

DEATH GUARD CHAOS SPACE MARINE ARMY LIST

v0.3.0 tweaked by IJW Wartrader from Steve54's original.

A Death Guard Chaos Space Marine Army has a strategy rating of 4+. Aircraft, **Spacecraft**, **Contagion Tower** and **Plague Tower** formations have an initiative of 2+. All other formations have 1+. All formations in the army belong to the Chaos faction, Nurgle.

PLAGUE MARINE RETINUES

(You may include any number of Retinues)

| FORMATION | CORE UNITS | UPGRADES | COST |
|-----------------------|---|----------|------------|
| Plague Marine Retinue | 7 Plague Marines including 1 Nurgle Lord character (either Nurgle Sorcerer or Plague Lord) | All | 300 points |

ELITE FORMATIONS

(1 may be selected per Plague Marine Retinue)

| FORMATION | CORE UNITS | UPGRADES | COST |
|--------------------------|---|--|------------|
| Death Shroud Terminators | 4 Death Shroud Terminators including 1 Nurgle Lord character (either Nurgle Sorcerer or Plague lord) | Grave Wardens, Champion of Nurgle, Icon bearer, Daemonic Pact, Land Raiders, Dreadnoughts, Nurgle Warlord, Daemnon Prince, Walkers | 400 points |
| Blight Drone Swarm | 5 Blight Drones | None | 250 points |

SUPPORT FORMATIONS

(Up to two Support formations may be taken for each Plague Marine Retinue selected)

| FORMATION | CORE UNITS | UPGRADES | COST |
|---------------------------|---|--|---|
| Armoured Company | 4 to 7 Armoured vehicles: Nurgle Predators, Nurgle Land Raiders | Walkers, Vindicators | 50 points per Predator 75 points per Land Raider |
| Armoured Assault Company | 6 Death Guard Vindicators | Walkers, Vindicators | 250 points |
| Walker Horde | 4 of any Walker type (Defiler, Desecrator, Plague Hulk) | Dreadnoughts, Chaos Spawn | 275 points |
| Contagion Towers | 4 Contagion Towers | Plague Towers | 350 points |
| Plague Towers | 1-3 Plague Towers | Walkers, Contagion Towers Dreadnoughts | 325 points each |
| Plague Zombie Infestation | 2D6+3 Plague Zombies | None | 175 points |

NURGLE MARINES UPGRADES

(Each formation may take up to four allowed upgrades once per formation)

| FORMATION | UNITS | COST |
|--------------------|---|------------------|
| 0-1 Nurgle Warlord | Replace the Plague/Sorcerer Lord character with a Lord of Pestilence character . | +50 points |
| 0-1 Daemnon Prince | Replace the Plague/Sorcerer Lord with character with a Daemnon Prince | +50 points |
| Rhinos | Add up to 5 Death Guard Rhinos. You may only take the minimum number required to carry the entire formation | +10 points each |
| Champion of Nurgle | Add 1 Champion of Nurgle character to the formation | +50 points |
| Daemonic Pact | Allows the formation to summon daemons from the Daemnon Pool | +25 points |
| Icon Bearer | Add 1 Icon Bearer character to the formation | +25 points |
| Contagion Towers | Add 1-3 Contagion Towers to the formation | +75 points each |
| Plague Towers | Add 1-2 Plague Towers to the formation | +300 points each |
| Chaos Spawn | Add 1-3 Chaos Spawn to the formation | +25 points each |
| Land Raiders | Add up to 4 Death Guard Land Raiders to the formation | +75 points each |
| Dreadnoughts | Add 1-3 Death Guard Dreadnoughts to the formation | +50 points each |
| Walkers | Add 1-3 Defiler, Desecrator or Plague Hulk in any combination to the formation | +75 points each |
| Havocs | Replace 3 Plague Marines with Plague Havocs in a Plague Marine Retinue | +25 points |
| Grave Wardens | Replace 0-2 Death Shroud terminators with Grave Warden Terminators | Free |
| Vindicators | Add 1-3 Death Guard Vindicators to the formation | +35 points each |

