Chaos Gods bestow valuable gifts upon their chosen followers, each according to their whims and predilections. Yet they are careless with these gifts, and for every boon that gives its recipient monstrous strength, unnatural resilience, chitinous armour or bladed weapon-limbs, another will hamper them, festooning their body with useless appendages or mutating them in painful and debilitating ways. For many champions of Chaos, this onslaught of physical changes becomes unbearable. Their minds snap, their bodies writhe and twist with the mutagenic power of the warp, and their last vestiges of humanity vanish amidst a seething mass of wet muscle, lashing tentacles and gnashing maws. They become Chaos Spawn, deranged abominations that live only to kill and feed upon the living, their former dreams of conquest and glory lost forever.

Nurgle is seen as a generous god by his followers, who rarely want for his extraordinary gifts. Many of these manifest as parasitic infestation and metaphysical diseases, though tentacular limbs, thickened hides, flies' heads and countless other gruesome mutations are also common. So inured to discomfort are the Death Guard that many do not realise their bodies are becoming grossly overburdened until it is far too late.

When the change comes, it is often sudden and revolting. Armour creaks, bulging then rupturing from within as gravid flesh spills out. Skin strains and bursts in showers of pus, limbs and maws bubbling forth like entrails from a corpse. The last vestiges of the warrior's sanity flee, leaving them screaming dumbly from myriad mouths as yellowed eyes bulge and roll in their quivering flesh. Such degenerate beasts are viewed by the Death Guard as little more than cannon fodder, walking barricades of groaning flesh that are herded into battle to soak up incoming fire and disrupt the enemy lines. For all this, the damage rampaging Chaos Spawn can inflict before they fall is hideous.



FOULSPAWN

Amongst the ranks of the Death Guard there persists a tale of a champion so grotesque that hardened warriors were unmanned at the mere sight of him. Known as Foulspawn, this warrior's abominable appearance, unholy stench and sheer unrepentant malignancy were said to be so unbearable that none could look upon him and remain sane.

The legend goes that Nurgle was deeply fond of his revolting champion, and eventually bestowed upon him such a wealth of gifts that Foulspawn came to embody his name, degenerating into a Chaos Spawn of the Plague Father.

Most Chaos Spawn die within hours of their transformation, either falling in battle or expiring as their impossibly

mutated bodies give out under the strain. Yet Foulspawn defied such a fate, instead continuing to grow in strength and stature. His maw became a cavernous pit, ringed with layers of rotting fangs, from which he could spit a nest of ropey, coiling tongues coated in sticky slime. Foulspawn used these to devour every living thing that crossed his path, and with every soul he consumed his body swelled and distended. Layers of foetid flab stretched his skin to bursting and beyond, and from each new rip spilled fresh tentacles, rolling nests of eyes, and stinking, insectile limbs. Foulspawn is said to have grown larger and larger, until he became a lumbering, squirming, chittering monstrosity the size of a bulk lander, imbued with the entropic energies of the warp and seething with daemonic plagues.

Nurgle was well pleased with Foulspawn's rampage, or so the legend goes. But Mortarion became angered by the casualties that the enormous Daemon spawn was inflicting amongst his sons – Foulspawn's hunger was all consuming, and he made no distinction between friend and foe. Mortarion would not destroy a being so beloved of his patron god, but nor could he tolerate the beast's continued predations. The story goes that Foulspawn was banished by the Death Lord into the rancid wilds of the Plague Planet, there to prey upon the luckless mortal tribes. Some say Foulspawn dwells there still, slithering through the festering swamps, swollen to the size of a living mountain. If this is true, then woe betide the invader that sets foot in Foulspawn's slime-slick hunting grounds...

CHAOS CULTISTS

For the vast majority of the Imperium's citizens, there is nothing but toil, drudgery and misery. The teeming masses of Humanity face a short and painful lifetime of hardship for which the only reward is the withholding of punishment, and the only escape is death. Ignorant of what is at stake, blind to the price of Imperial defeat, many come to resent their grim existences. Their faith fails them, and something far darker comes to take its place.

In the shadows of countless Imperial worlds, Chaos cults fester. In abandoned manufactorums and hidden drainage chambers, desecrated shrines and underhab ruins, the dispossessed and disenfranchised garb themselves in the trappings of forbidden worship. They beseech the Dark Gods for aid, for power

and material rewards. Most know that they risk everything in the name of fleeting gratification, but so desperate, embittered or insane are they that the bargain still seems worthwhile. So do mortal souls slip into damnation.



On every world beset by disease or despair, cults of Nurgle arise. Worshippers seek escape from the pain and misery of sickness, and take perverse pride in their diseases and deformities. Led by bubo-ridden magisters and prophets of plague, the cults taint water supplies, destroy food stores, release weaponised viruses and

stockpile arms and equipment for their inevitable uprising. Many Nurgle cults are rooted out and burned by the Imperial authorities. Yet others grow and multiply until, when the Death Guard arrive to despoil their world, they are ready to rise up and aid their new masters.

Other cults are recruited from the tribes of the Plague Planet, or founded by the Death Guard themselves from the slaves they claim in their wars against other Chaos powers. Whatever their provenance, Cultists of Nurgle assail the foe in huge numbers. Their diseased bodies are inured to pain, their fevered minds so deranged that they charge screaming into battle without fear.

Dozens die as blasts and bolts tears through their ranks, yet still the Chaos Cultists come on in a howling tide. They fire crude autoguns and rattling stubbers. Those that survive spill over the enemy lines, stabbing with ritual daggers and swinging improvised clubs. The only thought in their minds is to impress their Death Guard masters, and in so doing perhaps catch the fleeting regard of Nurgle himself. A paltry few may earn the rewards they seek. For most Cultists, their only reward is a painful, pointless death.

THE GIFTED

A handful of Nurgle-worshipping Chaos cults have established true prominence thanks to the patronage of the 4th Plague Company. Known collectively as the Gifted, such cults as the Seventh Blessed, the Givers of Life and the Sevenfold Conjunction have spread pervasive roots through entire sub-sectors of Imperial space. Their masters use them as vectors of spiritual infection, using them to infiltrate Imperial worlds in the guise of preachers, pilgrims and minor officials. They then establish new cult cells and begin the work of corrupting the Imperial populace before their Death Guard masters invade.

POXWALKERS

Shambling across the battlefield in reeking hordes, Poxwalkers engulf their enemies in a rotting tide. They are the cursed victims of Nurgle's plagues, transformed into the unliving weapons of the Death Guard.

Amongst the countless diseases propagated by the Legion, none is more fearsome than Nurgle's Rot. This perfect plague is both spiritual and physical in nature, inflicting a drawn out and horrific decline upon the victim that eventually erodes their soul, while leaving their body as a plague-ridden husk.

Yet Nurgle's Rot is but one of the diseases that churn within the innards of the Death Guard, and saturate every world upon which they tread. The Destroyer Plague – that which tormented Mortarion's sons and delivered them to Nurgle – still lurks in their rotting flesh. The zombie plague, the malady of unliving abomination for which Typhus the Herald is the vector primoria, has variegated into countless strains since the Great Rift yawned wide. The Weeping, Mutterflux, the Slithering

Scourge and countless others spread before the Death Guard, and it is a cocktail of these appalling maladies that breeds the Walking Pox.



Victims of the Walking Pox find their bodies rotting and shutting down until death eventually takes them. Yet this is not the end. The sufferer remains cruelly conscious and aware, trapped within their corpse as it reanimates with a rictus grin and staggers off in search of the living. Their flesh mutates even after death, sprouting bloated, pulsating tentacles and horn-like growths from their skulls similar to those of Nurgle's daemonic Plaguebearers.

Simply hearing the mindless, groaning cacophony of the Poxwalkers is enough to infect the souls of all but the most faithful Imperial citizens, leading to massed outbreaks even within fortresses and cities that appear inviolate. Countless souls have been lost in such a way to this malady, every one becoming another heretical abomination intent on murder. By the time the Death Guard move to attack a world so afflicted, they have an army of the dead waiting to aid them.

Though most commonly utilised by the vectoriums of the 1st Plague Company, Poxwalkers are used as cannon fodder and terror troops by most Death Guard warbands. They display rudimentary coordination in battle, wielding battlefield debris as crude weapons, and although they are clumsy and slow, they are also inhumanly resilient. In large numbers, these slouching corpse-mutants are capable of overrunning enemy lines, gnawing, bludgeoning and ripping apart in orgies of mindless violence those that may once have counted them amongst their allies.



BATTLE TANKS

Rusted tracks crush rubble and bone. Slime-clogged engines roar, spewing putrid smog into the sky. The ground shudders as though revolted by the passage of the Death Guard battle tanks. These pock-armoured behemoths bludgeon their way through the enemy lines to deliver lethal firepower and bands of warriors into the heart of the foe.

Despite his penchant for infantry tactics, Mortarion always recognised the role of heavy armour upon the field of war. However, during the years before the Horus Heresy, many of his Legion's tank crews were wholly Terran, and it was no accident that these were subsequently annihilated during the monstrous betrayal on Isstvan III.

The Death Guard have slowly replenished their tank brigades since that time, stealing and desecrating Space Marine tanks and churning out new vehicles from rusted manufactorums on stolen forge worlds. The Death Guard still treat their battle tanks as utilitarian supporting assets, not relics or noble constructs to be venerated, and prefer infantry-heavy assaults. Despite their subordinate role in the plague companies, however, the battle tank squadrons of the Death Guard are a formidable force on the battlefield.

RHINOS

Whether ferrying squads of Death Guard to new battlefronts, bearing them safely through hostile terrain, or moving them up in support of armoured offensives, the Rhinos of the Death Guard are ubiquitous and versatile. These armoured transports can carry up to ten power-armoured warriors within their festering holds, protecting them inside a cocoon of slime-smear armour plating.

Since the earliest days of the Great Crusade, the Rhino APC was the workhorse of the Legiones Astartes. Their reliability, durability and ease of repair all recommended them for this role. Those used by the Death Guard are raddled with rust, muck and decay, groaning and creaking as though on the verge of falling apart. Yet this could not be further from the truth, for the blessings of Nurgle saturate their very fabric. Mutant flesh and

noxious matter binds their verdigrised hull-plates together, layers of rotting flab and swarms of burrowing parasites absorbing and diffusing the force of enemy fire. Anyone who has ever seen a Death Guard Rhino plough through a hail of enemy fire to disgorge its passengers into the heart of the fight can attest to the fact that these pugnacious vehicles are unnaturally hard to destroy.

PREDATORS

Rumbling into battle with their heavy weapons blazing, Death Guard Predators provide mobile fire support for the Heretic Astartes advancing around them. Return fire rebounds from the Predators' bloated hulls, doing little more than bursting pustulous growths and spraying corrosive slime across nearby combatants. Driven hard into the enemy lines, squadrons of these repugnant battle tanks can destroy



enemy armour, mow down ranks of opposing infantry, or eliminate key targets with their massed fire.

Those Death Guard who crew Predators are often assigned to do so as a punishment, for it is seen as an ignominious duty. There are those who volunteer, relishing the thought of directing the tank's withering firepower, but they are a minority. Either way, the assignment is a one-way ticket. Imbued with warp essence or claimed by daemoniac entities, these tanks are sentient enough to have become morose and jealous things that resent their low status. When they acquire new crew they quickly claim them, biomechanical tendrils and mutated tubes growing into the bodies of the Plague Marines and fusing them permanently with their machineries. Over time, the crewmen are absorbed until they become little more than fleshy nodes within the Predator's hull, their personalities subsumed into the machine they serve.

Most plague companies maintain at least a few squadrons of Predators to operate as an armoured reserve. By comparison, the 2nd Plague Company fields dozens of these twisted war engines, building entire strategies around armoured spearheads,

line-breaker assaults and heavy flank-attacks intended to crush the foe beneath the grind of their armoured treads.

LAND RAIDERS

Few battle tanks can match the indomitable might and exceptional utility of the Land Raider. Combining the firepower of an entire squadron of lesser vehicles with incredibly resilient hull armour, these behemoths are all but unstoppable on the battlefield. Their versatility is further enhanced by their ability to safely deliver even the bulkiest of armoured warriors into the thick of battle, disgorging their passengers to wreak havoc even as they unleash their own destructive potential to reduce enemy armour to scrap and annihilate infantry.

Though they have striven to amass as many Land Raiders as they can over the millennia, still the Death Guard suffer from a paucity of these magnificent war engines. They are thus seen as status symbols within the Traitor Legion, and those Lords of the plague companies that have a considerable number of Land Raiders at their disposal take an uncharacteristic pride in their hard-won collection.

As with all the battle tanks of the Death Guard, their Land Raiders are ripe with the dubious blessings of Nurgle. Parasitic horrors and unnatural plagues swarm through hulls that drip with foulness and are encrusted with revolting growths. Engines whine and drone like vast plague flies, spilling smog into the air in billowing, chemical-laden clouds. Weapons glow with leprous energies, and thrumming masses of bloated insects swarm and writhe around them.



Some Land Raiders have been claimed as hosts by powerful Daemons of Nurgle. These machines display a malefic sentience more akin to huge predatory beasts than war engines, and have been known to devour their crew, instantly heal battlefield damage, and hunt specific prey who have shown the audacity to fire upon them.

DARK IRON AND HELLFIRE

Alongside phalanxes of battle tanks and monstrous Daemon Engines that regularly fight under their command, the Lords of the Death Guard can also call upon many other heavily armoured assets and deadly constructs to support their Legionaries in battle.

The corruption of Chaos is insidious, and amidst the filth and horror of war, many Astra Militarum regiments have sold their souls to Nurgle. Such turncoats bring with them entire divisions of powerful battle tanks and – on occasion – even behemoth super-heavy war engines such as Baneblades and Stormswords. Daubed with heretical slogans, festooned with gruesome trophies, these tainted battle tanks grind the foes of the Death Guard into the dirt.

Through torment or madness, the noble Knights of the Imperium also fall, on occasion, to the worship of Nurgle. A Knight is a forty-foot-tall bipedal war engine, a swift and deadly bringer of death whose limbs and shoulders mount devastating weapon systems. Each machine is operated by a single warrior, who is wired into the Throne Mechanicum at the Knight's heart. Should a Knight transgress against his noble house, he will be exiled as a Freeblade, and it is these lonely and tormented individuals who most often fall to the temptations of Chaos. Even one Renegade Knight can rip through an enemy formation, while on those rare occasions when entire

households fall, the Death Guard gain a terrifying force of allied war engines that can crush entire armies.

Greater and more terrifying still are the corrupted god-machines of the traitor Titan Legions. Though these towering abominations are rare, even a single such engine can change the course of a campaign. From the swift and deadly Warhound Scout Titans to the walking fortresses known as Warlords, these terrifying land-battleships carry enough firepower to level whole cities and slaughter entire armies; it is for a good reason that names such as the Legio Mortis and the Legio Excruciatas are whispered with fear across the Imperium. Such apocalyptic solutions are resorted to only in extremis by the Death Guard, for they leave little behind for the children of Nurgle to infect.

The strangest and most arcane of all the Death Guard's allies are the secretive magi of the Dark Mechanicum. Once servants of the divine Ommissiah, these tainted priests have abandoned their faith in exchange for forbidden secrets and dark lore. Those that worship Nurgle have learned the secrets of the living rust, viral scrapcode and the countless machine-poxes of the Engineflayer Tomes. They use this abominable wisdom to fashion monstrous engines of flesh, metal and daemoniac energy. Such cursed war machines rumble into battle powered by soul furnaces, fed upon diseased corpses and unleashing eldritch weaponry that obliterates all before them.

HELBRUTES

Should a great champion of the Heretic Astartes be mortally wounded, they may be consigned to the armoured sarcophagus of a Helbrute so that they can continue to fight. Biomechanical war machines with armoured hides, these monstrous walkers excel in supporting infantry assaults with their punishing firepower and vicious close combat weaponry. Trapped forever within the Helbrute's innards, the husk of the champion is rendered functionally immortal. However, the claustrophobic horror and constant agony of his incarceration soon conspire to drive him mad. Helbrutes become little more than rampaging beasts, bellowing mindlessly as they storm into battle, desperate to inflict as much suffering on the enemy as they can in the vain hope of meting out a measure of their constant torment before being destroyed for good.

Helbrutes are a common sight amongst the ranks of the Death Guard. So resilient are Mortarion's sons that death does not come easily to them. Their unnatural fecundity keeps even the most sorely wounded champion alive long

enough to be transplanted into a Helbrute sarcophagus, and ensures that the grafts and sutures take successfully. Mortarion's Plague Surgeons take a perverse delight in sealing rivals and superiors into these hellish mechanical prisons, chanting Nurgle's blessings of decay and rebirth as they do so. It is a testament to the stubborn determination of the Death Guard that most bear their incarceration with stoicism, and take far longer to devolve into insanity than the champions of other Traitor Legions.

When not in battle, Death Guard Helbrutes are kept chained in the lowest decks of Plague Fleet warships, engulfed in cradles of squirming tendrils and slime-slick flesh. The machines feed parasitically upon the energies of the ship, healing their wounds and growing bloated and strong. By the time they are herded aboard heavy landers and ferried into battle, Death Guard Helbrutes are saturated with the blessings of Nurgle. Seething with unholy vitality, they storm the enemy lines like living battering rams, spreading airborne contagions and foul plagues even as they tear their enemies limb from limb.



'They are mighty warriors, true, but also cursed beyond imagining. To be trapped in a rotting box, no arms, no legs, nothing but darkness and foetor for ever and ever until death comes to claim you at last? No wonder the poor bastards eventually go mad. Give me the most painful death imaginable over such a fate.'

- Dolgoth the Rancid, champion of the Death Guard

POSSESSED

There are many different paths to power through the worship of Chaos, but one fact holds true for them all; the faster and easier that route appears, the more dangerous it will be. Some Heretic Astartes choose to open their bodies to possession by Daemons of the warp, becoming willing vessels for these infernal entities in exchange for the power that they can provide. The appeal of such symbiosis is great to the more zealous of the Dark Gods' worshippers, but it is, at best, a thinly veiled form of slavery that ends almost inevitably in death and damnation.

