

# DEATH GUARD CHAOS SPACE MARINE ARMY LIST

v0.3.1 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, Plague Tower and **Plague Zombie Infestation** 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

(one 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, Daemon 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 <b>Assault</b> 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

## DEATH GUARD CHAOS SPACE MARINE 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 Daemon Prince	Replace the unit the Plague/Sorcerer Lord/Lord of Pestilence character is in with a Daemon Prince. If a Lord of Pestilence was replaced, the Daemon Prince gains the Supreme Commander ability.	+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 Daemon Pool. 1 Lesser Daemon is added to the Daemon Pool.	+25 points
Icon Bearer	Add 1 Icon Bearer character to the formation	+25 points
Contagion Towers	Add up to 3 Contagion Towers to the formation	+75 points each
Plague Towers	Add up to 3 Plague Towers to the formation	+300 points each
Chaos Spawn	Add up to 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 up to 3 Death Guard Dreadnoughts or Death Guard Assault Dreadnoughts in any combination to the formation	+50 points each
Walkers	Add up to 3 Defilers, Desecrators or Plague Hulks in any combination to the formation	+75 points each
Havocs	Replace 3 Plague Marines with Plague <b>Marine</b> Havocs in a Plague Marine Retinue	+25 points
Grave Wardens	Replace up to 2 Death Shroud Terminators with Grave Warden Terminators	Free
Vindicators	Add up to 3 Death Guard Vindicators to the formation	+35 points each

## DAEMON POOL

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

FORMATION	UNITS	COST
Daemon Pool	Any number of Lesser Daemon units (Plaguebearers, Beasts of Nurgle & <b>Nurgling Swarms</b> )	15 points each
	Any number of Greater Daemons (Great Unclean One)	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. All formations in the army receive a +1 modifier to their action test roll when attempting a marshal action.

# DEATH GUARD CHAOS SPACE MARINE REFERENCE 1 (0.3.1)

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 (15cm)	(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 Marine Havocs	INF	15cm	3+	5+	3+	2x Autocannon Bolters	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, Invulnerable Save, Reinforced Armour, Teleport, Thick Rear Armour.
Grave Warden Terminators	INF	15cm	4+	3+	3+	Power Weapons Alchemical Launchers	(base contact) 15cm OR (15cm)	(Assault Weapons), EA (+1), MW AP4+, Ignore Cover (Small Arms), EA (+1), Ignore Cover	Fearless, Invulnerable Save, Reinforced Armour, Teleport, Thick Rear Armour.
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)	Fearless, Infestation (Teleport), Infiltrator. 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+	Fearless, Invulnerable Save, Skimmer.
Contagion Tower	AV	15cm	5+	5+	5+	Vomit Cannon Plague Catapult	30cm 45cm	AP4+ /AT6+, Ignore Cover 1BP, Disrupt, Indirect Fire	Fearless, Invulnerable Save.
Plague Tower	WE	20cm	4+	4+	4+	Plague Mortar 2x Battle Cannon Rot Cannon	60cm 75cm 90cm	3+D3BP, Disrupt, FxF AP4+ /AT4+ AP3+ /AT5+, Ignore Cover, FxF	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+	6+	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 Assault Dreadnought (EXPERIMENTAL!)	AV	15cm	3+	4+	4+	Power Fist Heavy Alchemical Launchers	(base contact) 30cm OR (15cm)	(Assault Weapons), EA (+1), MW AP4+, Ignore Cover (Small Arms), EA (+1), Ignore Cover	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)	Fearless, Infiltrator, Invulnerable Save, Walker
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, Infiltrator, Invulnerable Save, Walker
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 (0.3.1)									
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 Plague Flail Cloud of Pestilence	60cm (base contact) (15cm)	4x AP3+ /AT5+, Disrupt (Assault Weapons), EA(+3), TK(1) (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, after resolving the barrage, a single formation of 2D6+3 Plague Zombies is placed as close as possible to the bombardment coordinates, taking into account normal ZoC rules, then treating them as if they had arrived via Teleport.
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 Cloud of Flies	(base contact) (15cm)	(Assault Weapons) (Small Arms)	Expendable, Invulnerable Save. Summon: 1 Point
Beasts of Nurgle	INF	15cm	3+	4+	5+	Acidic Slime Cloud of Flies	(base contact) (15cm)	(Assault Weapons), Ignore Cover (Small Arms), Ignore Cover	Expendable, Invulnerable Save, Mounted, Walker. Summon: 1 Point
Nurgling Swarm (EXPERIMENTAL)	INF	15cm	5+	6+	-	Small Sharp Teeth	(base contact)	(Assault Weapons)	Expendable, Invulnerable Save. Summon: 1 Point. Lost Nurgling Swarms do not count for BMs or combat resolution. Nurgling Swarms do not count towards the size of the summoning formation.
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. Summon: 8 Point. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.
						Stream of Corruption	(15cm) And (15cm)	(Small Arms), EA(+1), Ignore cover 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), Beasts of Nurgle (1) and Nurgling Swarms (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 outnumberes 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.