

DEATH GUARD ARMY LIST v0.4.2

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, <i>but only Plague Marine Retinues unlock Elite and Support Formations.</i>)			
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 (0.4.2)									
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
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 (updated again in 0.4.2)	AV	15cm	3+	4+	4+	Power Fist Heavy Chem Launchers	(base contact) 30cm AND (15cm)	(Assault Weapons), EA (+1), MW 2 x AP4+/AT6+, Ignore Cover (Small Arms) EA+1, 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

DEATH GUARD REFERENCE (0.4.2)									
NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
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.
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.