Amongst the Death Guard, warbands of Possessed are rare. All Plague Marines enjoy the honour of carrying Nurgle's blessings within their rotting bodies, and for most this is enough. Yet there are those who, minds curdled by faith or enraptured by the sevenfold incantations of the Tallymen, offer themselves up to Nurgle's Daemons as vessels.

When a Daemon possesses a mortal host, it reshapes their flesh like wet clay, moulding their mortal form however it pleases. The results of this agonising process are strongly influenced by the sort of Daemon that performs the possession, and in the case of the Death Guard this will exclusively be those serving Nurgle.

Such Possessed find single horns or antlers sprouting from their skulls. Their flesh becomes pallid and rotten like that of a corpse, or else gas-bloated, slime-slicked or fungal and moist. Insects seethe over and through bodies gifted with splintered bone talons, rotted fangs and chitinous armour plating. Tentacles and foul fronds wave from their reeking torsos, while paralysing ooze and corrosive pus spatters from their open wounds. Some even develop the bulbous eyes, feebly buzzing wings or needle probosci of plague flies. In whatever variety these gifts present themselves, they render the Possessed stronger, tougher and altogether more deadly in battle. The Daemon can heal its host form with surges of empyric energy, while its might combines with that of the Plague Marine to create a truly fearsome whole. The price for such power is high, though; should the host ever be slain, they are banished alongside their possessor Daemon, to be trapped forever as its plaything in the festering Garden of Nurgle.



Las-fire slashed around him, ricocheting from his armour and scoring burned lines through his flesh. The sevenfold chant of the Tallymen boomed over the crash of battle, a glottal sound that echoed the thudding of his rotted hearts. Bells tolled. Plague-ridden Imperial Guardsmen screamed their misery as they died. Flies droned, their massed wing-beats raising a thrumming roar.

He fired his bolter, adding to the cacophony as he punched shells into the men crouching behind the barricade ahead. Heads burst like ripe fruit. Blood and bone spattered into the mud. *It's not enough*, he thought as he trudged relentlessly forward through the morass. He felt the eye of Nurgle upon him but the slaughter he inflicted

seemed a paltry offering. He wanted – needed – to spread the Grandfather's gifts faster, further and more violently.

The sounds of battle melded for a moment, becoming a monstrous voice speaking only to him.

Let...me...in...

His hearts beat faster as he realised what spoke, what was being offered. The veil thinned.

Let...me...inmmn...

Power. The power to honour Nurgle, to serve Mortarion to the fullest. The power to ascend.

Yes, he thought, and was damned...

DEFILERS

Defilers are monstrous, crab-like Daemon Engines that clatter into battle on piston-driven legs. Their huge claws snicker and snap, chopping armoured warriors into bloody chunks and tearing open battle tanks to get at the screaming crew within. Their weapon arms send hails of shells or goutts of flame into the foe, while the battle cannon built into each Defiler's torso hurls explosive ordnance that leaves nothing but blasted craters wherever it strikes.

The first Defilers were created by Warpsmiths on the order of Abaddon the Despoiler to support his Black Crusades. The news of their creation spread quickly throughout the Traitor Legions and renegade warbands, and thus entire campaigns were fought for possession of the dark lore behind the process. Mortarion did not need to resort to such desperate measures. He simply demanded the requisite hexamechanic scrolls from Abaddon as tribute, and the Warmaster – seeing no advantage in antagonising one of the Daemon Primarchs – provided them without question.

A Daemon Engine is an animate killing machine, a construct of cold iron and cogwork powered not by plasma or promethium, but by the infernal energies of the Daemon bound within its hull. Such entities rage against their captivity, but they are powerless to resist, their wills captured and directed by the runic wards of their machine-prisons. The Daemons of Nurgle are unusual, however, in that they adapt to their captivity more swiftly than the servants of the other Dark Gods. Whether through glum resignation or the gleeful realisation that such a form allows them to inflict all manner of mayhem, a Daemon of Nurgle is much more amicable to being trapped inside a Defiler's shell.

Once resident, the Daemon's essence infests the Defiler and leaves the unmistakable mark of Nurgle upon it. Metal rusts and lubricant clots and drips. Lumbent slime oozes from the machine's joints, while pustules and sores mar its armour plates. A foul stench billows around Death Guard Defilers, of spoiled meat, ordure and other, unnameable effluvia, while clouds of flies buzz and crawl about them.

The Death Guard maintain numerous Daemon Engine manufactorums, churning out steady streams of Defilers and other infernal war machines. From the Black Manse to the Scourge Stars, the summoning works of the Warpsmiths and Dark Mechanicum pulse with putrid energies and throng with chanting cultists day and night. Since the opening of the Great Rift, such practices have become far easier to maintain, allowing the Death Guard to amass huge packs of Defilers with frightening ease.



MYPHITIC BLIGHT-HAULERS

Powering into battle on a trio of articulated track units, the Myphitic Blight-hauler is a light Daemon Engine that provides the Death Guard with heavy firepower wherever it is needed. Resembling a Bloat-drone that has been stripped of its turbines, this strange machine has heavy weapons mounted on its carapace, typically a combination of multi-melta and missile launcher for mid-to-close range tank hunting.

At the front of the Daemon Engine's hull, a single eye lens stares at the enemy with feral hunger, while below it a fang-filled maw gnashes and drools. Should the enemy get too close, the Myphitic Blight-hauler falls upon them like a ravenous wolf, biting and devouring, or sprays diseased bile over them from the rotted nozzle that juts between its fangs.

The Myphitic Blight-hauler is well armoured in rusting plates, and its blubbery flesh-parts can soak up appalling trauma. It possesses a further defence mechanism in the form of the keratinous spouts that

protrude from its armoured body. As it devours the filth and corpse-matter carpeting the battlefield, the machine churns the accumulated foulness within its foetid innards. Rank gasses and miasmal fumes build within the Daemon Engine's gastric boilers until, with a wet rasp, it spews them forth in billowing clouds.

The retched stink of these unnatural gasses is enough to render nearby enemies unconscious, or send them into uncontrollable fits of vomiting. Meanwhile, the moistened matter borne upon the clouds hangs thick in the air, veiling the Myphitic Blight-hauler and any nearby units behind an obscuring curtain of filth. In this way, packs of Myphitic Blight-haulers provide rolling smog banks of revolting cover for the Death Guard advance, clogging the air with indescribable foulness from which the Plague Marines emerge with bolters blazing.

Most Death Guard commanders use packs of these Daemon Engines to fill the role that Havocs or Obliterators might in other Traitor Legions. The possessor entities that

animate Myphitic Blight-haulers are as loyal as hounds to their masters, rushing to obey any instruction they are given. They are fast enough to keep pace with even the battle tanks of the Death Guard, while their smaller size and all-terrain mobility allows them to advance in support of Mortarion's sons in even the densest or most difficult environment. When combined with their potent marksmanship, and their ability to wreath the Death Guard battle-line in covering fumes, it is not hard to see why these Daemon Engines are so highly valued.

Though lone Myphitic Blight-haulers are occasionally deployed to support the Death Guard, they are most commonly seen in packs of three, often referred to as tri-lobes. The Daemon Engines bond instinctively with one another, hunting as a pack and running down vulnerable quarry with a killer instinct. They are like carrion jackals, scavenger-killers that can scent the slightest weakness and gather upon a battlefield to devour the dead and chase down the weak. Whether racing along as escorts to armoured spearheads, or prowling through burning cityscapes in support of advancing Plague Marines, Myphitic Blight-haulers encircle the foe, strike at their most vulnerable points, then close in to consume the mangled corpses that are left in destruction's wake.



FOETID BLOAT-DRONES

Labouring through the air on buzzing turbines and driven by the trapped essence of a Nurgle Daemon, the Foetid Bloat-drone drifts towards the enemy like an armoured plague fly. This hideous war engine bears monstrous weapons onto the battlefield to annihilate the enemies of the Death Guard. Clad in rusting plates of rot-iron armour, their hulls overflowing with flabby foulness, Foetid Bloat-drones can withstand ferocious amounts of punishment and still keep fighting. They are designed to hover in close, drifting lazily through the most treacherous of terrain to provide supporting fire.

To this end, many Foetid Bloat-drones are equipped with a pair of plaguespitters. As the Daemon Engine floats over the battlefield, its trailing pipes and tubules suckle rot and filth with idiot hunger to fuel these revolting weapons. The Bloat-drone slurps up diseased innards and maggot-thick mud until its putrid flesh is straining and pulsating, refining a hideous cocktail of hyper-concentrated toxic slime. Then, with a disgusting spasm of regurgitation, the drone squirts the resultant soup through its plaguespitters, spraying it in great fans across the foe. No cover or defence can protect the target from this lethal rain of filth. Victims find their bodies convulsing and twisting in the grip of a thousand maladies, rotting and bloating until they collapse into a heap of decaying, highly infectious matter. Many are still screaming when they do.

Other Bloat-drones are equipped for long-range bombardment. Fitted with a heavy blight launcher, these Daemon Engines suck armour-piercing blight shells from their rusting drum magazines and fire them in rippling volleys. This rain of disease-ridden shells can reduce a battle tank to a corroded, collapsing wreck in moments, or bring whole squads of heavily armoured infantry to their knees.

The entities that possess Foetid Bloat-drones are more aggressive and spiteful than most Daemons of Nurgle. Some are so wilful that they cannot be entrusted with ranged weaponry at all, their desire to smash themselves into the enemy ranks all too evident. These rebellious engines are instead fitted with the macabre devices known as fleshmowers. Heavy cylinders of rusted iron blades, flesh mowers thrust out in front of the Bloat-drone on bulky arms and whirl frenetically as it flies into battle. These weapons can be used in thrumming passes through the enemy ranks, or more deliberately

pressed against resilient targets to rip them apart. Either way, the result is a hideous red spray and a mulched stew of body parts. The mashed remains of flesh-mower victims make excellent slop-fuel for those Bloat-drones armed with plaguespitters, and so the two variants often form parasitic war packs.

Created in festering manufactorums on Nurgle-dominated Daemon worlds, the cost in blood sacrifice to create these engines is significant, and the binding rituals are hazardous in the extreme. Yet their enduring popularity with the Traitor Legion's Lords ensures that Foetid Bloat-drones are ferried in great numbers to the war zones in which the Death Guard fight, and deployed in swarms that darken the skies. This is especially true in vectoriums of the 5th Plague Company, with warbands such as the Sons of the Maggot, the Suppurant Sting, and the Smogrot Brotherhood fielding great numbers of Foetid Bloat-drones in varying pack strengths and configurations. These airborne attack waves featured strongly during the opening battles of Mortarion's Creeping Doom offensive against Ultramar, descending upon the enemy like flies onto a corpse before butchering and feasting upon their victims.

GRIM ORIGINS

Alongside Foetid Bloat-drones, some plague champions favour the deployment of Blight Drones, another type of airborne Daemon Engine. Believed to be twisted perversions of the ancient Vultarax Stratos-automata, these fly-like mechanical horrors ride the high air currents over the battlefield on droning turbines, before dropping down to slaughter the enemy with cannon fire and feed upon their seeping corpse-fluids.



'FILTH AND GRIME, POX AND SLIME, BEATING WINGS AND SEEPING GRUE, BRING YOUR FLUXSOME ENERGIES, BRING UNCLEAN LIFE, WE BESEECH YOU...'

- Extract from the 7th Incantagion

PLAGUEBURST CRAWLERS

Mortarion himself perfected the designs for the first Plagueburst Crawlers as a labour of pure spite. The Death Lord sought to create a superlative mobile artillery piece that would outclass any comparative Imperial weapon, and thus demonstrate the Death Guard's superiority over their corpse-worshipping former kin. For months he locked himself away in the smog-wreathed spires of the Black Manse, obsessing endlessly over his foul brainchild, turning all of his remarkable intellect to the challenge.

The resultant Daemon Engines reflect well the values of the nightmarish figure that created them. Plagueburst Crawlers are lumbering, formidable siege tanks whose huge ram-blades, thick armour plating and daemonic energies provide them with incredible resilience. Their fearsome plagueburst mortars boast a parabolic fire arc and terrifying range, while the shells they fire combine high-radius explosives with lethal clouds of corrosive spores to inflict damage comparable to

that of Imperial demolisher cannons. The drawback of this weapon is its inability to fire at targets that are closer than its minimum range. However, the remainder of the Crawler's weaponry is intended to slaughter the foe up close, spraying diseased slime and hails of viral shells at any who approach.

Mortarion's decision to make these vehicles Daemon Engines says much for his contempt for all living things. Live crew – even Death Guard – might be injured or slain, or suffer an all too human error of judgement in battle. By comparison, though great effort is required to bind a Daemon within each Plagueburst Crawler, once installed the possessor entities tirelessly obey their masters and, by extension, the will of Mortarion.

Plagueburst Crawlers are not swift vehicles, even running at full power. Yet their advance is as grinding and relentless as the Death Guard themselves. Intended to support infantry offensives, Plagueburst

Crawlers plough forward like huge mechanical slugs, their mortars firing with metronomic regularity. Shell after shell whistles down to explode amidst the enemy ranks. Every shot spreads billowing clouds of lethal spores amidst shock waves of fire and shrapnel.

An area under sustained bombardment from these weapons becomes so saturated with foul spore clouds that it is inimical to all life. Armour provides scant protection, for the daemonic spores chew through ventilator grills and enviro-seals, corrode the thickest adamantium plating, and wear through rockcrete layer by layer until they spill into even the deepest and most well-protected bunkers. These hideous effects have made the Plagueburst Crawler a much-hated weapon of war. Enemies strive to destroy them at any cost, while even the Daemons of Nurgle look at them askance. After all, where the Plagueburst Crawlers strike, there can be no cycle of rebirth, no matter how foul. For its victims, there is only ever-lasting death.



PLAGUEBEARERS

Plaguebearers are the daemonic footsoldiers of Nurgle. They are pestilential and bloated, riddled with disease, and they trudge forward in massed ranks to overwhelm the enemy. The rotted bodies of Plaguebearers are unnaturally hardy, soaking up volleys of explosive bolt shells and searing las-blasts without faltering. Meanwhile, their entropic plagueswords are hideous weapons, whose virulent slime rusts metal and rots flesh upon contact. As inexorable as the onset of a terminal sickness, the Plaguebearers shrug off everything the foe can hurl at them before bludgeoning them mercilessly into the dirt.

It is the Plaguebearers' role to keep stock of new diseases and symptoms inflicted by the worshippers of Nurgle. The Daemons' obsessive need to organise is characterised by their constant counting as they try to calculate every new outbreak of plague. This monotonous chanting achieves little, for it is practically impossible to catalogue anything amidst the ever-changing nature of Chaos. This in no way discourages the Plaguebearers, for they are the embodiment of the need to impose order upon the universe. Unfortunately for the Plaguebearers, they are prone to losing

count during combat. They often find themselves standing over their dying foes, groaning in frustration before starting their count anew.



Nurgle's Rot is perhaps the greatest gift that the Plague God has granted to an ungrateful galaxy, and it is this sickness that creates new Plaguebearers. Nurgle's Rot is utterly incurable and highly infectious with an excruciatingly slow course. This perfect illness slowly turns the victim's body into a bloated, rotting, living corpse. At the same time, it erodes the soul, painfully corrupting the spirit to

the point where the tortured victim has to choose between ending his own life or embracing the ways of Grandfather Nurgle. When finally death provides an end to his suffering, the victim realises the true blessing that has been visited upon him, as his soul is reborn within Nurgle's realm as an immortal Plaguebearer.

Death Guard Sorcerers often summon Plaguebearers to the battlefield in order to bolster their ranks or plug gaps in the line. At other times, the sheer pestilence and despair spread by the Death Guard sunders the veil of reality and allows Plaguebearers to manifest spontaneously upon the field of battle. The droning Daemons perfectly complement the ponderous Death Guard advance, soaking up inordinate amounts of enemy fire even as they spread terror and sickness before them. The warriors of the Death Guard see the Plaguebearers' presence as Nurgle's manifest blessing bestowed upon their endeavours. At the same time, Mortarion's sons are pragmatists at heart, and gladly allow the Daemons to wear down the enemy and bear the brunt of their fury, providing the Death Guard ample opportunity to close in for the kill.



NURGLINGS

Nurplings are diminutive plague imps that grow like cankers in the foul innards of the Plague God's Great Unclean Ones. They are tiny facsimiles of Nurgle himself that gather in excitable swarms, and spill over their enemies in a biting, scratching tide.

With needle fangs and pinching claws the Nurplings worry at their victims, while the sheer weight of their giggling, farting mass can bear even a noble Space Marine to the ground. Infested with fecund foulness, the Nurplings cause myriad tiny wounds that fester and blacken in seconds. Meanwhile, the diseased juices they squirt enthusiastically from every orifice smear and blind their victims, poisoning them further. Lesser soldiery soon succumb to this horrific onslaught, while more than a few mighty heroes have met an ignominious end beneath a squealing heap of Nurplings.

When the Death Guard go to war, infestations of Nurplings appear spontaneously wherever they go. They wriggle through the innards of the plague ships like merry little maggots, plopping unexpectedly from ventilation grates and frolicking in the cesspools that collect in

the vessels' bowels. On the battlefield, they spill from ammo crates, cling gleefully to the hulls of advancing tanks, and even burrow through the innards of the Plague Marines themselves as they march to war.

Some attach themselves to individual warriors, following their masters around like faithful pets and attempting to 'help' in any way they can. Many Death Guard find these effusive mites a constant annoyance as they filch blight grenades to wave, scramble up armoured limbs to lap at putrid discharge, and mimic bellowed orders in squeaky voices while waving their stubby arms. Yet their presence is also believed to be a sign of Nurgle's favour, for the Grandfather does not entrust his squelchsome pretties to just any mortal servant.

For all their mischief, Nurplings prove a surprisingly powerful asset when the fighting rages hot. Masses of them swarm across the battlefield, finding their way into hiding places such as tank wrecks, sewer systems and collapsed, corpse-choked ruins. As the enemy draws near, the Nurplings erupt from concealment like a repugnant tidal wave, piling atop one

another and spilling over their victims to muffle frantic screams and rattling panic-fire beneath hundreds of flabby little bodies.