DAEMON POOL

(Only Nurgle Daemons may be purchased for the Daemnon Pool)

| FORMATION | UNITS | COST |
|--------------|--|----------------------------------|
| Daemnon Pool | Any number of Lesser Daemnon units (Plaguebearers & Beasts of Nurgle) Any number of Greater Daemons (Great Unclean One) | 15 points each 50 points each |

WAR ENGINES AND CHAOS NAVY

(Up to one third of the army's total points may be spent on War Engines and Chaos Navy)

WAR ENGINES FORMATIONS

| FORMATION | UNITS | UPGRADES | COST |
|------------------|--------------------|----------|-----------------|
| Plague Reapers | 1-3 Plague Reapers | None | 200 points each |
| Fester Titan | 1 Fester Titan | None | 275 points |
| Repugnant Titan | 1 Repugnant Titan | None | 625 points |
| Plaguelord Titan | 1 Plaguelord Titan | None | 850 points |

CHAOS NAVY FORMATIONS

| FORMATION | UNITS | COST |
|-----------------|--------------------------|------------|
| Hellblades | 3 Death Guard Hellblades | 200 points |
| Helltalons | 2 Death Guard Helltalons | 225 points |
| 0-1 Plague Ship | 1 Plague Ship | 200 points |

SPECIAL RULE - Implacable Advance

Nurgle armies are noted for their slow, ponderous and methodical advance. To represent this no units can March.

SPECIAL RULE - Summoning

Nurgle armies gain one lesser daemon per daemonic pact added to the summoning pool.

DEATH GUARD CHAOS SPACE MARINE REFERENCE 1 (0.3.0)

