

DEATH GUARD CHAOS SPACE MARINE ARMY LIST

v0.2c by Steve54

A Death Guard Chaos Space Marine Army has a strategy rating of 4+. Aircraft and Daemon Engine 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			
<i>(You may include any number of Retinues)</i>			
FORMATION	CORE UNITS	UPGRADES	COST
Plague Marine Retinue	7 Plague Marines Including 1 Nurgle Lord (either Nurgle Sorcerer or Plague lord)	All	300 points

ELITE FORMATIONS			
<i>(1 may be selected per Plague Marine Retinue)</i>			
FORMATION	CORE UNITS	UPGRADES	COST
Death Shroud Terminators	4 Death Shroud Terminators including 1 Nurgle Lord (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			
<i>(Up to two Support formations may be taken for each Plague Marine Retinue selected)</i>			
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
Walker Horde	4 of any Walker type (Defiler, Desecrator, Plague hulk)	Dreadnoughts, Chaos Spawn	275 points
Contagion Engines	4 Contagion Engines	Plague Towers	350 points
Plague Towers	1-3 Plague Towers	Walkers, Contagion Engines, Dreadnoughts	325 points each
Plague Zombie Infestation	2D6+3 Plague Zombies	None	175 points

NURGLE MARINES UPGRADES			
<i>(Each formation may take up to four allowed upgrades once per formation)</i>			
FORMATION	UNITS		COST
0-1 Nurgle Warlord	Replace the Plague/Sorcerer Lord character with a Lord of Pestilence		+50 points
0-1 Daemon Prince	Replace the Plague/Sorcerer Lord with character with a Daemon 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 Daemon Pool		+25 points
Icon Bearer	Add 1 Icon Bearer character to the formation		+25 points
Contagion Engines	Add 1-3 Contagion Engines 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 Vindicators to the formation		+35 points each

DAEMON POOL			
<i>(Only Nurgle Daemons may be purchased for the Daemon Pool)</i>			
FORMATION	UNITS		COST
Daemon Pool	Any number of Lesser Daemon units (Plague Bearers)		15 points each
	Any number of Greater Daemons (Great Unclean One)		50 points each

WAR ENGINES AND CHAOS NAVY			
<i>(Up to one third of the army's total points may be spent on War Engines and Chaos Navy)</i>			
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 deamon per daemonic pact added to the summoning pool.	

NURGLE CHAOS SPACE MARINE REFERENCE 1 (0.2c)

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 Vomit Cannon	30cm 30cm 15cm	AP3+ / AT5+ AP5+ / AT6+ AP4+, Ignore Cover	Invulnerable Save, Fearless, Skimmer
Contagion Engine	AV	15cm	5+	5+	5+	Vomit Cannon Plague Catapult	30cm 45cm	AP4+ / AT6+, Disrupt 1BP, Disrupt, Indirect Fire	Daemon Engine, Invulnerable Save, Fearless
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, Daemon Engine, 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)
Chaos Dreadnought	AV	15cm	3+	4+	4+	Power Fist Twin Autocannon	Base Contact 45cm	(Assault Weapons), EA (+1), MW AP4+ / AT6	Fearless, Walker
Death Guard Vindicator	AV	20cm	4+	6+	4+	Demolisher	30cm	AP3+ / AT4+, Ignore Cover	Walker, Invulnerable Save
Plague Hulk	AV	20cm	4+	3+	6+	Decay Cannon Battle claws Daemon Sword	30cm (base contact) (base contact)	AP3+, Disrupt (Assault weapon) EA+1 (MW) (Assault Weapon) EA+1 (MW)	Daemon Engine, Invulnerable Save, Fearless, Walker, Infiltrate
Death Guard Defiler	AV	20cm	4+	4+	3+	Battle Cannon Reaper Autocannon Twin Heavy Flamer Battle Claws	75cm 30cm 15cm (base contact)	AP4+ / AT4+ AP4+ / AT4+ AP4+, Ignore Cover (Assault Weapons), EA (+1), MW	Fearless, Walker, Infiltrator, Invulnerable Save
Desecrator	AV	15cm	4+	4+	4+	2x Desecrator Cannons Vomit Cannon Battle Claws	45cm 30cm (base contact)	AP4+ / AT6+ / AA5+ AP5+ / AT6+, Disrupt (Assault Weapons), EA (+1), MW	Fearless, Invulnerable Save, Walker

NURGLE CHAOS SPACE MARINE REFERENCE 2 (0.2c)									
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	4x AP3+ / AT5+, Disrupt, F Arc	
Repugnant Titan	WE	20cm	4+	3+	4+	Rot 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)	
Plaguelord Titan	WE	15cm	4+	2+	3+	Cloud of Pestilence	15cm	(Small Arms), EA (+1)	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+.
						Liquefier Cannon	75cm	3x MW3+	
						2x Putrifier Cannon	60cm	4x AP3+ / AT5+, Disrupt	
						Plague Claw	(base contact)	(Assault Weapons), EA(+1), TK(D6)	
Plague Ship	SC	n/a	n/a	n/a	n/a	Cloud of Pestilence	15cm	(Small Arms), EA (+1)	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.
						Orbital bombardment	–	4BP Disrupt	
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)	
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	