Nurplings especially favour the vectoriums of the 4th Plague Company, gravitating towards those ruled over by Death Guard Sorcerers. Such warbands as the Filth-favoured, the Prophets of the Seven, and the Bilious Ones enter battle amidst living carpets of Nurplings. Meanwhile, the name of Dulthrox Globbergor is renowned throughout the Death Guard; this Malignant Plaguecaster is known as the Father of Mites, and is borne into battle upon a jabbering mountain of adoring Nurplings.

'Kantis, slow advance. Venk, Plague Marines dead ahead, load high ex...wait...Throne! What are those things? They're all over the hull. Get the damn hatch closed. Close it! Oh no, no, no, NO!'

- Last words of Lieutenant Hostin, commander of the Leman Russ Rites of Battle



BEASTS OF NURGLE

Bounding into battle with dim-witted joy, the Beasts of Nurgle seek not to attack the enemy, but to play with them. Their affection is every bit as lethal as a volley of cannon fire, however, as Beasts of Nurgle are huge, slug-like abominations whose bloated weight can crush a man beneath their bulk like a spent ration tin. Worse, their noisome flesh seethes with lethal contagions, while septic slime drips from their every orifice.

None of this matters to the Beasts of Nurgle. They bound into the enemy ranks like gleeful puppies desperate for attention. In their excitement, they shrug off enemy fire without even noticing, and leave sizzling puddles of effluence in their wake. Lashing out with pseudopods and tentacled fronds, the Beasts of Nurgle snatch up unwilling playmates and drag them close, the better to be licked, squeezed and rolled upon. Bones crack and flesh rots, the Beasts' victims quickly mashed into plague-ridden slop by their insistent attentions. The Beasts of Nurgle register only a brief sense of disappointment that their playmates have tired of the game so

quickly, before their idiot gaze settles on something new, shiny and unfortunate.

When they manifest in battle alongside the Death Guard, Beasts of Nurgle are cynically exploited as line-breaking units. The Death Guard have little time for the Beasts' attentions, and no more desire than most to be crushed under their galumphing weight. Thus they herd the beasts toward the enemy as best they can, often baiting the creatures with speeding tanks – which they delight in chasing – or bands of hapless Cultists. Should the Beasts be torn apart by heavy fire, those shells are at least not falling upon valuable Death Guard warriors. If the Beasts of Nurgle successfully punch a hole in the enemy lines, Mortarion's sons waste no time in exploiting their advantage.

This tactic served the Death Guard well during the third battle for Tarran's Pass. When the Scourge Stars arose, Death Guard vectoriums launched strikes against nearby worlds, ensuring that no enemy was in a position to disrupt Mortarion's muster for the Ultramar invasion. On the planet

of Daxar, the Apostles of Contagion met stiff resistance from an Astra Militarum force built around the 56th Cadian heavy infantry. Though the Death Guard drove the Cadians back from the defences of Haldyon City before harrying them across the sulphur deserts beyond, at the mouth of Tarran's Pass the Imperial Guard dug in and resisted all conventional attacks.

Conscious that his enemies were mustering their reserves for a concerted counter-strike, and that the will remained upon Daxar to disrupt Mortarion's plans, Lord Thelugh Poxmaw commanded that a mighty summoning ritual be performed. As dark clouds spiralled overhead and the moons crawled backwards in the sky, several hundred Beasts of Nurgle were conjured into being and sent gambolling towards the Imperial defence lines. Dozens were blown apart by Cadian fire, dozens more hacked and blasted apart at close range, but the remaining Beasts ploughed on regardless, and the depleted Death Guard followed in their wake. With the barricades smashed, the pass ran red with Imperial blood, and Daxar fell soon after.



THE BOOKS OF WOE

Within the mouldering libraries of the Black Manse, Mortarion hoards endless treatises and forbidden tomes of numerology, cryptoscience, abhorrent scripture and arcane conjuring.

The foulest of these are the seven Books of Woe, aberrations whose covers drip with filth and whose pages moan like a bloated corpse when turned. On occasion, Mortarion bestows one of these abhorrent tomes upon a favoured champion so that they may call upon the incantations within. By reading from a Book of Woe, a worthy champion may tear aside the veil of reality and summon the Plague God's Daemon legions into reality. They can draw the Garden of Nurgle itself into realspace, and – during cursed stellar conjunctions – even transform planets into befouled hellscapes, worlds of Nurgle manifesting in reality like sores upon a sick man's body.

PLAGUE DRONES

A terrible thrum of insectile wings fills the air as the Plague Drones descend. High-ranking Plaguebearers riding atop monstrous Rot Flies, these daemonic airborne cavalry hit the enemy lines like hard-swung wrecking balls, bowling warriors over with their sheer stinking bulk. Hairy limbs scrabble, ripping through flesh and cracking bone. Needle proboscis punch through armour joints and eye lenses to inject diseased acids into their victims. Revolting mouthparts gape and suck as they envelop the heads of screaming warriors, slurping them down like sweetmeats. Meanwhile, the daemonic riders hack at their victims with plagueswords, and hurl infernal death's heads into the foe's ranks to engulf them in billowing clouds of plague spores and sickness. Such an onslaught is enough to break the spirit of even the most well dug-in opponents, and has been known to turn the flank or break the centre of entire enemy battle-lines.

Though few know the truth of this, Rot Flies are, in fact, metamorphosed forms of Beasts of Nurgle who have given in to spite

and despair. Over thousands of years, even the simple joy of Beasts of Nurgle can be soured by their playmates' unwillingness. A seed of discontentment takes hold within some, a canker of bitterness and disillusionment that grows with every fresh rejection. Should such a doubting Beast be slain and banished back to Nurgle's garden, it will slump into the muck and filth with a resigned sigh and give in to its misery. A thick cloud of Nurgle's fattest flies descends upon the desolate beast, cocooning it against the unfairness of the galaxy, and within this thick pupa a strange transformation takes hold. A bloated Rot Fly rips its way free, fully formed and driven by all the hate and cruelty that soured the Beast of Nurgle's simple heart.

These foul beings can fly at prodigious speeds, absorb ferocious amounts of firepower, and dole out hurt in great measure. They are greatly valued by the Death Guard, who offer up rich sacrifice in the hopes of conjuring these monsters to their side. Speed and manoeuvrability are one of the few weaknesses the Death Guard suffer, and their ruling champions can find

many strategic roles for a pack or two of Plague Drones. Intercepting and destroying enemy flanking forces or scouts, launching swift strikes against vulnerable foes, intercepting airborne threats or rushing to reinforce weaknesses in the Death Guard lines, Plague Drones make for versatile and powerful allies. Their riders are haughty, however, for they are highly placed amongst Nurgle's daemonic legions, while their steeds hate all mortals no matter their origins. As such, the Death Guard can only hope that the Plague Drones they have summoned will act according to their plans, rather than following their own whimsy wherever they please.





THE XIV LEGION

The vectoriums of the Death Guard stride to battle arrayed in the colours of death and decay. Their armour and flesh bear the grotesque marks of the pestilence that riddles their bodies, and foul icons adorn their rusting battle plate.

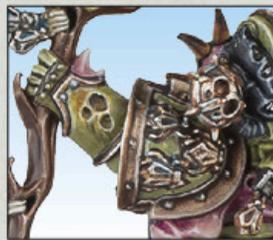


Lord of Contagion

Noxious Blightbringer



Malignant Plaguecaster





Mortarion and Typhus lead the Death Guard into battle in a flowing tide of filth and disease. Their ruptured, rot-green armour drips pus and slime, and Nurglings caper around them as they unleash their revolting weapons of war.



Tallyman



Plague Surgeon



Blightlord Terminator with blight launcher and bubotic axe



Blightlord Terminator with flail of corruption



Blightlord Terminator with balesword and combi-bolter



Typhus, Host of the Destroyer Hive



Poxwalkers



Mortarion, Daemon Primarch of the Death Guard

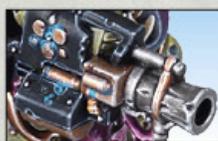


Deathshroud Terminators

A vectorium of the Pallid Hand storms the Ultramarines lines, accompanied by a gruesome horde of Daemons of Nurgle. At such point-blank range, their firepower is unstoppable.



Plague Marine with Icon of Despair



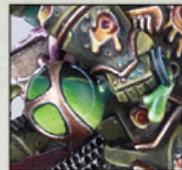
Plague Marine with blight launcher



Plague Marine with great plague cleaver



Plague Marine



Plague Champion with power fist and plaguesword



Foul Blightspawn



Biologus Putrifier



Poxwalker



Plague Marine with great plague cleaver



Plaguebearer



Poxwalker



Blightlord Terminator with
bubotic axe and combi-flamer



Plague Marine with Icon
of Despair

The models below are conversions, taking existing Chaos Space Marine kits and aligning them distinctly with the Death Guard. The Daemon Prince boasts a Rot Fly's head, while the Helbrute bears the rune of Nurgle upon its sarcophagus.



Daemon Prince of Nurgle



Death Guard Helbrute



Typhus and a Tallyman advance upon their foes, accompanied by an elite bodyguard of Deathshroud Terminators, a lurching mass of Poxwalkers, and a pack of menacing Foetid Bloat-drones.

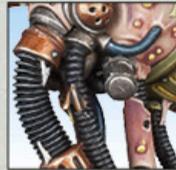
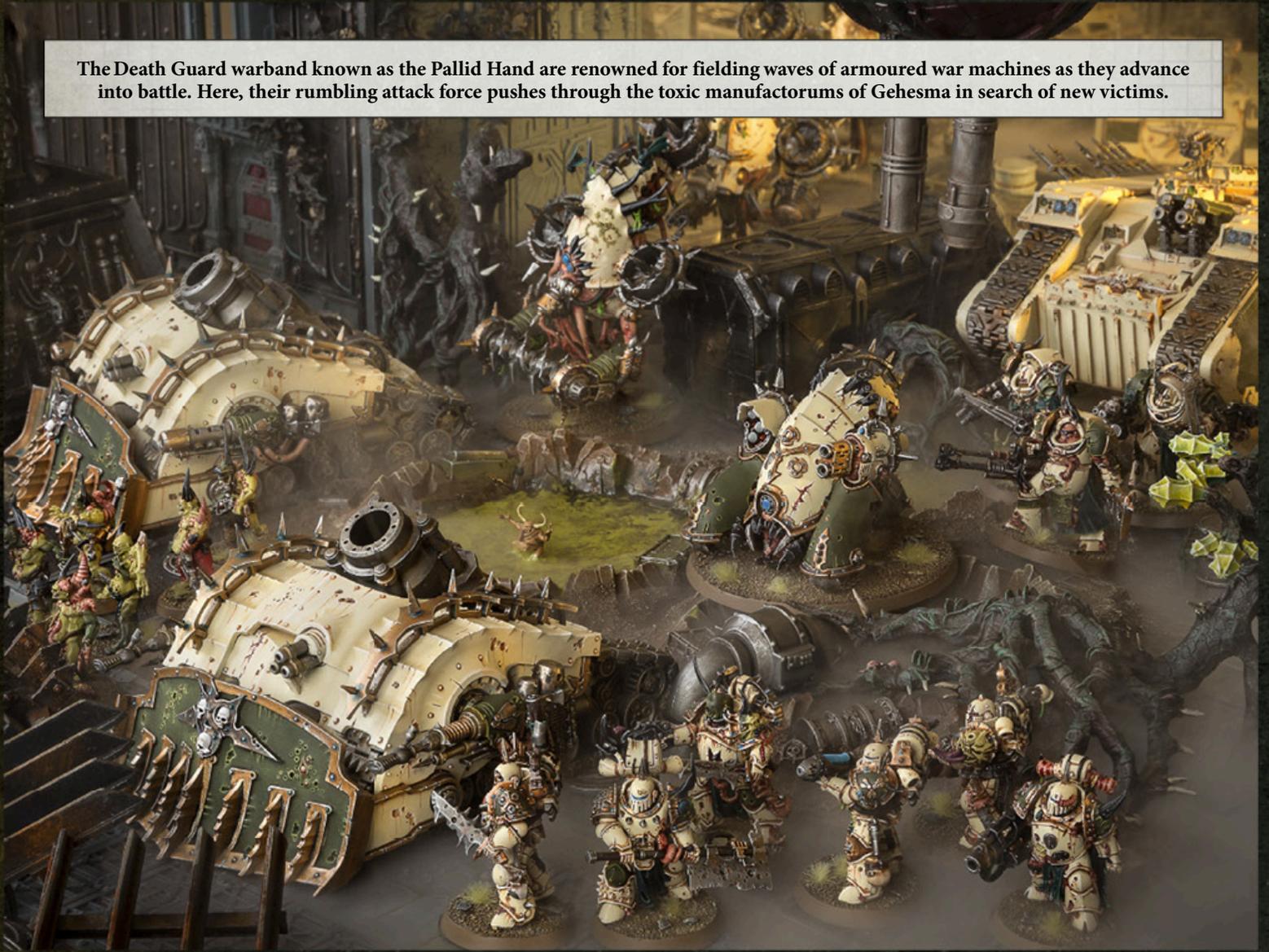


The lethal cold of Kalighast IV finds no purchase in the unnatural flesh of the Blightlord Terminators as they lumber into battle, the heavy armour of the Death Guard rumbling at their backs.



Amidst the tainted depths of the Underhive, wave after wave of Poxwalkers stagger from the spore-thick mists to batter the Imperial Fists lines. Wading through their ranks comes a hideous Daemon Prince of Nurgle, the drone of Daemon flies echoing around him.

The Death Guard warband known as the Pallid Hand are renowned for fielding waves of armoured war machines as they advance into battle. Here, their rumbling attack force pushes through the toxic manufacturums of Gehesma in search of new victims.



Foetid Bloat-drone with fleshmower



Foetid Bloat-drone with heavy blight launcher

DEVOTEES OF NURGLE

The Death Guard have access to a huge number of units, characters and war engines with which to take the fight to their foes. As such, there are many different ways to approach beginning a Death Guard collection. Presented below are two possible starting forces, each quite different from the other but both providing exciting and enjoyable challenges for painters, modellers and gamers alike.

The first of these forces has been assembled from miniatures available within the *Warhammer 40,000: Know No Fear* starter set. Led by a Lord of Contagion and supported by a Foetid Bloat-drone, this force boasts two infantry squads – one of ultra-resilient Plague Marines and the other a shambling mass of Poxwalkers – and is capable of both advancing relentlessly and fighting defensively. As this force comprises one

HQ unit, two Troops unit and one Fast Attack unit, it meets the requirements of a Patrol Detachment as described in the *Warhammer 40,000* rulebook. This warband is therefore Battle-forged, ensuring they have access to three Command Points to spend on Stratagems.

By comparison, the second of the two forces is a more specialised collection. Led by Typhus himself, this starting

army is made up entirely of Terminators, both Deathshroud and Blightlord. Not only does this make for an exciting painting challenge, but such a force is exceptionally powerful, able to take on many times their own number of foes and still emerge triumphant. It also meets the requirements of a Vanguard Detachment, once again securing Battle-forged status and earning a bonus Command Point to be used in the game.



Lord Pustulor's vectorium is known as the Hand of Filth, and is an excellent base on which to build a larger force.



The Brotherhood of Reaping is led by Typhus, and provides a larger army with a truly elite core of warriors.



THE BEFOULING HOST

Once you have the core of an army, it is an exciting and enjoyable process to expand upon it. With so many different units available to them, a Death Guard player can tailor their collection to almost any style of play they wish.

Using as its core the two collections shown on the previous page, this Death Guard army combines and expands upon both, as well as adding in a whole raft of new and exciting units to create a force to be reckoned with on the tabletop.

The most instantly attention-grabbing of all of these miniatures is, of course, Mortarion, Daemon Primarch of the Death Guard. An exceptional centrepiece for any collection, this massive Citadel Miniature is an exciting challenge for any painter and modeller. He is also so powerful upon the tabletop that he qualifies as a Lord of War, able to devastate whole units of foes single-handedly. At Mortarion's side marches his most deadly son, Typhus. Another

fantastic miniature, Typhus is a deadly warrior and a powerful psyker who reaps the foe upon the battlefield.

Making up the bulk of this army's infantry are three units of Plague Marines – the Filthbringers, the Plaguesons and the Rancid Ones – and the Cursed Dead, a unit of Poxwalkers. With potent weaponry and unnatural resilience, this mass of infantry can crush their enemies in close range firefights and dominate battlefield objectives.

Alongside the Filthbringers march two units of Blightlord Terminators – Gulroch's Rustfists and the Brothers of Foulness – and a unit of Deathshroud Terminators known as Mortarion's



Blades. While the Terminators provide this army with an exceptionally resilient and powerful centre of elite infantry, each of the champions – Pustulor, the Lord of Contagion, Gnaxos, the Malignant Plaguecaster, Clattercyst the Tallyman, Volxox Gnurr the Noxious Blightbringer, and even famed Plague Surgeon Nauseous Rotbone – brings their own special in-game effects that erode the strength and courage of the foe even as they bolster the warriors of the Death Guard themselves.

This army's armoured support comes in the form of three Foetid Bloat-drones – the Droning Horror, Foulthresh and the Seeping Death – and three Plagueburst Crawlers – Plaguerain, the Iron Slug and Crawling Death.

Altogether, this army meets the requirements for a Battalion Detachment, providing a massive bonus of Command Points, and makes for a truly fearsome – and impressive – collection.

- | | |
|------------------------------------|---|
| 1. Mortarion the Death Lord | 12. Volxox Gnurr, Noxious Blightbringer |
| 2. Typhus, Herald of Nurgle | 13. Nauseous Rotbone, Plague Surgeon |
| 3. The Filthbringers | 14. The Droning Horror |
| 4. The Plaguesons | 15. Plaguerain |
| 5. The Rancid Ones | 16. The Cursed Dead |
| 6. Gulroch's Rustfists | 17. The Iron Slug |
| 7. The Brothers of Foulness | 18. Crawling Death |
| 8. Mortarion's Blades | 19. Foulthresh |
| 9. Pustulor, Lord of Contagion | 20. The Seeping Death |
| 10. Gnaxos, Malignant Plaguecaster | |
| 11. Clattercyst, Tallyman | |

LORDS OF THE PLAGUE PLANET

This section contains all of the datasheets that you will need to fight battles with your Death Guard miniatures, and the rules for all of the weapons they can wield in battle. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have. Any abilities that are common to several units are described below and referenced on the datasheets themselves.