| NAME | TYPE | SPEED | ARMOUR | CC | FF | WEAPONS | RANGE | FIREPOWER | NOTES |
|--------------------------|------|-------------|---------|-----|-----|---|--|--|---|
| Lord of Pestilence | CH | n/a | n/a | n/a | n/a | Man Reaper Plague of Blood Flies | (base contact) 15cm | (Assault Weapons), EA (+1), MW (Small arms), EA (+1), MW | Supreme Commander, Fearless, Invulnerable Save |
| Plague Lord | CH | n/a | n/a | n/a | n/a | Man Reaper | (base contact) | (Assault Weapons), EA (+1), MW | Leader, Fearless, Invulnerable Save |
| Nurgle Sorcerer Lord | CH | n/a | n/a | n/a | n/a | Bolt of Decay | 15cm | (Small arms), EA (+1), MW | Leader, Fearless, Invulnerable Save |
| Nurgle Daemon Prince | INF | 15cm (30cm) | 3+ (4+) | 3+ | 3+ | Sword of Corruption Nurgling Swarm | | (Assault Weapons), EA(+2) MW (Small Arms), EA(+1), MW | Commander, Leader, Fearless, Reinforced Armour, Teleport. May have wings: count as Jump Packs. Speed increased to 30cm, armour reduced to 4+ |
| Champion of Nurgle | CH | n/a | n/a | n/a | n/a | Daemon Weapon Daemon Bolt | (base contact) or (small arms) | (Assault Weapons), EA(+1), FS (Small Arms), EA(+1), FS | Augment Summoning (+2D3), Invulnerable Save |
| Icon Bearer | CH | n/a | n/a | n/a | n/a | n/a | n/a | n/a | Leader, Daemonic Focus, Invulnerable Save. |
| Plague Marines | INF | 15cm | 3+ | 3+ | 4+ | Plague Knives Bolters | (base contact) (15cm) | (Assault Weapons) (Small Arms) | Fearless |
| Plague Marines Havocs | INF | 15cm | 3+ | 5+ | 3+ | 2x Autocannon Bolter | 45cm (15cm) | AP5+ / AT6+ (Small Arms) | Fearless |
| Death Shroud Terminators | INF | 15cm | 4+ | 3+ | 3+ | 2x Reaper Autocannon Power Weapons Combi Bolters | 30cm (base contact) 15cm | AP4+ / AT6+ (Assault Weapons), EA (+1), MW (Small Arms) | Fearless, Reinforced Armour, Teleport, Thick Rear Armour, Invulnerable Save. |
| Grave Warden Terminators | INF | 15cm | 4+ | 3+ | 3+ | Power Weapons Alchemical Weapons | (base contact) (15cm) | (Assault Weapons), EA (+1), MW (Small Arms), EA (+1) | Fearless, Reinforced Armour, Teleport, Thick Rear Armour, Invulnerable Save. |
| Chaos Spawn | INF | 15cm | 3+ | 3+ | _ | Horrific Mutations | (base contact) | (Assault Weapons), EA(+D3) | Fearless, Invulnerable Save |
| Plague Zombies | INF | 10cm | 5+ | 6+ | _ | Claws and Teeth | (base contact) | (Assault Weapons) | Expendable, Infiltrator, Fearless, Infestation (Teleport). Zombies may contest, not hold objectives. |
| Blight Drones | AV | 35cm | 4+ | 6+ | 4+ | Maw Cannon Reaper Autocannon | 30cm 30cm | AP3+ / AT5+, Ignore Cover AP5+ / AT6+ | Invulnerable Save, Fearless, Skimmer |
| Contagion Tower | AV | 15cm | 5+ | 5+ | 5+ | Vomit Cannon Plague Catapult | 30cm 45cm | AP4+ / AT6+, Ignore Cover 1BP, Disrupt, Indirect Fire | Invulnerable Save, Fearless |
| Plague Tower | WE | 20cm | 4+ | 4+ | 4+ | Plague Mortar 2x Battle Cannon Rot Cannon | 60cm 75cm 90cm | 3+D3BP, Disrupt, FxP AP4+ / AT4+ AP3+ / AT5+, Ignore Cover, FxP | DC6, Invulnerable Save, Reinforced Armour, Fearless, Transport (16) Critical Hit Effect: One extra point of DC and D3 units being transported are killed no amour saves allowed (owners choice). |
| Death Guard Rhino | AV | 25cm | 5+ | 6+ | 5+ | Combi Bolters | (15cm) | (Small Arms) | Invulnerable Save, Transport (2) |
| Death Guard Predator | AV | 25cm | 4+ | 6+ | 4+ | 2x Heavy Bolters Twin Lascannon | 30cm 45cm | AP4+ AT4+ | Invulnerable Save |
| Death Guard Land Raider | AV | 20cm | 4+ | 6+ | 4+ | Twin Heavy Bolter 2x Twin Lascannon | 30cm 45cm | AP4+ AT4+ | Reinforced Armour, Thick Rear Armour, Invulnerable Save, Transport (2) |
| Death Guard Dreadnought | AV | 15cm | 3+ | 4+ | 4+ | Power Fist Twin Autocannon | Base Contact 45cm | (Assault Weapons), EA (+1), MW AP4+ / AT5+ | Fearless, Invulnerable Save |
| Death Guard Vindicator | AV | 20cm | 4+ | 6+ | 4+ | Demolisher | 30cm | AP3+ / AT4+, Ignore Cover | Walker, Invulnerable Save |
| Plague Hulk | AV | 20cm | 4+ | 3+ | 6+ | Pus Launcher Battle claws Daemon Sword | 30cm (base contact) (base contact) | AP3+ / AT6+, Disrupt (Assault weapon) EA+1 (MW) (Assault Weapon) EA+1 (MW) | Invulnerable Save, Fearless, Walker, Infiltrate |
| Defiler | AV | 20cm | 4+ | 4+ | 3+ | Battle Cannon Reaper Autocannon Twin Heavy Flamer Battle Claws | 75cm 30cm 15cm (base contact) | AP4+ / AT4+ AP4+ / AT6+ AP3+, Ignore Cover (Assault Weapons), EA (+1), MW | Fearless, Walker, Infiltrator, Invulnerable Save |
| Desecrator | AV | 15cm | 4+ | 4+ | 4+ | 2x Desecrator Cannons Vomit Launcher Battle Claws | 45cm 30cm (base contact) | AP4+ / AT6+ / AA5+ AP5+ / AT6+, Disrupt (Assault Weapons), EA (+1), MW | Fearless, Invulnerable Save, Walker |

