

DEATH GUARD ARMY LIST v0.4.1

Tweaked by IJW Wartrader from Steve54's original.

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

DEATH GUARD CORE FORMATIONS

(You may include any number of Core Formations, *but only Plague Marine Retinues unlock Elite and Support Formations.*)

| FORMATION | CORE UNITS | UPGRADES | COST |
|--------------------------|---|--|---|
| 1+ Plague Marine Retinue | 7 Plague Marines, one with a Plague Lord or Nurgle Sorcerer Lord character. | All | 300 points |
| Armoured Company | 4 to 7 Armoured vehicles: Death Guard Predators, Death Guard Land Raiders | Nurgling Infestation, Vindicators, Walkers | 50 points per Predator 75 points per Land Raider |
| Armoured Assault Company | 6 Death Guard Vindicators | Nurgling Infestation, Vindicators, Walkers | 250 points |

DEATH GUARD ELITE FORMATIONS

(Up to one Elite Formation may be included for each Plague Marine Retinue.)

| FORMATION | CORE UNITS | UPGRADES | COST |
|--------------------------|---|--|------------|
| Grave Warden Terminators | 4 Grave Warden Terminators, one with a Plague Lord or Nurgle Sorcerer Lord character. | Champion of Nurgle, Daemon Prince, Daemonic Pact, Dreadnoughts, Icon Bearer, Land Raiders, Nurgle Warlord, Nurgling Infestation, Walkers | 400 points |
| Blight Drone Swarm* | 5 Blight Drones | None | 250 points |

DEATH GUARD SUPPORT FORMATIONS

(Up to two Support Formations may be included for each Plague Marine Retinue.)

| FORMATION | CORE UNITS | UPGRADES | COST |
|----------------------------|--|---|-----------------|
| Plague Marine Chosen | 4 Plague Marines, one with a Plague Lord or Nurgle Sorcerer Lord character. Plague Marines in this formation have Scout. | Chaos Spawn, Daemonic Pact, Dreadnoughts, Icon Bearer, Rhinos, Champion of Nurgle | 200 points |
| Walker Horde | 4 Walkers in any combination: Defiler, Desecrator, Plague Hulk | Chaos Spawn, Dreadnoughts | 275 points |
| Contagion Towers* | 4 Contagion Towers | Plague Towers, Walkers | 325 points |
| Plague Towers* | 1-3 Plague Towers | Contagion Towers, Dreadnoughts, Walkers | 350 points each |
| Plague Zombie Infestation* | 2D6+3 Plague Zombies | None | 175 points |

DEATH GUARD UPGRADES

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

| UPGRADE | UNITS | COST |
|----------------------|---|------------------|
| Champion of Nurgle | Add 1 Champion of Nurgle character to the formation. | +50 points |
| Chaos Spawn | Add up to 3 Chaos Spawn to the formation. | +25 points each |
| Contagion Towers | Add up to 3 Contagion Towers to the formation. | +75 points each |
| 0-1 Daemon Prince | Replace the unit the Plague Lord/Nurgle Sorcerer Lord/Lord of Pestilence character is in with a Death Guard Daemon Prince. If a Lord of Pestilence was replaced, the Daemon Prince gains the Supreme Commander ability. | +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 |
| Dreadnoughts | Add up to 3 Death Guard Dreadnoughts or Death Guard Assault Dreadnoughts in any combination. | +50 points each |
| Havocs | Replace 3 Plague Marines with Plague Marine Havocs or Plague Marine Destroyers in any combination. | +25 points |
| Icon Bearer | Add 1 Icon Bearer character to the formation. | +25 points |
| Land Raiders | Add up to 4 Death Guard Land Raiders to the formation. | +75 points each |
| Nurgling Infestation | Add 1+1d3 Nurgling Swarms to the formation. Roll before setting up spacecraft or garrisons. | +50 points |
| 0-1 Nurgle Warlord | Replace the Plague Lord/Nurgle Sorcerer Lord character with a Lord of Pestilence character. | +50 points |
| Plague Towers | Add up to 3 Plague Towers to the formation. This upgrade uses up a Support Formation slot. | +325 points each |
| Rhinos | Add up to 4 Death Guard Rhinos. You may only take the minimum number required to carry the entire formation | +10 points each |
| Vindicators | Add up to 3 Death Guard Vindicators to the formation. | +35 points each |
| Walkers | Add up to 3 Defilers, Desecrators or Plague Hulks in any combination to the formation. | +75 points each |