ABILITIES

The following abilities are common to several DEATH GUARD units.

DEATH TO THE FALSE EMPEROR

The hatred that the Traitor Legions bear for Mankind's distant master is eternal. They despise those who serve him, and will redouble their efforts against such foes, their every vicious assault another blow struck in the Long War against the weakling Imperium.

Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.

PLAGUE WEAPON

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

You can re-roll wound rolls of 1 for a weapon with this ability.

DAEMONIC RITUAL

With glottal chants and the letting of foul fluids upon the ground, the ritual begins. Channelling the noxious blessings of the Plague God, the Death Guard champion roars out bitter words of contagion and entropy that rot the very air before him. Rancid talons and splintered horns thrust outward, splitting the decayed veil of reality and letting the Daemons of the warp spill forth like innards from a burst corpse.

Instead of moving in their Movement phase, any DEATH GUARD CHARACTER can, at the end of their Movement phase, attempt to summon a NURGLE DAEMON unit with this ability by performing a Daemonic Ritual (the character cannot do so if they arrived as reinforcements this turn).

Roll up to 3 dice – this is your summoning roll. You can summon one new NURGLE DAEMON unit with the Daemonic Ritual ability to the battlefield that has a Power Rating equal to or less than the total result. This unit is treated as reinforcements for your army and can be placed anywhere on the battlefield that is entirely within 12" of the character and is more than 9" from any enemy model. If the total rolled is insufficient to summon any unit, the ritual fails and no new unit is summoned.

If your summoning roll included any doubles, your character then suffers a mortal wound. If it contained any triples, it instead suffers D3 mortal wounds.

DISGUSTINGLY RESILIENT

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

Each time a model with this ability loses a wound, roll a dice; on a 5+, the model does not lose that wound.



'Rejoice! We bring you the bountiful gifts of Nurgle, feculent blessings of which you are singularly unworthy. Yet our master is generous and forgiving, and so for all your lack of gratitude, he will grace you with them nonetheless. Breathe deep, you throne-worshipping worms. Feel the power of a true god...'

- Nauseous Rotbone, Plague Surgeon

DEATH GUARD WARGEAR LISTS

Many of the units you will find on the following pages reference one or more of the wargear lists below (e.g. Melee Weapons). When this is the case, the unit may take any item from the appropriate list. The profiles for the weapons in these lists can be found in the Gifts of the Plague God section (pg 90-92).

COMBI-WEAPONS

- Combi-bolter
- Combi-flamer
- Combi-melta
- Combi-plasma

MELEE WEAPONS

- Balesword
- Chainaxe
- Lightning claw
- Power axe
- Power fist
- Power maul
- Power sword

TERMINATOR MELEE WEAPONS

- Balesword
- Chainfist
- Lightning claw
- Power axe
- Power fist
- Power maul
- Power sword





DAEMON PRINCE OF NURGLE



NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Daemon Prince of Nurgle	8"	2+	2+	7	6	8	4	10	3+	
A Daemon Prince is a single model armed with a hellforged sword and a set of malefic talons.										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Daemonic axe	Melee	Melee	+1	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.				
Hellforged sword	Melee	Melee	User	-2	3	-				
Malefic talons	Melee	Melee	User	-2	2	Each time a model with malefic talons fights, it can make 1 additional attack with this weapon. A model armed with two sets of malefic talons can make 3 additional attacks with them instead.				
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model may replace its hellforged sword with a daemonic axe or second set of malefic talons. This model may have wings (Power Rating +1). If it does, its Move characteristic is increased to 12" and it gains the FLY keyword. 									
ABILITIES	Death to the False Emperor, Disgustingly Resilient (pg 68)			Daemonic: This model has a 5+ invulnerable save.			Prince of Chaos: You can re-roll hit rolls of 1 made for friendly DEATH GUARD and NURGLE DAEMON units within 6" of this model.			
PSYKER	This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> psychic power and one psychic power from the Contagion discipline (pg 101).									
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD									
KEYWORDS	CHARACTER, DAEMON, MONSTER, DAEMON PRINCE									



A festering Daemon Prince leads the Death Guard into battle, bloated with the unnatural might of his revolting patron.



TYPHUS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Typhus	4"	2+	2+	4	5	6	4	9	2+
Typhus is a single model armed with a master-crafted manreaper, the Destroyer Hive and blight grenades. Only one of this model may be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
The Destroyer Hive	6"	Pistol 2D6		4	-3	1	This weapon always hits on a 5+ (even when firing Overwatch), regardless of any modifiers.		
Master-crafted manreaper	Melee	Melee		+3	-3	3	Plague Weapon (pg 68)		
Blight grenade	6"	Grenade D6		3	0	1	Plague Weapon (pg 68)		
ABILITIES	Death to the False Emperor, Disgustingly Resilient (pg 68)			Host of the Destroyer Hive: Friendly units of Poxwalkers increase their Strength and Toughness by 1 whilst they are within 7" of Typhus.			Teleport Strike: During deployment, you can set up Typhus in a teleportarium chamber instead of placing him on the battlefield. At the end of any of your Movement phases Typhus can teleport into battle – set him up anywhere that is more than 9" away from any enemy models.		
	Nurgle's Gift: All Death Guard units within 7" of a friendly LORD OF CONTAGION are surrounded by a deadly aura of plague and disease. Roll a dice for each enemy unit that is within 1" of any affected friendly units at the start of your turn; on a 4+ that enemy unit suffers a mortal wound.			Cataphractii Armour: Typhus has a 4+ invulnerable save, but you must halve the result of the dice rolled when determining how far he Advances.					
PSYKER	Typhus can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. He knows the <i>Smite</i> psychic power and two psychic powers from the Contagion discipline (pg 101).								
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD								
KEYWORDS	CHARACTER, INFANTRY, LORD OF CONTAGION, TERMINATOR, PSYKER, TYPHUS								



LORD OF CONTAGION



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Lord of Contagion	4"	2+	2+	4	5	6	4	9	2+
A Lord of Contagion is a single model armed with a plaguereaper.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Manreaper	Melee	Melee		+3	-3	D3	Plague Weapon (pg 68)		
Plaguereaper	Melee	Melee		+2	-3	3	Plague Weapon (pg 68)		
WARGEAR OPTIONS	• This model may replace its plaguereaper with a manreaper.								
ABILITIES	Death to the False Emperor, Disgustingly Resilient (pg 68)			Nurgle's Gift: All Death Guard units within 7" of a friendly LORD OF CONTAGION are surrounded by a deadly aura of plague and disease. Roll a dice for each enemy unit that is within 1" of any affected friendly units at the start of your turn; on a 4+ that enemy unit suffers a mortal wound.			Cataphractii Armour: This model has a 4+ invulnerable save, but you must halve the result of the dice rolled when determining how far it Advances.		
							Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases it can teleport into battle – set it up anywhere that is more than 9" away from any enemy models.		
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD								
KEYWORDS	CHARACTER, INFANTRY, TERMINATOR, LORD OF CONTAGION								



CHAOS LORD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Lord	6"	2+	2+	4	4	5	4	9	3+
A Chaos Lord is a single model armed with a chainsword, a bolt pistol, blight grenades and krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Plasma pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1		7	-3	1	-		
- Supercharge	12"	Pistol 1		8	-3	2	On a hit roll of 1, the bearer is slain.		
Chainsword	Melee	Melee		User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
Blight grenade	6"	Grenade D6		3	0	1	Plague Weapon (pg 68)		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model may replace its bolt pistol with a plasma pistol or an item from the <i>Combi-weapons</i> or <i>Melee Weapons</i> lists. This model may replace its chainsword with one item from the <i>Melee Weapons</i> lists. 								
ABILITIES	Death to the False Emperor (pg 68)			Lord of Nurgle: You can re-roll hit rolls of 1 made for friendly DEATH GUARD units within 6" of this model.					
Sigil of Corruption: This model has a 4+ invulnerable save.									
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD								
KEYWORDS	CHARACTER, INFANTRY, CHAOS LORD								



CHAOS LORD IN TERMINATOR ARMOUR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Lord in Terminator Armour	5"	2+	2+	4	4	6	4	9	2+
A Chaos Lord in Terminator Armour is a single model armed with a power sword and combi-bolter.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Combi-bolter	24"	Rapid Fire 2		4	0	1	-		
Power sword	Melee	Melee		User	-3	1	-		
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model may replace its combi-bolter with one item from the <i>Combi-weapons</i> or <i>Terminator Melee Weapons</i> list. This model may replace its power sword with one item from the <i>Terminator Melee Weapons</i> list. 								
ABILITIES	Death to the False Emperor (pg 68)			Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases it can teleport into battle – set it up anywhere that is more than 9" away from any enemy models.					
Lord of Nurgle: You can re-roll hit rolls of 1 made for friendly DEATH GUARD units within 6" of this model.									
Sigil of Corruption: This model has a 4+ invulnerable save.									
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD								
KEYWORDS	CHARACTER, INFANTRY, TERMINATOR, CHAOS LORD								

'UPON THE SEVENTH NIGHT THEY ATTACKED AT LAST, STRIDING THROUGH THE GLOAMING LIKE NIGHTMARES MADE FLESH. AT THEIR HEAD CAME A FELL CHAMPION OF NURGLE, A FLYBLOWN HORROR THAT SEEMED IMPERVIOUS TO MORTAL WEAPONS.'

- Pasandrus the Scryer, the Tale of Tarkad's Fall



SORCERER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sorcerer	6"	3+	3+	4	4	4	3	9	3+
A Sorcerer is a single model armed with a force sword, a bolt pistol, blight grenades and krak grenades.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Bolt pistol	12"	Pistol 1	4	0	1	-			
Plasma pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1	7	-3	1	-			
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.			
Force axe	Melee	Melee	+1	-2	D3	-			
Force stave	Melee	Melee	+2	-1	D3	-			
Force sword	Melee	Melee	User	-3	D3	-			
Blight grenade	6"	Grenade D6	3	0	1	Plague Weapon (pg 68)			
Krak grenade	6"	Grenade 1	6	-1	D3	-			
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model may replace its bolt pistol with a plasma pistol, or one item from the <i>Combi-weapons</i> list. This model may replace its force sword with a force stave or force axe. 								
ABILITIES	Death to the False Emperor (pg 68)								
PSYKER	This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> psychic power and two psychic powers from the Contagion discipline (pg 101).								
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD								
KEYWORDS	CHARACTER, INFANTRY, PSYKER, SORCERER								

SORCERER IN TERMINATOR ARMOUR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Sorcerer in Terminator Armour	5"	3+	3+	4	4	5	3	9	2+	
A Sorcerer in Terminator Armour is a single model armed with a force stave and combi-bolter.										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Combi-bolter	24"	Rapid Fire 2	4	0	1	-				
Force axe	Melee	Melee	+1	-2	D3	-				
Force stave	Melee	Melee	+2	-1	D3	-				
Force sword	Melee	Melee	User	-3	D3	-				
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model may replace its combi-bolter with one item from the <i>Combi-weapons</i> or <i>Terminator Melee Weapons</i> list. This model may replace its force stave with a force axe, force sword or an item from the <i>Terminator Melee Weapons</i> list. 									
ABILITIES	Death to the False Emperor (pg 68)				Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases it can teleport into battle – set it up anywhere that is more than 9" away from any enemy models.					
	Terminator Armour: This model has a 5+ invulnerable save.									
PSYKER	This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> psychic power and two psychic powers from the Contagion discipline (pg 101).									
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD									
KEYWORDS	CHARACTER, INFANTRY, TERMINATOR, PSYKER, SORCERER									



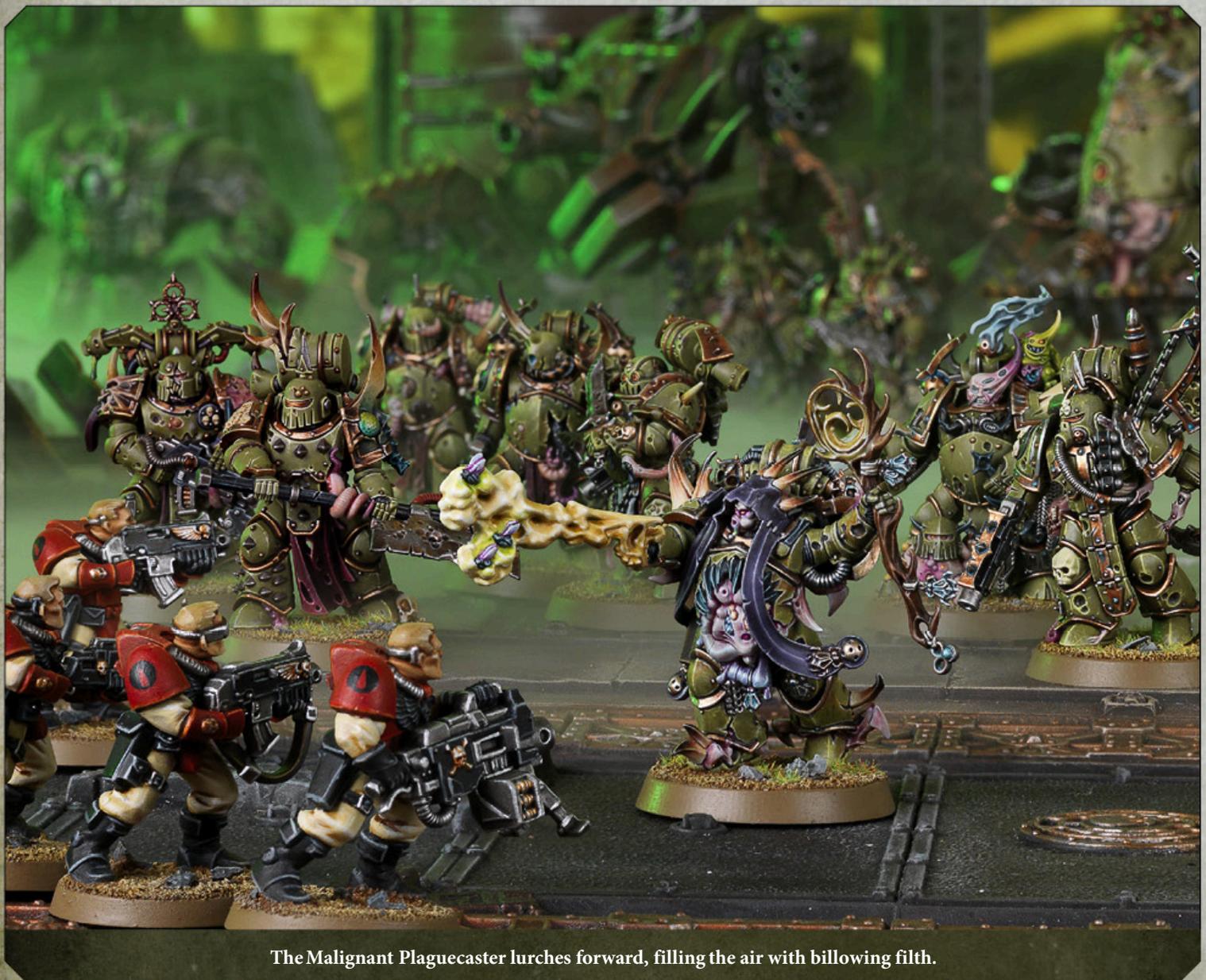
MALIGNANT PLAGUECASTER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Malignant Plaguecaster	5"	3+	3+	4	5	4	3	8	3+

A Malignant Plaguecaster is a single model armed with a corrupted staff, a bolt pistol, blight grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Corrupted staff	Melee	Melee	+2	-1	D3	-
Blight grenade	6"	Grenade D6	3	0	1	Plague Weapon (pg 68)
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES	Death to the False Emperor, Disgustingly Resilient (pg 68)	Pestilential Fallout: Each time this model successfully manifests a psychic power with a Psychic test of 7 or more, the nearest enemy unit within 7" suffers a mortal wound after the effects of the psychic power have been resolved.
PSYKER	This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> psychic power and two psychic powers from the Contagion discipline (pg 101).	
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD	
KEYWORDS	CHARACTER, INFANTRY, PSYKER, MALIGNANT PLAGUECASTER	



The Malignant Plaguecaster lurches forward, filling the air with billowing filth.



PLAGUE MARINES

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Plague Marines	5"	3+	3+	4	5	1	1	7	3+
Plague Champion	5"	3+	3+	4	5	1	2	8	3+

This unit contains 1 Plague Champion and 4 Plague Marines. It can include up to 2 additional Plague Marines (**Power Rating +3**), up to 5 additional Plague Marines (**Power Rating +6**), up to 10 additional Plague Marines (**Power Rating +11**) or up to 15 additional Plague Marines (**Power Rating +16**). Each model is armed with a plague knife, a boltgun, blight grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blight launcher	24"	Assault 2	6	-2	D3	Plague Weapon (pg 68)
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Plague belcher	9"	Assault D6	4	0	1	Plague Weapon (pg 68). This weapon automatically hits its target.
Plague spewer	9"	Heavy D6	5	-1	1	Plague Weapon (pg 68). This weapon automatically hits its target.
Plasma gun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Bubotic axe	Melee	Melee	+1	-2	1	Plague Weapon (pg 68)
Flail of corruption	Melee	Melee	+2	-2	2	Plague Weapon (pg 68). Make D3 hit rolls for each attack with this weapon, instead of 1. Excess damage from this weapon is not lost; instead, keep allocating damage to another model in the target unit until either all the damage has been allocated or the unit has been destroyed.
Great plague cleaver	Melee	Melee	x2	-3	D6	Plague Weapon (pg 68). When attacking with this weapon, you must subtract 1 from the hit roll.
Mace of contagion	Melee	Melee	+2	-1	3	Plague Weapon (pg 68). When attacking with this weapon, you must subtract 1 from the hit roll.
Plague knife	Melee	Melee	User	0	1	Plague Weapon (pg 68)
Plaguesword	Melee	Melee	User	0	1	You can re-roll failed wound rolls for this weapon.
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Blight grenade	6"	Grenade D6	3	0	1	Plague Weapon (pg 68)
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- The Plague Champion may replace his plague knife with a plaguesword.
- The Plague Champion may replace his boltgun with a bolt pistol, a plasma pistol or a plasma gun.
- The Plague Champion may take a power fist.
- Up to two Plague Marines can each replace their boltgun with either a plague spewer, a plague belcher, a blight launcher, a meltagun or a plasma gun.
- Any Plague Marine can replace their boltgun with either a bubotic axe or a second plague knife.
- Up to two Plague Marines can each replace their boltgun with a mace of contagion and a bubotic axe.
- Up to two Plague Marines can each replace their boltgun with either a great plague cleaver or a flail of corruption.
- One Plague Marine with a boltgun or with two plague knives may also take an Icon of Despair.