DEATH GUARD CHAOS SPACE MARINE REFERENCE 2 (0.3.0)

| NAME | TYPE | SPEED | ARMOUR | CC | FF | WEAPONS | RANGE | FIREPOWER | NOTES |
|--------------------------|------|----------------|--------|-----|-----|----------------------|----------------|------------------------------------|--|
| Plague Reaper | WE | 15cm | 4+ | 4+ | 4+ | Pus Cannon | 30cm | 3BP, Disrupt, Ignore Cover, FxF | DC3, Fearless, Reinforced Armour. Critical Hit Effect: Destroyed. Any units within 5cm of the model suffer a hit on a D6 roll of 6. |
| | | | | | | Demolisher Cannon | 30cm | AP3+/AT4+, Ignore Cover, FxF | |
| | | | | | | 3x Heavy Bolters | 30cm | AP5+ | |
| | | | | | | 3x Lascannon | 45cm | AT5+ | |
| Fester Titan | WE | 25cm | 5+ | 4+ | 5+ | Pus Cannon | 30cm | 3BP, Disrupt, Ignore Cover, F Arc | DC4, Void Shields 2, Fearless, Reinforced Armour. Critical Hit Effect: Move it D6cm in a random direction. If this move takes the Titan into impassable terrain or another unit it can't move over, it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally). |
| | | | | | | Decay Cannon | 30cm | 3x AP3+/AT5+, Disrupt, F Arc | |
| Repugnant Titan | WE | 20cm | 4+ | 3+ | 4+ | Plague Mortar | 60cm | 3+D3BP, Disrupt, FxF | DC7, Void Shields 4, Fearless, Reinforced Armour. Critical Hit Effect: Loses an extra point of damage and all units within 5cm suffer a hit on a 5+. |
| | | | | | | Putrifier Cannon | 60cm | 4x AP3+/AT5+, Disrupt | |
| | | | | | | Plague Flail | (base contact) | (Assault Weapons), EA(+3), TK(1) | |
| | | | | | | Cloud of Pestilence | 15cm | (Small Arms), EA (+1) | |
| Plaguelord Titan | WE | 15cm | 4+ | 2+ | 3+ | Liquefier Cannon | 75cm | 3x MW3+ | DC9, Void Shields 6, Fearless, Reinforced Armour. Hit Effect: Loses an extra point of damage and all units within 5cm suffer a hit on a 4+. |
| | | | | | | 2x Putrifier Cannon | 60cm | 4x AP3+/AT5+, Disrupt | |
| | | | | | | Plague Claw | (base contact) | (Assault Weapons), EA(+1), TK(D6) | |
| | | | | | | Cloud of Pestilence | 15cm | (Small Arms), EA (+1) | |
| Plague Ship | SC | n/a | n/a | n/a | n/a | Orbital bombardment | - | 4BP Disrupt | Notes: In addition for each template placed in the bombardment the Nurgle players place D6+3 Plague Zombies. These must be placed in the centre of the template area (taking into account normal ZoC rules) and each group count as a separate formation. |
| Hellblade | AC | Fighter | 6+ | n/a | n/a | 2x Reaper Autocannon | 15cm | AP4+/AT6+/AA5+, FxF | |
| Hell Talon | AC | Fighter-Bomber | 5+ | n/a | n/a | Bombs | 15cm | 2BP, Ignore cover, FxF | |
| | | | | | | Twin Lascannon | 30cm | AT4+/AA4+, FxF | |
| | | | | | | Havoc Launcher | 45cm | AP5+/AT6+, FxF | |
| Plaguebearers | INF | 15cm | 3+ | 4+ | 6+ | Plague Swords | (base contact) | (Assault Weapons) | Fearless, Invulnerable Save. Summon: 1 Point |
| | | | | | | Cloud of Flies | (15cm) | (Small Arms) | |
| Beasts of Nurgle | INF | 15cm | 3+ | 4+ | 5+ | Acidic Slime | (base contact) | (Assault Weapons), Ignore Cover | Fearless, Invulnerable Save, Mounted, Walker. Summon: 1 Point |
| | | | | | | Cloud of Flies | (15cm) | (Small Arms), Ignore Cover | |
| Great Unclean One | WE | 15cm | 4+ | 4+ | 4+ | Nurgling Swarm | (base contact) | (Assault Weapons), EA(+1) | DC4, Fearless, Reinforced Armour Walker, Invulnerable Save, Inspiring, daemonic focus, Expendable Critical Hit Effect: Hurlled back into the warp. Drags any units within 5cm back with it on a roll of 6+. Costs 8 points to summon. |
| | | | | | | Stream of Corruption | (15cm) | (Small Arms), EA(+1), Ignore cover | |
| | | | | | | | And (15cm) | 3BP, Ignore Cover | |