DAEMON POOL

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

WAR ENGINES & CHAOS NAVY

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

| FORMATION | CORE UNITS | UPGRADES | COST |
|------------------|--------------------------|----------------------|---|
| Plague Reapers | 1-3 Plague Reapers | Nurgling Infestation | 200 points for first, 175 points for each additional. |
| Fester Titan | 1 Fester Titan | None | 275 points |
| Repugnant Titan | 1 Repugnant Titan | None | 625 points |
| Plaguelord Titan | 1 Plaguelord Titan | None | 850 points |
| Hellblades* | 3 Death Guard Hellblades | None | 200 points |
| Helltalons* | 2 Death Guard Helltalons | None | 225 points |
| 0-1 Plague Ship* | 1 Plague Ship | None | 200 points |

SPECIAL RULE - Implacable Advance. 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 Reference (0.4.1) | | | | | | | | | |
|--|------|----------------|------------|-----|-----|---|--|---|---|
| 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 Flies | (base contact) (15cm) | (Assault Weapons), EA (+1), MW (Small Arms), EA(+1), FS, IC | Supreme Commander, Invulnerable Save |
| Plague Lord | CH | n/a | n/a | n/a | n/a | Man Reaper | (base contact) | (Assault Weapons), EA (+1), MW | Commander, Leader, Invulnerable Save |
| Nurgle Sorcerer Lord | CH | n/a | n/a | n/a | n/a | Bolt of Decay | (15cm) | (Small Arms), EA (+1), MW | Commander, Leader, Invulnerable Save |
| Death Guard Daemon Prince (NURGLE'S ROT) | INF | 15cm (30cm) | 3+ (4+) | 3+ | 3+ | Sword of Corruption Plague of Flies | (base contact) (15cm) | (Assault Weapons), EA(+2) MW (Small Arms), EA(+1), FS, IC | Commander, Leader, Fearless, Nurgle's Rot, 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 | Plague of Flies | (15cm) | (Small Arms), EA(+1), FS, IC | 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 |
| Plague Marine Destroyers | INF | 15cm | 3+ | 5+ | 3+ | 2 x Rad Launcher | 15cm AND (15cm) | AP5+/AT6+, Ignore Cover, Disrupt (Small Arms), Ignore Cover | Fearless |
| Grave Warden Terminators (NURGLE'S ROT) | INF | 15cm | 4+ | 3+ | 3+ | Power Weapons 2 x Chem Launcher | (base contact) 15cm AND (15cm) | (Assault Weapons), EA (+1), MW AP4+/AT6+, Ignore Cover (Small Arms), Ignore Cover | Fearless, Invulnerable Save, Nurgle's Rot, Reinforced Armour, Teleport, Thick Rear Armour, |
| Chaos Spawn | INF | 15cm | 3+ | 3+ | – | Horrific Mutations | (base contact) | (Assault Weapons), EA (+D3) | Fearless, Invulnerable Save. |
| Nurgling Swarm (Not Summoned!) | INF | 15cm | 5+ | 6+ | – | Small Sharp Teeth | (base contact) | (Assault Weapons) | Expendable, Invulnerable Save, Teleport. Scout. Nurgling Swarms that are lost in an assault do not count for combat resolution. Nurgling Swarms do not count towards the size of the summoning formation. |
| Plague Zombies | INF | 10cm | 5+ | 6+ | – | Claws and Teeth | (base contact) | (Assault Weapons) | Fearless, Infestation (Teleport), Infiltrator. Zombies may contest, but not control, objectives. |
| Blight Drone | AV | 35cm | 4+ | 6+ | 4+ | Maw Cannon Reaper Autocannon | 30cm 30cm | AP3+/AT5+, Ignore Cover AP4+/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. |
| Death Guard Rhino | AV | 25cm | 5+ | 6+ | 6+ | Combi Bolters | (15cm) | (small Arms) | Invulnerable Save, Transport (2 + 1 Nurgling Swarm) |
| Death Guard Predator | AV | 25cm | 4+ | 6+ | 4+ | 2x Heavy Bolters Twin Lascannon | 30cm 45cm | AP4+ AT4+ | Invulnerable Save, Transport (1 Nurgling Swarm) |
| 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 + 1 Nurgling Swarm) |
| 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, Walker |
| Death Guard Assault Dreadnought | AV | 15cm | 3+ | 4+ | 3+ | Power Fist Twin Chem Launcher | (base contact) 15cm AND (15cm) | (Assault Weapons), EA (+1), MW AP3+/AT5+, Ignore Cover (Small Arms), Ignore Cover | Fearless, Invulnerable Save, Walker |
| Death Guard Vindicator | AV | 20cm | 4+ | 6+ | 4+ | Demolisher | 30cm | AP3+/AT4+, Ignore Cover | Invulnerable Save, Transport (1 Nurgling Swarm), 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 Cannon Vomit Launcher Battle Claws | 45cm 30cm (base contact) | AP4+/AT5+/AA5+ AP5+/AT6+, Disrupt (Assault Weapons), EA (+1), MW | Fearless, Infiltrator, Invulnerable Save, Walker |
| 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) | Walker, Invulnerable Save |
| Plague Reaper | WE | 15cm | 4+ | 4+ | 4+ | Pus Cannon Demolisher Cannon 3x Heavy Bolters 3x Lascannon | 30cm 30cm 30cm 45cm | 3BP, Disrupt, Ignore Cover, FxF AP3+/AT4+, Ignore Cover, FxF AP5+ AT5+ | DC3, Fearless, Reinforced Armour, Transport (3 Nurgling Swarms) Critical Hit Effect: Destroyed. Any units within 5cm of the model suffer a hit on a D6 roll of 6. |