ABILITIES

Death to the False Emperor, Disgustingly Resilient (pg 68)

Icon of Despair: Units that are within 6" of any enemy units with an Icon of Despair must subtract 1 from their Leadership characteristic.

Vectors of Death and Disease: A Plague Marine armed with two plague knives, a plague knife and a bubotic axe, or a mace of contagion and a bubotic axe, has an Attacks characteristic of 2, instead of 1.

FACTION KEYWORDS

CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD

KEYWORDS

INFANTRY, PLAGUE MARINES



CHAOS CULTISTS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Cultist	6"	4+	4+	3	3	1	1	5	6+
Cultist Champion	6"	4+	4+	3	3	1	2	6	6+

This unit contains 1 Cultist Champion and 9 Chaos Cultists. It can include up to 10 additional Chaos Cultists (**Power Rating +3**), up to 20 additional Chaos Cultists (**Power Rating +6**) or up to 30 additional Chaos Cultists (**Power Rating +9**). Each model is armed with an autogun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	-
Autopistol	12"	Pistol 1	3	0	1	-
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Heavy stubber	36"	Heavy 3	4	0	1	-
Shotgun	12"	Assault 2	3	0	1	If the target is within half range, add 1 to this weapon's Strength.
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.

WARGEAR OPTIONS

- Any Chaos Cultist may replace their autogun with an autopistol and brutal assault weapon.
- For every ten models in the unit, one Chaos Cultist may replace their autogun with a heavy stubber or a flamer.
- The Cultist Champion may replace their autogun with a shotgun or a brutal assault weapon and autopistol.

FACTION KEYWORDS CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD

KEYWORDS INFANTRY, CHAOS CULTISTS



POXWALKERS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Poxwalker	4"	5+	6+	3	3	1	2	4	7+

This unit contains 10 Poxwalkers. It can include up to 10 additional Poxwalkers (**Power Rating +3**). Each model is armed with an improvised weapon.

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

ABILITIES

Disgustingly Resilient (pg 68)

Mindless: This unit never has to take Morale tests.

Curse of the Walking Pox: Each time an enemy INFANTRY model is slain by a Poxwalker in the Fight phase, add one model to the Poxwalker's unit.

Diseased Horde: You can add 1 to all hit rolls for this unit in the Fight phase if it contains more than 10 models.

FACTION KEYWORDS CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD

KEYWORDS INFANTRY, POXWALKERS





PLAGUEBEARERS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Plaguebearer	5"	4+	4+	4	4	1	1	7	6+
Plagueridden	5"	4+	4+	4	4	1	2	7	6+

This unit contains 1 Plagueridden and 9 Plaguebearers. It can include up to 10 additional Plaguebearers (**Power Rating +4**) or up to 20 additional Plaguebearers (**Power Rating +8**). Each model is armed with a plaguesword.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plaguesword	Melee	Melee	User	0	1	You can re-roll failed wound rolls for this weapon.

WARGEAR OPTIONS

- For every ten models in the unit, one Plaguebearer may take an Instrument of Chaos.
- For every ten models in the unit, one Plaguebearer may take a Daemonic Icon.

ABILITIES

Daemonic Ritual, Disgustingly Resilient (pg 68)

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

Daemonic Icon: If you roll a 1 when taking a Morale test for a unit with a Daemonic Icon, reality blinks and the daemonic horde is bolstered. No models flee and D6 slain models are returned to the unit.

Cloud of Flies: Large groups of Plaguebearers attract great clouds of flies that buzz about them, obscuring them from view. If this unit contains 20 or more models at the start of a phase, your opponent must subtract 1 from all hit rolls for attacks that target them.

Instrument of Chaos: A unit that includes any Instruments of Chaos adds 1 to their Advance and charge rolls.

FACTION KEYWORDS CHAOS, NURGLE, DAEMON

KEYWORDS INFANTRY, PLAGUEBEARERS



NURGLINGS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Nurgling Swarm	5"	4+	4+	2	2	4	4	7	6+

This unit contains 3 Nurgling Swarms. It can include up to 3 additional Nurgling Swarms (**Power Rating +3**) or up to 6 additional Nurgling Swarms (**Power Rating +6**). Each model attacks with diseased claws and teeth.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Diseased claws and teeth	Melee	Melee	User	0	1	Plague Weapon (pg 68)

ABILITIES

Daemonic Ritual, Disgustingly Resilient (pg 68)

Mischief Makers: When you set up a unit of Nurglings during deployment, they can either be set up in their deployment zone, or anywhere on the battlefield that is more than 9" from the enemy deployment zone.

Squishable: Because of their diminutive size, Nurglings only receive the benefit of their Disgustingly Resilient ability against attacks with a Damage characteristic of 1.

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

FACTION KEYWORDS CHAOS, NURGLE, DAEMON

KEYWORDS SWARM, NURGLINGS



'SEVENFOLD THE SLAUGHTER WE HAVE
WROUGHT FOR THEE,
AND SEVENFOLD THE PLAGUES THAT WE HAVE SPREAD,
WITH FILTH THIS WORLD ANOINTED IN NURGLE'S NAME,
COME FORTH NOW, WE BESEECH YOU,
LET THE VEIL BE ROTTED THROUGH,
COME VIRULENCE, COME MALIGNANCY, COME FILTH,
AND FIGHT NOW AT OUR SIDE'

- *The Cursed Ritual of the Seventh Summoning*



NOXIOUS BLIGHTBRINGER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Noxious Blightbringer	5"	3+	3+	4	5	4	3	8	3+
A Noxious Blightbringer is a single model armed with a cursed plague bell, a plasma pistol, blight grenades and krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Plasma pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1		7	-3	1	-		
- Supercharge	12"	Pistol 1		8	-3	2	On a hit roll of 1, the bearer is slain.		
Cursed plague bell	Melee	Melee		User	0	2	Plague Weapon (pg 68)		
Blight grenade	6"	Grenade D6		3	0	1	Plague Weapon (pg 68)		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
ABILITIES	<p>Death to the False Emperor, Disgustingly Resilient (pg 68)</p> <p>Tocsin of Misery: Units must subtract 1 from their Leadership whilst they are within 7" of any enemy Noxious Blightbringers (PSYKERS must subtract 2 instead).</p> <p>In addition, if a DEATH GUARD unit is within 7" of this model when it Advances, roll two dice and discard the lowest result when determining the distance.</p>								
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD								
KEYWORDS	CHARACTER, INFANTRY, NOXIOUS BLIGHTBRINGER								



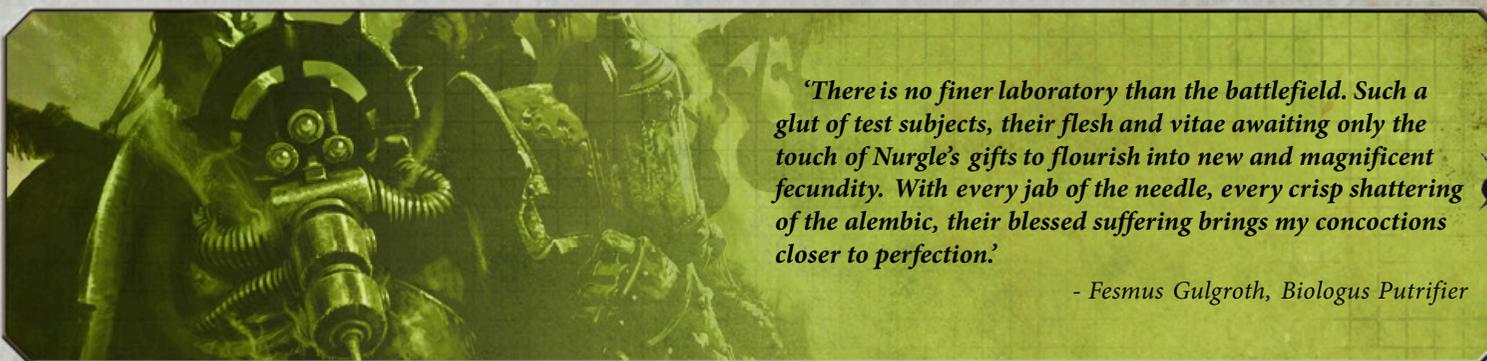
FOUL BLIGHTSPAWN

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Foul Blightspawn	5"	3+	3+	4	5	4	3	8	3+
A Foul Blightspawn is a single model armed with a plague sprayer, blight grenades and krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Plague sprayer	9"	Assault D6		2D6	-3	3	Plague Weapon (pg 68). This weapon automatically hits its target. Roll to determine the Strength of this weapon after selecting a target but before determining how many shots are fired.		
Blight grenade	6"	Grenade D6		3	0	1	Plague Weapon (pg 68)		
Krak grenade	6"	Grenade 1		6	-1	D3	-		
ABILITIES	<p>Death to the False Emperor, Disgustingly Resilient (pg 68)</p> <p>Unholy Death's Head: Each Foul Blightspawn carries a single unholy death's head grenade. Once per battle, a Foul Blightspawn, or another friendly DEATH GUARD CHARACTER within 3" of him, can throw an unholy death's head grenade instead of either a blight grenade or a hyper blight grenade. When they do so, change that weapon's Type to Grenade 2D6.</p> <p>Revolting Stench: Enemy units that charged this turn and are within 7" of this model at the start of the Fight phase are struck by a stench so foul that they falter, losing their impetus. Such a unit does not get to fight first in the Fight phase, but can be chosen to fight like other units that did not charge. This ability also affects units who have abilities that would enable them to fight first as if they had charged.</p>								
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD								
KEYWORDS	CHARACTER, INFANTRY, FOUL BLIGHTSPAWN								



BIOLOGUS PUTRIFIER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Biologus Putrifier	5"	3+	3+	4	5	4	3	8	3+	
A Biologus Putrifier is a single model armed with an injector pistol, a plague knife, hyper blight grenades and krak grenades.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Injector pistol	3"	Pistol 1		4	-1	D6	Plague Weapon (pg 68). This weapon's Damage changes to 1 when attacking VEHICLES .			
Plague knife	Melee	Melee		User	0	1	Plague Weapon (pg 68)			
Hyper blight grenade	6"	Grenade D6		4	0	2	Plague Weapon (pg 68). Each wound roll of 6+ made for this weapon inflicts a mortal wound on the target in addition to any other damage.			
Krak grenade	6"	Grenade 1		6	-1	D3	-			
ABILITIES	Death to the False Emperor, Disgustingly Resilient (pg 68)						Blight Racks: Increase the Strength and Damage characteristics of all blight grenades carried by friendly DEATH GUARD units by 1 whilst they are within 3" of any Biologus Putrifiers. In addition, whilst a unit is within 3" of this model, each wound roll of 6+ made when attacking with a blight grenade inflicts a mortal wound on the target in addition to any other damage.			
	Pestilential Explosion: If this model is reduced to 0 wounds, roll a dice before removing it from the battlefield. On a 4+ its racks of blight grenades explode, and each unit within 7" suffers 1 mortal wound unless it has the NURGLE keyword.									
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD									
KEYWORDS	CHARACTER, INFANTRY, BIOLOGUS PUTRIFIER									



PLAGUE SURGEON

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Plague Surgeon	5"	3+	3+	4	5	4	3	8	3+	
A Plague Surgeon is a single model armed with a bolt pistol, a balesword, blight grenades and krak grenades.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Bolt pistol	12"	Pistol 1		4	0	1	-			
Balesword	Melee	Melee		User	-3	1	Plague Weapon (pg 68)			
Blight grenade	6"	Grenade D6		3	0	1	Plague Weapon (pg 68)			
Krak grenade	6"	Grenade 1		6	-1	D3	-			
ABILITIES	Death to the False Emperor, Disgustingly Resilient (pg 68)						Gene-seed Thief: Add 1 to all hit and wound rolls made for this model in the Fight phase when targeting an ADEPTUS ASTARTES INFANTRY or ADEPTUS ASTARTES BIKER unit.			
	Tainted Narthecium: You may re-roll any Disgustingly Resilient rolls of 1 made for friendly DEATH GUARD INFANTRY units within 3" of this model.									
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD									
KEYWORDS	CHARACTER, INFANTRY, PLAGUE SURGEON									

**4**
POWER

TALLYMAN

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tallyman	5"	3+	3+	4	5	4	3	8	3+

A Tallyman is a single model armed with a plasma pistol, blight grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Blight grenade	6"	Grenade D6	3	0	1	Plague Weapon (pg 68)
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES

Death to the False Emperor, Disgustingly Resilient (pg 68)

Festering Zealot: You can re-roll failed hit rolls in the Fight phase for friendly DEATH GUARD units that are within 7" of this model.

The Seven-fold Chant: If your army is Battle-forged, and you have any Tallymen on the battlefield, roll 2D6 each time you spend Command Points to use a Death Guard Stratagem (pg 98-99). If the result is 7, Nurgle bestows his blessing upon your army; the Command Points spent to use that Stratagem are immediately refunded.

FACTION KEYWORDS: CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD

KEYWORDS: CHARACTER, INFANTRY, TALLYMAN

**11**
POWER

DEATHSHROUD TERMINATORS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Deathshroud Terminator	4"	3+	3+	5	5	2	3	8	2+
Deathshroud Champion	4"	3+	3+	5	5	2	4	9	2+

This unit contains 2 Deathshroud Terminators and 1 Deathshroud Champion. It can include up to 3 additional Deathshroud Terminators (Power Rating +11). Each model is armed with a manreaper and a plaguespurt gauntlet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plaguespurt gauntlet	6"	Pistol D6	3	0	1	Plague Weapon (pg 68). This weapon automatically hits its target.
Manreaper	Melee	Melee	+3	-3	D3	Plague Weapon (pg 68)

WARGEAR OPTIONS

- The Deathshroud Champion may take a second plaguespurt gauntlet.

ABILITIES

Death to the False Emperor, Disgustingly Resilient (pg 68)

Cataphractii Armour: Models in this unit have a 4+ invulnerable save, but you must halve the result of the dice rolled when determining how far this unit Advances.

Eyes of Mortarion: DEATH GUARD CHARACTERS (excluding Mortarion) within 3" of any friendly Deathshroud Terminator units add 1 to their Attacks characteristic.

Silent Bodyguard: Roll a dice each time a friendly DEATH GUARD CHARACTER is hit by a ranged or melee weapon whilst he is within 3" of this unit. On a 2+ one of the Deathshroud intercepts that hit – the character is not hit by that attack but this unit is instead.

Teleport Strike: During deployment, you can set up this unit in a teleportarium chamber instead of placing them on the battlefield. At the end of any of your Movement phases they can teleport into battle – set them up anywhere that is more than 9" away from any enemy models.

FACTION KEYWORDS: CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD

KEYWORDS: INFANTRY, TERMINATOR, DEATHSHROUD





BLIGHTLORD TERMINATORS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Blightlord Terminator	4"	3+	3+	4	5	2	2	8	2+
Blightlord Champion	4"	3+	3+	4	5	2	3	9	2+

This unit contains 4 Blightlord Terminators and 1 Blightlord Champion. It can include up to 5 additional Blightlord Terminators (**Power Rating +13**). Each model is armed with a combi-bolter and either a balesword or a bubotic axe.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blight launcher	24"	Assault 2	6	-2	D3	Plague Weapon (pg 68)
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Combi-flamer	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Combi-melta	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Combi-plasma	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun	24"	Rapid Fire 1	7	-3	1	This weapon can be supercharged by the bearer before firing. If they do so, increase the Strength and Damage of the weapon by 1 this turn. On any hit rolls of 1 when firing supercharge, the bearer is slain after all of the weapon's shots have been resolved.
Plague spewer	9"	Heavy D6	5	-1	1	Plague Weapon (pg 68). This weapon automatically hits its target.
Reaper autocannon	36"	Heavy 4	7	-1	1	-
Balesword	Melee	Melee	User	-3	1	Plague Weapon (pg 68)
Bubotic axe	Melee	Melee	+1	-2	1	Plague Weapon (pg 68)
Flail of corruption	Melee	Melee	+2	-2	2	Plague Weapon (pg 68). Make D3 hit rolls for each attack with this weapon, instead of 1. Excess damage from this weapon is not lost; instead, keep allocating damage to another model in the target unit until either all the damage has been allocated or the unit has been destroyed.

- WARGEAR OPTIONS**
- Any model may replace its combi-bolter with an item from the *Combi-weapons* list.
 - For every five models in the unit, one Blightlord Terminator may replace their combi-bolter with a plague spewer, reaper autocannon or blight launcher.
 - For every five models in the unit, one Blightlord Terminator may replace their combi-bolter and bubotic axe, or combi-bolter and balesword, with a flail of corruption.

ABILITIES

Death to the False Emperor, Disgustingly Resilient (pg 68)

Teleport Strike: During deployment, you can set up this unit in a teleportarium chamber instead of placing them on the battlefield. At the end of any of your Movement phases they can teleport into battle – set them up anywhere that is more than 9" away from any enemy models.

Cataphractii Armour: Models in this unit have a 4+ invulnerable save, but you must halve the result of the dice rolled when determining how far this unit Advances.

Aura of Rust: Each time you make a wound roll of 6+ for one of this unit's melee weapons, increase the AP of that attack by 1 (e.g. AP -2 becomes AP -3).