Fickle Masters

The Chaos Powers are quick to punish or reward their champions. In the strategy phase if the Chaos player rolls a 6 they are rewarded for their tactical acumen with an additional 1D3 daemon to add to the Daemon Pool (see Summoned Units). If the Chaos player rolls 1 their patron Powers withdraw their support and the Chaos player must remove D3 daemons from the Daemon Pool. If the Chaos player has no remaining daemons in their Daemon Pool then there is no further effect.

Sacrifice

A unit with a Champion of Chaos character may be sacrificed to generate 6 summoning points to summon a Greater Daemon. The Greater Daemon must be placed within 10cm of the unit with the Champion of Chaos, which is then removed from play.

Augmented Summoning

Some chaos units are noted as having Augmented Summoning (+x). Units with this ability add a number of summoning points equal to x when the formation they are in summons daemons (see Summoned Units). For example, a unit noted as having Augmented Summoning (+2D3) would allow a formation with a Daemonic Pact to roll 4D3 for summoning points as opposed to the usual 2D3.

Daemonic Focus

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

Summoned Units

Certain units may be summoned to appear at the start of a Death Guard formation's action through the use of the Daemonic Pact upgrade. Formations that purchase the Daemonic Pact as an upgrade are capable of summoning daemons to the battlefield. In order to have daemons to summon players must purchase a single Daemon Pool from which all formations with the Daemonic Pact upgrade will summon from. Players should either write down the contents of their Daemon pool or use tokens to indicate the number of each type of Daemon they have available.

The Death Guard player's opponent is always able to view the number of daemons (and their type) remaining in the Daemon Pool. The Daemon Pool is kept off the board and daemons are removed from it as formations summon daemons onto the board.

At the start of that formation's action, before the action test dice roll is made, the formation may summon daemonic units from the Daemon Pool. Summoning allows you to call 2D3 summoning points worth of daemonic units to the battlefield (the number of summoning points it costs to summon a unit are listed below in parentheses after each unit). Summoning points must be used to summon daemonic units from the Daemon Pool and summoned units are brought into play immediately. If for any reason any summoning points generated are not used, they are lost and may not be carried over into subsequent turns. You may only summon as many daemons as you have left in your Daemon Pool. Left over daemonic units may be summoned during a later turn. Daemonic units that are destroyed are removed from play and are not put back into the Daemon Pool. Broken formations or formations that have not bought a Daemonic Pact may not summon daemons.

The types of units that can be summoned by the Death Guard are Great Unclean One: Greater Daemon of Nurgle (8); Plaguebearers (1) and Beasts of Nurgle (1).

Summoned units count as part of the formation for all rules purposes as long as they remain on the battlefield. The only exception to the normal rules is that the loss of a summoned unit does not cause a blast marker to be placed on the formation. They are otherwise counted as normal units, and are included when working out if a formation outnumbered an opponent in an assault or is broken by blast markers, etc. Note that Daemons that are killed in an assault do count towards the number of units killed by the enemy when working out modifiers to the result dice roll. Summoned units remain on the battlefield until the end phase of the turn in which they are summoned. In the end of the rally phase, after formations have attempted to rally, all summoned units in the formation are removed from the board and placed back into the Daemon Pool unless the formation has a unit with Daemonic Focus. Greater Daemons that are returned to the Daemon Pool keep the same DC they had when they left the battlefield. They do not heal back to full DC, so when summoned again they will have that same DC. Summoned units that are destroyed are not put back into the Daemon Pool. Note that this may lead to the formation breaking if the number of Blast Markers on the formation is greater than the number of units left in play after the summoned units have been removed. When a formation breaks any summoned units in the formation are lost in the warp and considered destroyed. They do not go back into the Daemon Pool. Players are allowed to only summon one Greater Daemon to the battle at a time. So if you have already summoned one Great Unclean One you are not allowed to summon another until that first Greater Daemon has been removed from play.