| DEATH GUARD REFERENCE (0.4.1) | | | | | | | | | |
|--------------------------------------|------|----------------|--------|-----|-----|---|--|--|--|
| NAME | TYPE | SPEED | ARMOUR | CC | FF | WEAPONS | RANGE | FIREPOWER | NOTES |
| 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). |
| Fester Titan | WE | 25cm | 5+ | 4+ | 5+ | Pus Cannon Decay Cannon | 30cm 30cm | 3BP, Disrupt, Ignore Cover, F Arc 3x AP3+/AT5+, Disrupt, 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). |
| Repugnant Titan | WE | 20cm | 4+ | 3+ | 4+ | Plague Mortar Putrifier Cannon Plague Flail Cloud of Pestilence | 60cm 60cm (base contact) (15cm) | 3+D3BP, Disrupt, FxF 4x AP3+/AT5+, Disrupt (Assault Weapons), EA(+3), TK(1) (Small Arms), EA (+1) | 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+. |
| Plaguelord Titan | WE | 15cm | 4+ | 2+ | 3+ | Liquefier Cannon 2x Putrifier Cannon Plague Claw Cloud of Pestilence | 75cm 60cm (base contact) (15cm) | 3x MW3+ 4x AP3+/AT5+, Disrupt (Assault Weapons), EA(+1), TK(D6) (Small Arms), EA (+1) | DC9, Void Shields 6, Fearless, Reinforced Armour. Critical Hit Effect: Loses an extra point of damage and all units within 5cm suffer a hit on a 4+. |
| 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 3+2d6 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 Twin Lascannon Havoc Launcher | 15cm 30cm 45cm | 2BP, Ignore Cover, FxF AT4+/AA4+, FxF 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 |
| DG Beast of Nurgle (NURGLE'S ROT) | INF | 15cm | 3+ | 5+ | 6+ | Slimy Tentacles Cloud of Crawling Flies | (base contact) (15cm) | (Assault Weapons), Ignore Cover (Small Arms), Ignore Cover | Expendable, Invulnerable Save, Mounted, Nurgle's Rot , Walker. Summon: 1 Point |
| Great Unclean One | WE | 15cm | 4+ | 4+ | 4+ | Nurgling Swarm Stream of Corruption | (base contact) (15cm) And (15cm) | (Assault Weapons), EA(+1) (Small Arms), EA(+1), Ignore Cover 3BP, Ignore Cover | DC4, Daemonic Focus, Expendable, Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Walker. Summon: 8 Point. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+. |

Nurgle's Rot

When working out the result of an assault, check to see if formations in the assault are affected by Nurgle's Rot. They are affected if they were directly involved with any enemy unit with Nurgle's Rot, including via Supporting Fire.

If an affected formation loses the combat, they suffer one additional 'extra hit'. If they won, they receive one additional Blast Marker before consolidation moves. Followers of Nurgle are not affected by this ability.

Transport

Death Guard Rhino (2+1)
May transport **two** infantry units (except Grave Warden Terminators, Death Guard Daemon Princes and Chaos Spawn) without *Mounted*; plus **one** Nurgling Swarm unit.

Death Guard Predator (+1)
May transport **one** Nurgling Swarm unit.

Death Guard Land Raider (2+1)
May transport **two** infantry units without *Mounted*; plus **one** Nurgling Swarm unit. Grave Warden Terminators, Death Guard Daemon Princes and Chaos Spawn take up two spaces each.

Death Guard Vindicator (+1)
May transport **one** Nurgling Swarm unit.

Plague Tower (16)
May transport **sixteen** Great Unclean Ones or infantry units. Grave Warden Terminators, Death Guard Daemon Princes, Chaos Spawn and Great Unclean Ones take up two spaces each.

Plague Reaper (+3)
May transport **three** Nurgling Swarm units.