FACTION KEYWORDS CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD

KEYWORDS: INFANTRY, TERMINATOR, BLIGHTLORD TERMINATORS



HELBRUTE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Helbrute	8"	3+	3+	6	7	8	4	8	3+	
A Helbrute is a single model equipped with a multi-melta and a Helbrute fist.										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Combi-bolter	24"	Rapid Fire 2	4	0	1	-				
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.				
Helbrute plasma cannon	36"	Heavy D3	8	-3	2	For each hit roll of 1, the Helbrute suffers a mortal wound after all of this weapon's shots have been resolved.				
Missile launcher	When attacking with this weapon, choose one of the profiles below.									
- Frag missile	48"	Heavy D6	4	0	1	-				
- Krak missile	48"	Heavy 1	8	-2	D6	-				
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.				
Reaper autocannon	36"	Heavy 4	7	-1	1	-				
Twin heavy bolter	36"	Heavy 6	5	-1	1	-				
Twin lascannon	48"	Heavy 2	9	-3	D6	-				
Helbrute fist	Melee	Melee	x2	-3	3	-				
Helbrute hammer	Melee	Melee	x2	-4	D6	When attacking with this weapon, you must subtract 1 from the hit roll.				
Power scourge	Melee	Melee	+2	-2	2	Each time the bearer fights, it can make 3 additional attacks with this weapon.				
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model may replace its multi-melta with either a second Helbrute fist, twin heavy bolter, twin lascannon, Helbrute plasma cannon, or reaper autocannon. This model may replace one Helbrute fist with a missile launcher. This model may replace its Helbrute fist with a Helbrute hammer or power scourge. This model may incorporate a combi-bolter or a heavy flamer into each Helbrute fist. 									
ABILITIES	<p>Crazed: At the end of any phase in which this model suffers any unsaved wounds or mortal wounds, roll a D6. On a 6, this model immediately makes a shooting attack as if it were your Shooting phase (if there are no enemies within 1"), or piles in and fights as if it were the Fight phase (if there are enemy models within 1"). If there is no visible target within range, nothing happens.</p>				<p>Battering Onslaught: Add 1 to this model's Attacks characteristic if it is equipped with two melee weapons.</p> <p>Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.</p>					
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD									
KEYWORDS	VEHICLE, HELBRUTE									

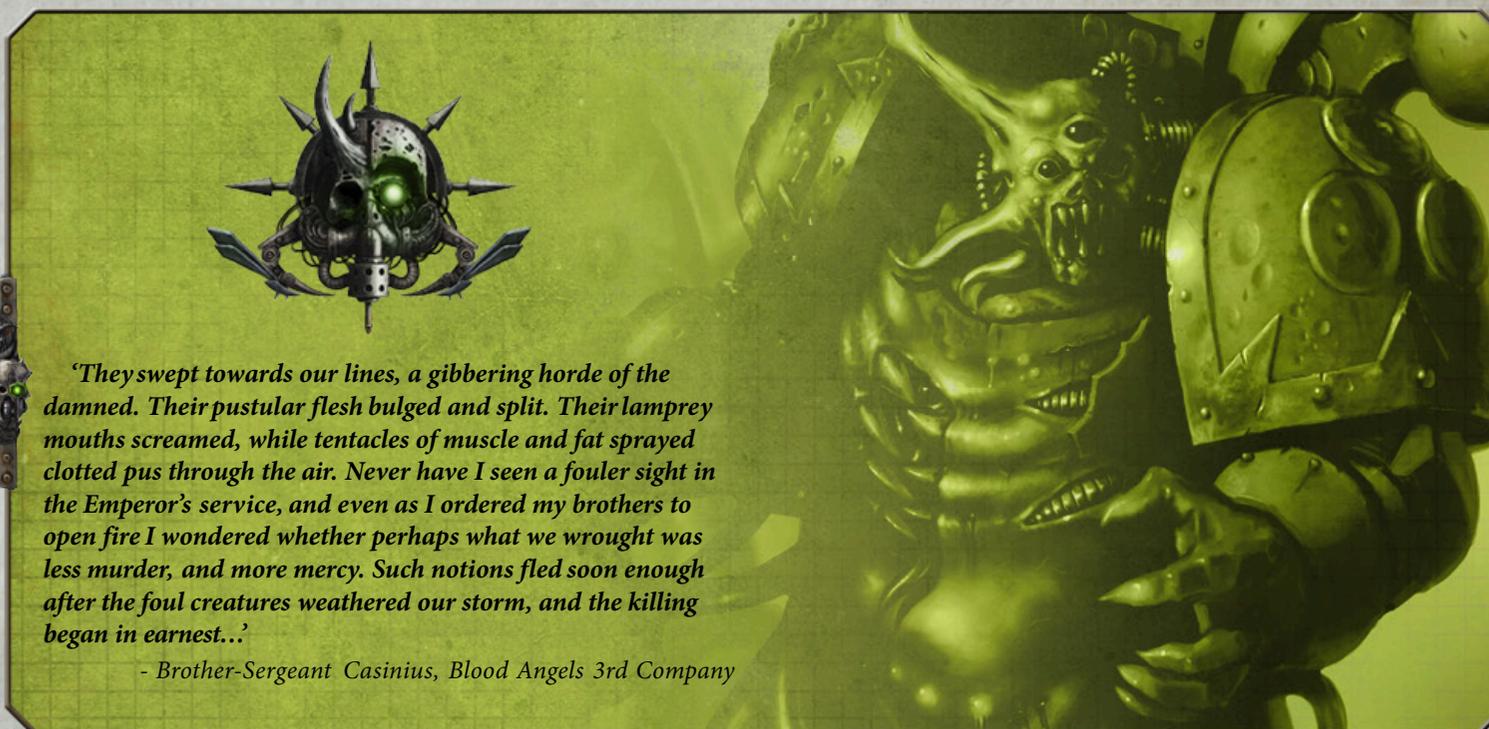




BEASTS OF NURGLE



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Beast of Nurgle	6"	4+	-	4	5	5	D6	7	6+
This unit contains 1 Beast of Nurgle. It can include up to 8 additional Beasts of Nurgle (Power Rating +2 per model). Each model attacks with putrid appendages.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Putrid appendages	Melee	Melee		User	0	2	You can re-roll failed wound rolls for this weapon.		
ABILITIES	Daemonic Ritual, Disgustingly Resilient (pg 68) Attention Seeker: Beasts of Nurgle sometimes feel left out of the fun, and so bound forth to join in whenever they can. This unit can perform Heroic Interventions as if they were CHARACTERS.						Daemonic: All models in this unit have a 5+ invulnerable save. Deadly Slime Trail: Roll a D6 for each enemy unit that Falls Back within 1" of this unit; on a 4+ that unit suffers a mortal wound.		
FACTION KEYWORDS	CHAOS, NURGLE, DAEMON								
KEYWORDS	BEAST, BEASTS OF NURGLE								



'They swept towards our lines, a gibbering horde of the damned. Their pustular flesh bulged and split. Their lamprey mouths screamed, while tentacles of muscle and fat sprayed clotted pus through the air. Never have I seen a fouler sight in the Emperor's service, and even as I ordered my brothers to open fire I wondered whether perhaps what we wrought was less murder, and more mercy. Such notions fled soon enough after the foul creatures weathered our storm, and the killing began in earnest...'

- Brother-Sergeant Casinius, Blood Angels 3rd Company



POSSESSED



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Possessed	7"	3+	3+	5	4	2	*	8	3+
This unit contains 5 Possessed. It can include up to 5 additional Possessed (Power Rating +5), up to 10 additional Possessed (Power Rating +10) or up to 15 additional Possessed (Power Rating +15). Each model attacks with horrifying mutations.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Horrifying mutations	Melee	Melee		User	-2	1	-		
ABILITIES	Death to the False Emperor (pg 68) Daemonic: All models in this unit have a 5+ invulnerable save.						Writhing Tentacles: Roll a D3 when a unit of Possessed is selected to attack in the Fight phase. The result is the Attacks characteristic of each model in the unit.		
FACTION KEYWORDS	CHAOS, NURGLE, DAEMON , HERETIC ASTARTES, DEATH GUARD								
KEYWORDS	INFANTRY, POSSESSED								



FOETID BLOAT-DRONE

DAMAGE

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

REMAINING W	M	S	A
6-10+	10"	6	3
3-5	8"	5	2
1-2	6"	4	1

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Foetid Bloat-drone	*	4+	4+	*	7	10	*	8	3+

A Foetid Bloat-drone is a single model equipped with two plaguespitters and a plague probe.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy blight launcher	36"	Assault 6	6	-2	D3	Plague Weapon (pg 68)
Plaguespitter	9"	Assault D6	User	-1	1	Plague Weapon (pg 68). This weapon automatically hits its target.
Fleshmower	Melee	Melee	+2	-2	2	Plague Weapon (pg 68). Each time a Foetid Bloat-Drone fights, it can make 6 additional attacks with this weapon.
Plague probe	Melee	Melee	User	-2	D3	Plague Weapon (pg 68)
WARGEAR OPTIONS	• This model may replace both its plaguespitters with a heavy blight launcher or a fleshmower.					
ABILITIES	Disgustingly Resilient (pg 68)			Putrid Explosion: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 4+ it explodes, and each unit within 7" suffers 1 mortal wound.		
	Daemonic: This model has a 5+ invulnerable save.					
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD					
KEYWORDS	VEHICLE, DAEMON, DAEMON ENGINE, FLY, FOETID BLOAT-DRONE					



MYPHITIC BLIGHT-HAULERS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Myphitic Blight-Hauler	10"	4+	4+	6	7	8	3	8	3+

This unit contains one Myphitic Blight-hauler. It can include up to 2 additional Myphitic Blight-haulers (**Power rating +7 per model**). Each model is armed with a missile launcher, a multi-melta, a bile spurt and a gnashing maw.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bile spurt	12"	Assault D3	6	-1	1	Plague Weapon (pg 68)
Missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48"	Heavy D6	4	0	1	-
- Krak missile	48"	Heavy 1	8	-2	D6	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Gnashing maw	Melee	Melee	User	-2	1	Plague Weapon (pg 68)
ABILITIES	Disgustingly Resilient (pg 68)			Tri-lobe: Add 1 to all hit rolls made for this unit whilst it contains 3 models.		
	Putrescent Fog: Friendly DEATH GUARD INFANTRY units that are entirely within 7" of a Myphitic Blight-hauler gain the benefit of cover when making armour saves.			Daemonic: All models in this unit have a 5+ invulnerable save.		
	Putrid Explosion: If a Myphitic Blight-hauler is reduced to 0 Wounds, roll a dice before removing it from the battlefield; on a 4+ it explodes, and each unit within 7" suffers 1 mortal wound.			Tri-tracked: This unit does not suffer the penalty for moving and firing Heavy weapons.		
	Foul Stench: Enemy units must subtract 1 from any hit rolls that target this unit in the Fight phase.					
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD					
KEYWORDS	VEHICLE, DAEMON, DAEMON ENGINE, MYPHITIC BLIGHT-HAULERS					



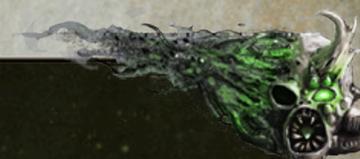
CHAOS SPAWN



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Spawn	7"	4+	-	5	5	4	D6	9	5+
This unit contains 1 Chaos Spawn. It can include up to 4 additional Chaos Spawn (Power Rating +2 per model). Each Chaos Spawn attacks with hideous mutations.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Hideous mutations	Melee	Melee		User	-2	2	-		
ABILITIES	Fearsome: Units within 1" of any enemy Chaos Spawn must subtract 1 from their Leadership.			Mutated Beyond Reason: When a unit of Chaos Spawn makes its close combat attacks, roll a D3 and consult the table below:					
				D3 Result					
				1 Razor Claws: The hideous mutations of all Chaos Spawn in the unit have an AP of -4 until the end of the Fight phase.					
				2 Grasping Pseudopods: Each Chaos Spawn in the unit adds 2 to its Attacks characteristic until the end of the Fight phase.					
				3 Toxic Haemorrhage: You can re-roll failed wound rolls for this unit until the end of the Fight phase.					
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD								
KEYWORDS	BEAST, CHAOS SPAWN								



PLAGUE DRONES



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Plague Drone	10"	4+	4+	4	5	4	1	7	6+
Plaguebringer	10"	4+	4+	4	5	4	2	7	6+
This unit contains 1 Plaguebringer and 2 Plague Drones. It can include up to 3 additional Plague Drones (Power Rating +5) or up to 6 additional Plague Drones (Power Rating +10). Each model is each armed with death's heads and a plaguesword. They fly into battle on Rot Flies that attack with prehensile proboscis.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Rider									
Death's heads	12"	Assault 2		4	0	1	Plague Weapon (pg 68)		
Plaguesword	Melee	Melee		User	0	1	You can re-roll failed wound rolls for this weapon.		
Rot Fly									
Prehensile proboscis	Melee	Melee		4	0	2	After a model riding a Rot Fly makes its close combat attacks, you can attack with its mount. Make 4 additional attacks using this weapon profile. You can re-roll failed wound rolls for these attacks.		
WARGEAR OPTIONS	<ul style="list-style-type: none"> • One Plague Drone may take an Instrument of Chaos. • One Plague Drone may take a Daemonic Icon. 								
ABILITIES	Daemonic Ritual, Disgustingly Resilient (pg 68)			Daemonic Icon: If you roll a 1 when taking a Morale test for a unit with a Daemonic Icon, reality blinks and the daemonic horde is bolstered. No models flee and 1 slain model is returned to the unit.			Instrument of Chaos: A unit that includes any Instruments of Chaos adds 1 to their Advance and charge rolls.		
				Daemonic: All models in this unit have a 5+ invulnerable save.					
FACTION KEYWORDS	CHAOS, NURGLE, DAEMON								
KEYWORDS	CAVALRY, FLY, PLAGUE DRONES								



CHAOS LAND RAIDER

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Land Raider	*	6+	*	8	8	16	*	9	2+

REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

A Chaos Land Raider is a single model equipped with a twin heavy bolter and two twin lascannons.

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

WARGEAR OPTIONS

- This model may take a havoc launcher.
- This model may take one item from the *Combi-weapons* list.

ABILITIES

Daemonic Machine Spirit: Ignore the -1 to hit modifier for moving and shooting Heavy weapons for this model.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

TRANSPORT This model can transport 10 DEATH GUARD INFANTRY models (each TERMINATOR model takes up the space of two other models).

FACTION KEYWORDS CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD

KEYWORDS VEHICLE, TRANSPORT, CHAOS LAND RAIDER



PLAGUEBURST CRAWLER

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Plagueburst Crawler	*	6+	*	*	8	12	3	8	3+

REMAINING W	M	BS	S
6-12+	9"	4+	7
3-5	6"	5+	6
1-2	4"	5+	5

A Plagueburst Crawler is a single model equipped with a plagueburst mortar, heavy slugger and two plaguespitters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Entropy cannon	36"	Heavy 1	8	-4	D6	-
Heavy slugger	36"	Heavy 4	5	-1	1	-
Plagueburst mortar	12"-48"	Heavy D6	8	-2	D3	Plague Weapon (pg 68). This weapon can target units that are not visible to the firing model.
Plaguespitter	9"	Assault D6	User	-1	1	Plague Weapon (pg 68). This weapon automatically hits its target.
Rothail volley gun	24"	Heavy 3	6	-2	1	-

WARGEAR OPTIONS

- This model may replace both its plaguespitters with two entropy cannons.
- This model may replace its heavy slugger with a rothail volley gun.

ABILITIES

Disgustingly Resilient (pg 68)

Daemonic: This model has a 5+ invulnerable save.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 5+ it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD

KEYWORDS VEHICLE, DAEMON, DAEMON ENGINE, PLAGUEBURST CRAWLER



DEFILER

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Defiler	*	4+	*	8	7	14	*	7	3+

REMAINING W	M	BS	A
8-14+	8"	4+	4
4-7	6"	5+	3
1-3	4"	5+	2

A Defiler is a single model equipped with a battle cannon, a reaper autocannon, a twin heavy flamer and Defiler claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Battle cannon	72"	Heavy D6	8	-2	D3	-
Havoc launcher	48"	Heavy D6	5	0	1	-
Reaper autocannon	36"	Heavy 4	7	-1	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target.
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Defiler claws	Melee	Melee	x2	-3	D6	-
Defiler scourge	Melee	Melee	+4	-2	3	Each time the bearer fights, it can make 3 additional attacks with this weapon.

WARGEAR OPTIONS

- This model may replace its twin heavy flamer with a havoc launcher or Defiler scourge.
- This model may replace its reaper autocannon with a twin heavy bolter or twin lascannon.
- This model may take one item from the *Combi-weapons* list.

ABILITIES

Daemonic: This model has a 5+ invulnerable save.

Infernal Regeneration: At the beginning of each of your turns, this model regains one lost wound.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS

CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD

KEYWORDS

VEHICLE, DAEMON, DAEMON ENGINE, DEFILER



Trampling forward on rusted, clawed legs, the Defiler lobs explosive shells into the enemy ranks.



CHAOS PREDATOR

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Predator	*	6+	*	6	7	11	*	8	3+

REMAINING W	M	BS	A
6-11+	12"	3+	3
3-5	6"	4+	D3
1-2	3"	5+	1

A Chaos Predator is a single model equipped with a Predator autocannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Havoc launcher	48"	Heavy D6	5	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Predator autocannon	48"	Heavy 2D3	7	-1	3	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

- WARGEAR OPTIONS**
- This model may replace its Predator autocannon with a twin lascannon.
 - This model may take either two heavy bolters or two lascannons.
 - This model may take a havoc launcher and/or one item from the *Combi-weapons* list.

- ABILITIES**
- Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.
- Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD

KEYWORDS VEHICLE, CHAOS PREDATOR



CHAOS RHINO

DAMAGE

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Rhino	*	6+	*	6	7	10	*	8	3+

REMAINING W	M	BS	A
6-10+	12"	3+	3
3-5	6"	4+	D3
1-2	3"	5+	1

A Chaos Rhino is a single model equipped with a combi-bolter.

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

- WARGEAR OPTIONS**
- This model may take a havoc launcher.
 - This model may take one item from the *Combi-weapons* list.

- ABILITIES**
- Self-repair:** Roll a dice at the start of each of your turns; on a 6, this model regains one lost wound.
- Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.
- Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

TRANSPORT This model can transport 10 DEATH GUARD INFANTRY models. It cannot, however, transport TERMINATORS.

FACTION KEYWORDS CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD

KEYWORDS VEHICLE, TRANSPORT, CHAOS RHINO



MORTARION

DAMAGE

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

REMAINING W	M	A	HOST OF PLAGUES
9-18+	12"	6	4+
5-8	10"	5	5+
1-4	8"	4	6+

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Mortarion	*	2+	2+	8	7	18	*	10	3+

Mortarion is a single model armed with Silence, the Lantern and phosphex bombs. He is attended by Nurglings that attack with their claws and teeth. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Lantern	18"	Pistol 1	8	-3	3	If you hit with this weapon, draw a straight line between the closest point of Mortarion's base and that of the closest model in the target unit. Make a single wound roll against the target unit and each unit the centre of the line passes over.
Attendants' claws and teeth	Melee	Melee	2	0	1	Plague Weapon (pg 68). Each time Mortarion fights, he may make D6 additional attacks with this weapon.
Silence	When attacking with this weapon, choose one of the profiles below.					
- Reaping scythe	Melee	Melee	User	-2	1	Plague Weapon (pg 68). Make 3 hit rolls for each attack with this weapon, instead of 1.
- Eviscerating blow	Melee	Melee	x2	-4	D6	Plague Weapon (pg 68)
Phosphex bombs	6"	Grenade 2D6	5	-1	1	-

ABILITIES	DEATH TO THE FALSE EMPEROR, DISGUSTINGLY RESILIENT (pg 68)	HOST OF PLAGUES: Roll a dice for each enemy unit that is within 7" of Mortarion at the start of the Fight phase and consult Mortarion's damage chart; if the roll equals or exceeds the required value, the unit being rolled for suffers D3 mortal wounds.
	Primarch of the Death Guard: You may re-roll failed hit rolls of 1 made for friendly DEATH GUARD units within 7" of Mortarion.	Putrid Demise: When Mortarion loses his last wound (after failing his Disgustingly Resilient roll), roll a dice before removing the model from the battlefield; on a 4+ he explodes, showering all nearby in putrid filth and disease – each unit within 7" suffers D3 mortal wounds unless it has the NURGLE keyword.
	Toxic Presence: Enemy units within 7" of Mortarion must subtract 1 from their Toughness characteristic.	
	The Barbaran Plate: Mortarion has a 4+ invulnerable save.	

PSYKER	Mortarion can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny three psychic powers in each enemy Psychic phase. He knows the <i>Smite</i> power and three psychic powers from the Contagion discipline (pg 101).
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FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD
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KEYWORDS	MONSTER, CHARACTER, DAEMON, PRIMARCH, PSYKER, FLY, MORTARION
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'For our vision, they condemned us. For the sin of seeing clearly what our father – their precious Emperor – had become, they called us traitor and cast us out. But now, my sons, now there shall be a reckoning.'

- Mortarion, before the invasion of Ultramar

GIFTS OF THE PLAGUE GOD

While many of the corrupted armaments borne into battle by the Death Guard are of Imperial origin, dating back to the Horus Heresy and earlier, the Legion's service to Nurgle has proved fruitful in the millennia since. They now possess a variety of unnatural, toxic weapons forged in the disease factories of the Plague Planet, as well as looted wargear, daemonic appendages and warp artefacts.

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	-
Autopistol	12"	Pistol 1	3	0	1	-
Battle cannon	72"	Heavy D6	8	-2	D3	-
Bile spurt	12"	Assault D3	6	-1	1	Plague Weapon (pg 68)
Blight grenade	6"	Grenade D6	3	0	1	Plague Weapon (pg 68)
Blight launcher	24"	Assault 2	6	-2	D3	Plague Weapon (pg 68)
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Combi-flamer	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Combi-melta	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Combi-plasma	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun	24"	Rapid Fire 1	7	-3	1	See plasma gun
Death's heads	12"	Assault 2	4	0	1	Plague Weapon (pg 68)
The Destroyer Hive	6"	Pistol 2D6	4	-3	1	This weapon always hits on a 5+ (even when firing Overwatch), regardless of any modifiers.
Entropy cannon	36"	Heavy 1	8	-4	D6	-
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Havoc launcher	48"	Heavy D6	5	0	1	-
Heavy blight launcher	36"	Assault 6	6	-2	D3	Plague Weapon (pg 68)
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy slugger	36"	Heavy 4	5	-1	1	-
Heavy stubber	36"	Heavy 3	4	0	1	-
Helbrute plasma cannon	36"	Heavy D3	8	-3	2	For each hit roll of 1, the Helbrute suffers a mortal wound after all of this weapon's shots have been resolved.
Hyper blight grenade	6"	Grenade D6	4	0	2	Plague Weapon (pg 68). Each wound roll of 6+ made for this weapon inflicts a mortal wound on the target in addition to any other damage.
Injector pistol	3"	Pistol 1	4	-1	D6	Plague Weapon (pg 68). This weapon's Damage changes to 1 when attacking VEHICLES.
Krak grenade	6"	Grenade 1	6	-1	D3	-
The Lantern	18"	Pistol 1	8	-3	3	If you hit with this weapon, draw a straight line between the closest point of Mortarion's base and that of the closest model in the target unit. Make a single wound roll against the target unit and each unit the centre of the line passes over.
Lascannon	48"	Heavy 1	9	-3	D6	-
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48"	Heavy D6	4	0	1	-
- Krak missile	48"	Heavy 1	8	-2	D6	-

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Phosphex bombs	6"	Grenade 2D6	5	-1	1	-
Plague belcher	9"	Assault D6	4	0	1	Plague Weapon (pg 68). This weapon automatically hits its target.
Plagueburst mortar	12"-48"	Heavy D6	8	-2	D3	Plague Weapon (pg 68). This weapon can target units that are not visible to the firing model.
Plague spewer	9"	Heavy D6	5	-1	1	Plague Weapon (pg 68). This weapon automatically hits its target.
Plaguespitter	9"	Assault D6	User	-1	1	Plague Weapon (pg 68). This weapon automatically hits its target.
Plague sprayer	9"	Assault D6	2D6	-3	3	Plague Weapon (pg 68). This weapon automatically hits its target. Roll to determine the Strength of this weapon after selecting a target but before determining how many shots are fired.
Plaguespurt gauntlet	6"	Pistol D6	3	0	1	Plague Weapon (pg 68). This weapon automatically hits its target.
Plasma gun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Predator autocannon	48"	Heavy 2D3	7	-1	3	-
Reaper autocannon	36"	Heavy 4	7	-1	1	-
Rothail volley gun	24"	Heavy 3	6	-2	1	-
Shotgun	12"	Assault 2	3	0	1	If the target is within half range, add 1 to this weapon's Strength.
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon automatically hits its target.
Twin lascannon	48"	Heavy 2	9	-3	D6	-



Mortarion leads the assault into the Ultramarines lines, every swing of his monstrous scythe felling more of the hated foe.

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Attendants' claws and teeth	Melee	Melee	2	0	1	Plague Weapon (pg 68). Each time Mortarion fights, he may make D6 additional attacks with this weapon.
Balesword	Melee	Melee	User	-3	1	Plague Weapon (pg 68)
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Bubotic axe	Melee	Melee	+1	-2	1	Plague Weapon (pg 68)
Chainaxe	Melee	Melee	+1	-1	1	-
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Corrupted staff	Melee	Melee	+2	-1	D3	-
Cursed plague bell	Melee	Melee	User	0	2	Plague Weapon (pg 68)
Daemonic axe	Melee	Melee	+1	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Defiler claws	Melee	Melee	x2	-3	D6	-
Defiler scourge	Melee	Melee	+4	-2	3	Each time the bearer fights, it can make 3 additional attacks with this weapon.
Diseased claws and teeth	Melee	Melee	User	0	1	Plague Weapon (pg 68)
Flail of corruption	Melee	Melee	+2	-2	2	Plague Weapon (pg 68). Make D3 hit rolls for each attack with this weapon, instead of 1. Excess damage from this weapon is not lost; instead, keep allocating damage to another model in the target unit until either all the damage has been allocated or the unit has been destroyed.
Fleshmower	Melee	Melee	+2	-2	2	Plague Weapon (pg 68). Each time a Foetid Bloat-Drone fights, it can make 6 additional attacks with this weapon.
Force axe	Melee	Melee	+1	-2	D3	-
Force stave	Melee	Melee	+2	-1	D3	-
Force sword	Melee	Melee	User	-3	D3	-
Gnashing maw	Melee	Melee	User	-2	1	Plague Weapon (pg 68)
Great plague cleaver	Melee	Melee	x2	-3	D6	Plague Weapon (pg 68). When attacking with this weapon, you must subtract 1 from the hit roll.
Helbrute fist	Melee	Melee	x2	-3	3	-
Helbrute hammer	Melee	Melee	x2	-4	D6	When attacking with this weapon, you must subtract 1 from the hit roll.
Hellforged sword	Melee	Melee	User	-2	3	-
Hideous mutations	Melee	Melee	User	-2	2	-
Horrifying mutations	Melee	Melee	User	-2	1	-
Improvised weapon	Melee	Melee	User	0	1	-
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Mace of contagion	Melee	Melee	+2	-1	3	Plague Weapon (pg 68). When attacking with this weapon, you must subtract 1 from the hit roll.
Malefic talons	Melee	Melee	User	-2	2	Each time a model with malefic talons fights, it can make 1 additional attack with this weapon. A model armed with two sets of malefic talons can make 3 additional attacks with them instead.
Manreaper	Melee	Melee	+3	-3	D3	Plague Weapon (pg 68)
Master-crafted manreaper	Melee	Melee	+3	-3	3	Plague Weapon (pg 68)
Plague knife	Melee	Melee	User	0	1	Plague Weapon (pg 68)
Plague probe	Melee	Melee	User	-2	D3	Plague Weapon (pg 68)
Plaguesword	Melee	Melee	User	0	1	You can re-roll failed wound rolls for this weapon.
Plaguereaper	Melee	Melee	+2	-3	3	Plague Weapon (pg 68)
Power axe	Melee	Melee	+1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power maul	Melee	Melee	+2	-1	1	-
Power scourge	Melee	Melee	+2	-2	2	Each time the bearer fights, it can make 3 additional attacks with this weapon.
Power sword	Melee	Melee	User	-3	1	-
Prehensile proboscis	Melee	Melee	4	0	2	After a model riding a Rot Fly makes its close combat attacks, you can attack with its mount. Make 4 additional attacks using this weapon profile. You can re-roll failed wound rolls for these attacks.
Putrid appendages	Melee	Melee	User	0	2	You can re-roll failed wound rolls for this weapon.
Silence	When attacking with this weapon, choose one of the profiles below.					
- Reaping scythe	Melee	Melee	User	-2	1	Plague Weapon (pg 68). Make 3 hit rolls for each attack with this weapon, instead of 1.
- Eviscerating blow	Melee	Melee	x2	-4	D6	Plague Weapon (pg 68)







With Mortarion at their head, the warriors of the Death Guard advance unstoppably through the Imperial defence lines. The sons of Guilliman charge to meet them, yet against such malignant horror there can be no victory.

SCIONS OF MORTARION

In this section you'll find rules for Battle-forged armies that include DEATH GUARD Detachments – that is, any Detachment which includes only DEATH GUARD units. These rules include the abilities below and a series of Stratagems that can only be used by the Death Guard. This section also includes the Death Guard's unique Warlord Traits, Psychic Discipline, Relics and Tactical Objectives. Together, these rules reflect the character and fighting style of the Death Guard in your games of Warhammer 40,000.

INEXORABLE ADVANCE

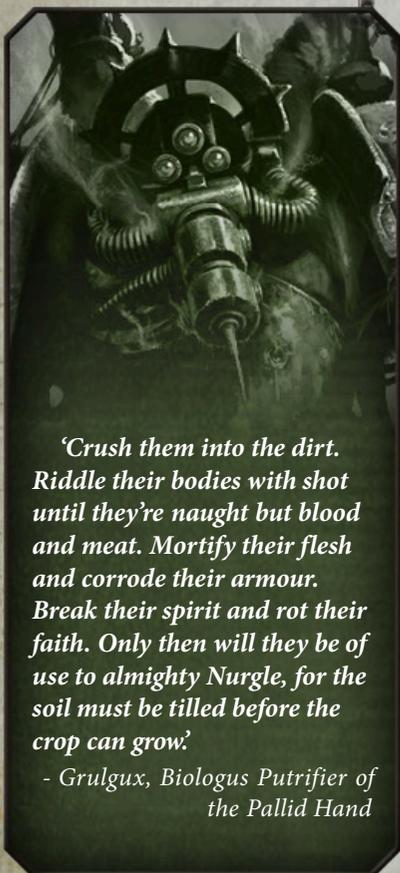
The Death Guard trudge towards the enemy at a relentless pace, guns hammering in a staccato roar. They pour volley after volley into the foe, mowing down the enemy with a hail of filth-ridden firepower, before trampling their sundered corpses into the dirt.

If your army is Battle-forged, all INFANTRY and Helbrute units in DEATH GUARD Detachments gain this ability. Such units do not suffer a penalty for moving and firing Heavy weapons, or for Advancing and firing Assault weapons. In addition, a unit with this ability can fire twice with Rapid Fire weapons at a range of 18", instead of only being able to fire twice with them up to half the weapon's maximum range.

PLAGUE HOST

Like a virulent infection, the Death Guard spread across the battlefield. At the heart of the advance are stoic and unstoppable infantry units that dominate and corrupt the ground they seize.

If your army is Battle-forged, all Troops units in DEATH GUARD Detachments gain this ability. Such a unit that is within range of an objective marker (as specified in the mission) controls that objective marker even if there are more enemy models within range of it. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range as normal.



'Crush them into the dirt. Riddle their bodies with shot until they're naught but blood and meat. Mortify their flesh and corrode their armour. Break their spirit and rot their faith. Only then will they be of use to almighty Nurgle, for the soil must be tilled before the crop can grow.'

- Grulgux, Biologus Putrifier of the Pallid Hand



WARLORD TRAITS

The champions of the Death Guard have learned well the teachings of their master Mortarion, and his brutal ways of war. Combined with the foul blessings of their patron god, they are a force to be reckoned with.

If a DEATH GUARD CHARACTER is your Warlord, he can generate a Warlord Trait from the following table instead of the one in the *Warhammer 40,000* rulebook. You can either roll on the table below to randomly generate a Warlord Trait, or you can select the one that best suits his temperament and preferred style of waging war.

06 RESULT

1 REVOLTINGLY RESILIENT

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

You can add 1 to any Disgustingly Resilient (pg 68) rolls you make for your Warlord unless the wound you are rolling for is a mortal wound.

2 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.

Roll a dice for each enemy unit that is within 3" of your Warlord at the start of any Fight phase. On a roll of 4+ that unit suffers a mortal wound.

3 TAINTED REGENERATION

So blessed is this Warlord with Nurgle's foetid restorative powers that his body heals itself as fast as his enemies can harm him.

Your Warlord regains one lost wound at the start of each player's turn.



4 HULKING PHYSIQUE

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

Add 1 to your Warlord's Toughness characteristic.

5 ROTTEN CONSTITUTION

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

Reduce all damage inflicted on your Warlord by 1 (to a minimum of 1). For example, if your Warlord failed a saving throw against a weapon that inflicts 3 Damage, he will only lose 2 wounds.

6 ARCH-CONTAMINATOR

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

Re-roll all failed wound rolls when resolving attacks made with a plague weapon (i.e. a plaguesword or any weapon with the Plague Weapon ability) for any friendly DEATH GUARD unit within 7" of your Warlord.



'Sons of Mortarion, scions of plague, you know your duty well. You must spread the Grandfather's gifts to every hive, every manufactorum, every bastion and bunker of this world. Befoul it all, and leave no servant of the corpse Emperor alive and untainted!'

- Lord Sluthgor, before the Battle of Caltoris



NAMED CHARACTERS AND WARLORD TRAITS

The Death Guard's mightiest lords are renowned as much for their methodology as they are for their deeds on the battlefield. If one of the following named characters is your Warlord, they must be given the associated Warlord Trait shown below.

NAMED CHARACTER	WARLORD TRAIT
Mortarion	Arch-contaminator
Typhus	Living Plague

STRATAGEMS

If your army is **Battle-forged** and includes any **DEATH GUARD** Detachments (excluding **Auxiliary Support Detachments**), you have access to the Stratagems shown below, meaning you can spend **Command Points** to activate them. These help to reflect the unique tactics and strategies used by the Death Guard on the battlefield.

3CP

NURGLE'S ROT

Death Guard Stratagem

Foul clouds of spores drift from the Death Guard, bearing that most perfectly hideous of plagues – Nurgle's Rot.

This Stratagem can be used once per battle, in the Shooting phase. Select a friendly **DEATH GUARD CHARACTER** and roll a D6 for every unit within 7" of them. On a 4+, the unit being rolled for suffers D3 mortal wounds. **NURGLE** models cannot suffer wounds from Nurgle's Rot – in fact, they find it rather refreshing.

1CP

CLOUD OF FLIES

Death Guard Stratagem

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

Use this Stratagem during your Movement phase. Select a **DEATH GUARD INFANTRY** unit. Until the start of your next Movement phase, enemy models can only shoot this unit if it is the closest visible target.

2CP

GRANDFATHER'S BLESSINGS

Death Guard Stratagem

Nurgle is eager to bestow daemonic fecundity upon his faithful servants, sealing their gaping wounds with pulsating growths and replacing their spilt blood with curdling ichor.

You can use this Stratagem at the end of your Movement phase. Select a **DEATH GUARD INFANTRY** unit. One model in the unit regains D3 lost wounds. If there are no wounded models in the unit, a single model in the unit that was slain earlier in the battle is returned to the unit with a single wound remaining.

1CP

FIRE FRENZY

Death Guard Stratagem

The unbridled wrath of a Helbrute is a useful tool in the hands of a commander who can direct it.

You can use this Stratagem in your Shooting phase, just before a Helbrute shoots. If that Helbrute did not move in its Movement phase, it can fire all of its weapons twice, but all of its attacks must target the nearest visible enemy unit.

1CP

PUTRID DETONATION

Death Guard Stratagem

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

Use this Stratagem when one of your **DEATH GUARD VEHICLES** is destroyed; do not roll a dice – that vehicle automatically explodes.

1CP

BLASPHEMOUS MACHINES

Death Guard Stratagem

Many Death Guard tanks possess at least a rudimentary daemonic consciousness, that can wrest control from its crew in order to direct its own withering fire.

Use this Stratagem just before a **DEATH GUARD VEHICLE** attacks in the Shooting phase. Until the end of the phase, that vehicle can ignore the penalties for moving and firing Heavy weapons, or for Advancing and firing Assault weapons.

1CP/3CP

GIFTS OF DECAY

Death Guard Stratagem

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

Use this Stratagem before the battle. Your army can have one extra Relic of Decay for 1 CP, or two extra Relics of Decay for 3 CPs. All of the Relics of Decay that you include must be different and be given to different **DEATH GUARD CHARACTERS**.

1CP

CHAOS FAMILIAR OF NURGLE

Death Guard Stratagem

Whether a merrily singing Nurgling, a garrulous maggot, or a perpetually muttering Daemon fly, this strange familiar whispers the secrets of the warp to its master.

You can use this Stratagem at the start of your Psychic phase. Select a friendly **DEATH GUARD PSYKER**. That model can replace any of its psychic powers with a power of your choice from the Contagion discipline.

1CP

KILL SHOT*Death Guard Stratagem*

The filth-encrusted Predator battle tanks of the Death Guard hunt in packs to bring down especially large foes.

You can use this Stratagem in your Shooting phase if a **DEATH GUARD** Chaos Predator is within 6" of 2 other friendly **DEATH GUARD** Chaos Predators. If you do so, add 1 to the wound and damage rolls for all of the Predators' attacks that target **MONSTERS** or **VEHICLES** this phase.

1CP

THE DEAD WALK AGAIN*Death Guard Stratagem*

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

Use this Stratagem at the beginning of your Movement phase. Select a unit of Poxwalkers. Until the start of your next Movement phase, replace that unit's Curse of the Walking Pox ability with the following: 'Each time an **INFANTRY** model (other than a Poxwalker), friend or foe, is slain within 7" of this unit, add one model to the unit.'

1CP

PLAGUE PACT*Death Guard Stratagem*

In exchange for their ongoing devotion, a champion of the Death Guard becomes a locus of daemonic traffic.

Use this Stratagem when a **DEATH GUARD CHARACTER** attempts to summon a unit of **NURGLE DAEMONS** using a Daemonic Ritual. You can roll up to 4 dice rather than 3 for the summoning roll, and your character will not suffer any mortal wounds for rolling doubles or triples.

1CP

BLIGHT BOMBARDMENT*Death Guard Stratagem*

At a bellowed command, the Death Guard fill the air with noxious projectiles.

You can use this Stratagem just before a friendly **DEATH GUARD** unit shoots or fires Overwatch; when resolving that unit's shots, every model in the unit that is equipped with a blight grenade can throw one, instead of only one model in the entire unit being able to do so.

1CP

VETERANS OF THE LONG WAR*Death Guard Stratagem*

The hatred of the Traitor Legions has burned for millennia.

You can use this Stratagem when a **DEATH GUARD INFANTRY** unit is selected to attack in a Shooting or Fight phase. You can add 1 to all wound rolls made for the unit until the end of the phase.

1CP

CHAOS BOON*Death Guard Stratagem*

The path of Chaos can lead a warrior to Daemonhood, or it can see him transformed into a gibbering Chaos Spawn.

You can use this Stratagem at the end of a Fight phase in which one of your **DEATH GUARD CHARACTERS** (excluding **DAEMON CHARACTERS**) slays an enemy **CHARACTER**, **VEHICLE** or **MONSTER**. Roll 2D6 and look up the result below.

2D6 Boon

- 2 **Spawndom:** Your character is slain. However, before removing the model as a casualty, you can add a Chaos Spawn to your army. If you do so, set up the Chaos Spawn within 6" of the character before removing them.
- 3 **Ocular Rotstalks:** Add 6" to the Range of all of the character's shooting weapons.
- 4 **Living Swarm:** Add 3" to the character's Move characteristic.
- 5 **Bloated Might:** Add 1 to the character's Strength characteristic.
- 6 **Rancid Pseudopods:** Add 1 to the character's Attacks characteristic.
- 7 **The Eye Opens:** Choose a boon of your choice (you cannot choose Spawndom or Daemonhood).
- 8 **Overwhelming Stench:** Subtract 1 from hit rolls that target the character in the Fight phase.
- 9 **Pus-iron Encrustments:** Add 1 to all saving throws made for the character.
- 10 **Corpulent Immensity:** Add 1 to the character's Toughness characteristic.
- 11 **Fecund Blessings:** Add 1 to the character's Wounds characteristic.
- 12 **Daemonhood:** Your character is slain. However, before removing the model as a casualty, you can add a Daemon Prince to your army. If you do so, set up the Daemon Prince within 6" of the character before removing them.

Boons last for the remainder of the battle. The same boon cannot be received by a model more than once – should this happen, choose a result the character has not yet received (you cannot choose Spawndom or Daemonhood). Chaos Spawn or Daemon Princes created by this Stratagem must have the **NURGLE** keyword, and they do not cost any reinforcement points in a matched play game.

RELICS OF DECAY

For ten thousand years, the Death Guard have fought the Long War. In that time, they have assembled an armoury of ancient and forbidden artefacts, redolent with the unclean power of Nurgle's blessings. When such an abomination is borne to war by a champion of the Death Guard, they unleash unimaginable horror upon the foe.

If your army is led by a DEATH GUARD Warlord, then before the battle you may give one of the following Relics of Decay to a DEATH GUARD CHARACTER. Named characters such as Typhus already have one or more artefacts, and cannot be given any of the following relics.

Note that some weapons replace one of the character's existing weapons. Where this is the case, you must, if you are playing a Matched Play game or are otherwise using points values, still pay the cost of the weapon that is being replaced. Write down any Relics of Decay your characters may have on your army roster.

PLAGUEBRINGER

The hooked blade Plaguebringer originally played host to the souls of a trio of Beasts of Nurgle. Once the knife sprayed the virulent, infected spittle of these overexcitable Daemons with every swing. However, the entities were trapped so long in the rusted artefact's confines that their lethally potent enthusiasm drained away, replaced with something even worse. After a long period of sulking, the blade's inhabitants soured and twisted and pupated, and so now contains the malignant souls of three Rot Flies that take every chance to inflict a terrible wasting disease on those around them.

Model with plague knife, balesword or power sword only. Plaguebringer replaces the bearer's plague knife, balesword or power sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Plaguebringer	Melee	Melee	User	-2	D3
Abilities: Plague Weapon (pg 68). Each time you make a wound roll of 6+ with this weapon, the target suffers a mortal wound in addition to any other damage.					

THE SUPPURATING PLATE

Forged by the Roheart smiths of Deepwell, this bloated power armour is riddled with tubes and pipes through which pulse rancid waves of corrosive pus. Whenever an enemy's weapon so much as nicks its surface, foul fluids jet out as though they had ripped their blade through a mass of straining buboes. This infectious slime eats away at metal and flesh alike, raising sizzling clouds of infectious steam as they eat their victim away to nothing.

The bearer has a Save characteristic of 2+. In addition, roll a dice each time this model passes a saving throw in the Fight phase. On a 4+, the unit that inflicted that wound suffers a mortal wound after all of its own attacks have been resolved.

THE PANDEMIC STAFF

This rune-engraved artefact is long and pitted, mouldering with a visible miasma of plague and entropy. Every one of its odd dents and holes harbours a deadly strain of contagion, one of Nurgle's old favourites, tried and proven. Collectively, the grotesque diseases that riddle the Pandemic Staff have seen trillions of lives ebb away to nothing, reduced to little more than fodder for the Grandfather's Garden. When waved expansively, the staff can conjure forth a tide of hyper-toxic fluids.

PSYKER only. The bearer of the Pandemic Staff adds 1 to their Psychic test when attempting to manifest the *Smite* power.

DOLOROUS KNELL

The clangour of this giant bell is painful to the ear, a rusted cacophony that seems to build with every peal. With every strike the knell's victims find their courage rotting and their faith souring, manifesting as septic ectoplasm. Those exposed to the aural shock waves of the Dolorous Knell are sent reeling, clutching their skulls in agony as infected pus leaks from their ears and eyes, and a plague of panic and terror spreads like wildfire through their ranks.

Noxious Blightbringer only. Roll a D6 for each enemy unit within 7" of the bearer of the Dolorous Knell at the start of each Morale phase. On a 6, that unit suffers a mortal wound. In addition, if an enemy unit takes a Morale test whilst they are within 7" of the bearer, your opponent must roll two dice and discard the lowest result.

FUGARIS' HELM

A horned abomination whose eye lenses are formed from compound brittleglass shards, this war helm once belonged to Fugaris, master of the Brethren of the Fly. He who dons it becomes a living magnet for Daemon flies that whirl and drone around him in thick clouds. These foul insects echo his words with the shuddering susurrus of their wings and chitinous bodies, turning his voice into a pestilential roar that carries over the din of battle like the thundering words of a god.

The wearer of Fugaris' Helm increases the range of any aura abilities on its datasheet (such as Nurgle's Gift, Tocsin of Misery etc.) by 3".

THE PLAGUE SKULL OF GLOTHILA

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

The Plague Skull of Glothila has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Plague Skull of Glothila	7"	Grenade 1	-	-	-
Abilities: You can only use this weapon once per battle. If it hits, roll one dice for each model in the enemy unit, re-rolling any results of 1 - that unit suffers a mortal wound for each roll of a 6.					

CONTAGION DISCIPLINE

The disgusting psychic powers unleashed by the Sorcerers of the Death Guard reduce their enemies to rancid corpses, drown the foe in spewing sprays of noxious bile, and bless Mortarion's sons with plague-ridden vitality.

Before the battle, generate the psychic powers for PSYKERS that can use powers from the Contagion discipline using the table below. You can either roll a D6 to generate their powers randomly (re-roll any duplicate results), or you can select the psychic powers you wish the psyker to have.

D6 RESULT

1 MIASMA OF PESTILENCE

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

Miasma of Pestilence has a warp charge value of 6. If manifested, select a visible friendly DEATH GUARD unit within 18" of the psyker. Until the start of your next psychic phase, your opponent must subtract 1 from all hit rolls that target that unit.

2 GIFT OF CONTAGION

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

Gift of Contagion has a warp charge value of 7. If manifested, select a visible enemy unit within 18" of the psyker and roll a D3. Consult the table below to discover what characteristic penalty all models in that unit suffer until the start of your next psychic phase (this cannot reduce a characteristic to less than 1).

D3	EFFECT
1	Flyblown Palsy: -1 Attack
2	Muscular Atrophy: -1 Strength
3	Liquefying Ague: -1 Toughness

3 PLAGUE WIND

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

Plague Wind has a warp charge value of 5. If manifested, select a visible enemy unit within 18" of the psyker. Roll one dice for each model in that unit – the unit suffers a mortal wound for each roll of 6.

4 BLADES OF PUTREFACTION

As the psyker draws forth more of Nurgle's power, the blades of his allies begin to rust and secrete lethal fluids.

Blades of Putrefaction has a warp charge value of 5. If manifested, select a visible friendly DEATH GUARD unit within 18" of the psyker. Until the start of your next psychic phase, add 1 to all wound rolls made by that unit in the Fight phase. Furthermore, any wound rolls of 7+ made for that unit in the Fight phase with a melee plague weapon (i.e. a plaguesword or any weapon with the Plague Weapon ability) inflict a mortal wound on the target in addition to any other damage.

5 PUTRESCENT VITALITY

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

Putrescent Vitality has a warp charge value of 6. If manifested, select a visible friendly DEATH GUARD INFANTRY unit within 18" of the psyker. Until the start of your next Psychic phase, add 1 to that unit's Strength and Toughness characteristics.

6 CURSE OF THE LEPER

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

Curse of the Leper has a warp charge value of 7. If manifested, roll 7 dice. The closest visible enemy unit within 14" of the psyker suffers a mortal wound for each roll that exceeds its Toughness characteristic.



'Let them come. They have no weapon that I fear, and with every one of their pitiful bodies I infect, Nurgle smiles upon me all the more...'

- Blathlok the Putrid, Sorcerer of the Death Guard



POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points costs of all your models and the wargear they are equipped with to determine your army's total points value.

UNITS 		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include weapons or wargear)
Biologus Putrifier	1	74
Blightlord Terminators	5-10	38
Chaos Cultists	10-40	4
Chaos Land Raider	1	239
Chaos Lord	1	74
Chaos Lord in Terminator Armour	1	105
Chaos Predator	1	90
Chaos Rhino	1	70
Chaos Spawn	1-5	33
Daemon Prince of Nurgle	1	146
Deathshroud Terminators	3-6	50
Defiler	1	152
Foetid Bloat-drone	1	99
Foul Blightspawn	1	77
Helbrute	1	72
Lord of Contagion	1	120
Malignant Plaguecaster	1	110
Myphitic Blight-haulers	1-3	85
Noxious Blightbringer	1	63
Plague Marines	5-20	19
Plague Surgeon	1	59
Plagueburst Crawler	1	110
Possessed	5-20	22
Poxwalkers	10-20	6
Sorcerer	1	90
Sorcerer in Terminator Armour	1	140
Tallyman	1	60

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Autogun	0
Autopistol	0
Battle cannon	0
Bile spurt	5
Blight grenades	0
Blight launcher	14
Bolt pistol	0
Boltgun	0
Combi-bolter	2
Combi-flamer	11
Combi-melta	19
Combi-plasma	15
Entropy cannon	20
Flamer	9
Havoc launcher	11
Heavy blight launcher	35
Heavy bolter	10
Heavy flamer	17
Heavy slugger	6
Heavy stubber	4
Helbrute plasma cannon	30
Hyper blight grenades	0
Injector pistol	0
Krak grenades	0
Lascannon	25
Meltagun	17
Missile launcher	25
Multi-melta	27
Plague belcher	10
Plagueburst mortar	0
Plague spewer	19
Plaguespitter	17
Plague sprayer	0
Plaguespurt gauntlet	8
Plasma gun	13
Plasma pistol	7
Predator autocannon	49
Reaper autocannon	15
Rothail volley gun	12
Shotgun	0
Twin heavy bolter	17
Twin heavy flamer	34
Twin lascannon	50

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Balesword	6
Brutal assault weapon	0
Bubotic axe	5
Chainaxe	1
Chainfist	22
Chainsword	0
Corrupted staff	0
Cursed plague bell	0
Daemonic axe	10
Defiler claws	0
Defiler scourge	12
Flail of corruption	10
Fleshmower	12
Force axe	16
Force stave	14
Force sword	12
Gnashing maw	0
Great plague cleaver	15
Helbrute fist	40
Helbrute hammer	52
Hellforged sword	10
Hideous mutations	0
Horrifying mutations	0
Improvised weapon	0
Lightning claws (single/pair)	8/12
Mace of contagion	7
Malefic talons (one set/two sets)	0/10
Manreaper	17
Plague knife	0
Plague probe	25
Plaguesword	1
Plaguereaper	30
Power axe	5
Power fist	12
Power maul	4
Power scourge	43
Power sword	4

WARGEAR

WARGEAR	POINTS PER ITEM
Daemonic Icon	15
Icon of Despair	10
Instrument of Chaos	10

NAMED CHARACTERS AND DAEMONS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Includes weapons)
Mortarion	1	470
Typhus	1	175
Beasts of Nurgle	1-9	38
Nurglings	3-9	18
Plaguebearers	10-30	7
Plague Drones	3-9	34



TACTICAL OBJECTIVES

The Death Guard's way of war is bound up in the teachings of their grim lord, and the befouling creed of Nurgle, a potent blend of relentless advance and pandemic contagion that is nigh impossible to counter.

If your army is led by a DEATH GUARD Warlord, these Tactical Objectives replace the Capture and Control Tactical Objectives (numbers 11-16) in the *Warhammer 40,000* rulebook. If a mission uses Tactical Objectives, players use the normal rules for using Tactical Objectives with the following exception: when a Death Guard player generates a Capture and Control objective (numbers 11-16), they instead generate the corresponding Death Guard Tactical Objective, as shown below. Other Tactical Objectives (numbers 21-66) are generated normally.

DG	TACTICAL OBJECTIVE
11	Death March
12	Disgusting Devotions
13	Grandfather's Gift
14	Spread Contagion
15	Symbol of the Fly Lord
16	Death Begets Life

11

DEATH MARCH

Death Guard

The slow, inexorable advance of the Death Guard has been the death knell of worlds beyond count.

Score 1 victory point if at least three friendly DEATH GUARD INFANTRY units are completely within your opponent's half of the battlefield.

14

SPREAD CONTAGION

Death Guard

The lords of the Death Guard have survived for countless centuries, enduring to spread disease to every world they invade.

When this Tactical Objective is generated, nominate one of your DEATH GUARD CHARACTERS. Score 1 victory point if this character is still alive at the end of the game.

12

DISGUSTING DEVOTIONS

Death Guard

Nurgle despises physical frailty and blesses his devoted followers with bloated bodies filled with decay that they may forever forgo its touch.

Whilst this Tactical Objective is active, keep a tally of the number of successful Disgustingly Resilient rolls you make in each turn. Score 1 victory point if you successfully made at least 7 Disgustingly Resilient rolls during this turn.

15

SYMBOL OF THE FLY LORD

Death Guard

The symbolism of the three-eyed fly holds great meaning to the worshippers of the Plague God.

Score D3 victory points if you control exactly three objective markers at the end of the turn – no more, no less.

13

GRANDFATHER'S GIFT

Death Guard

Nurgle enjoys little more than watching his followers spread his diseases upon the mortal races.

Score 1 victory point if at least one enemy unit was completely destroyed during your turn, and the last model in the unit was slain by an attack made by a DEATH GUARD model attacking with a plague weapon (i.e. a plaguesword, the Plague Skull of Glothila or any weapon with the Plague Weapon ability).

16

DEATH BEGETS LIFE

Death Guard

To the followers of Nurgle, the endless cycle of sowing death that new life may bloom is nothing less than a sacred act.

Whilst this Tactical Objective is active, keep a tally of the number of enemy models you kill in each of your turns. Score 1 victory point if you killed at least 7 enemy models this turn, and 1 additional victory point for every 7 models killed in excess of this (up to a maximum of 7 victory points).



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