

# DEATH GUARD ARMY LIST v0.6.0

Tweaked (a long way) 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
<b>1+ Plague Marine Retinue</b>	7 Plague Marines, one with a Vectorium Lord or Plaguecaster Lord character.	All	300 points
<b>Armoured Company</b>	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
<b>Armoured Assault Company</b>	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
<b>Blightlord Terminators</b>	4 Blightlord Terminators, one with a Vectorium Lord or Plaguecaster Lord character. <b>May swap up to two Blightlord Terminators for Deathshroud Terminators for no cost.</b>	<b>Biologus Putrifier</b> , Champion of Nurgle, Daemon Prince, Daemonic Pact, <b>Dreadnoughts</b> , Icon Bearer, Land Raiders, Nurgle Warlord, <b>Nurgle's Rotters</b> , Nurgling Infestation, <b>Teleportarium</b> , Walkers	<b>325 points</b>
<b>Blight Drone Swarm*</b>	5 Blight Drones	Nurgle's <b>Rotters</b>	250 points

## DEATH GUARD SUPPORT FORMATIONS

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

FORMATION	CORE UNITS	UPGRADES	COST
<b>Plague Marine Chosen</b>	4 Plague Marine Chosen	<b>Biologus Putrifier</b> , Chaos Spawn, Daemonic Pact, Nurgle's <b>Rotters</b> , <b>Dreadnoughts</b> , Icon Bearer, Rhinos, Champion of Nurgle	175 points
<b>Walker Horde</b>	4 Walkers in any combination: Defiler, Desecrator, Plague Hulk	Chaos Spawn, Dreadnoughts	275 points
<b>Contagion Towers*</b>	4 Contagion Towers	Plague Towers, Walkers	325 points
<b>Plague Towers*</b>	1-3 Plague Towers	Contagion Towers, <b>Dreadnoughts</b> , Walkers	350 points each
<b>Plague Zombie Infestation*</b>	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
<b>Biologus Putrifier</b>	Add 1 Biologus Putrifier character to the formation. (See experimental chart.)	+35 points
<b>Champion of Nurgle</b>	Add 1 Champion of Nurgle character to the formation.	+50 points
<b>Chaos Spawn</b>	Add up to 3 Chaos Spawn to the formation.	+30 points each
<b>Contagion Towers</b>	Add up to 3 Contagion Towers to the formation.	+75 points each
<b>0-1 Daemon Prince</b>	Replace the unit the Vectorium Lord/Plaguecaster Lord/Lord of Contagion character is in with a Death Guard Daemon Prince. If a Lord of Contagion was replaced, the Daemon Prince gains the Supreme Commander ability.	+50 points
<b>Daemonic Pact</b>	Allows the formation to summon daemons from the Daemon Pool. 1 Lesser Daemon is added to the Daemon Pool.	+25 points
<b>Nurgle's Rotters</b>	The formation counts as having an additional unit with Nurgle's Rot.	+20 points
<b>Dreadnoughts</b>	Add up to 3 Death Guard Dreadnoughts or Death Guard Assault Dreadnoughts in any combination.	+50 points each
<b>Havocs</b>	Replace 3 Plague Marines with Plague Marine Havocs.	+25 points
<b>Icon Bearer</b>	Add 1 Blightbringer Icon Bearer character to the formation.	+25 points
<b>Land Raiders</b>	Add up to 4 Death Guard Land Raiders to the formation.	+75 points each
<b>Nurgling Infestation</b>	Add 1+1d3 Nurgling Swarms to the formation. Roll before setting up spacecraft or garrisons.	+40 points
<b>0-1 Nurgle Warlord</b>	Replace the Vectorium Lord/Plaguecaster Lord character with a Lord of Contagion character.	+50 points
<b>Plague Towers</b>	Add up to 3 Plague Towers to the formation. This upgrade uses up a Support Formation slot.	+325 points each
<b>Rhinos</b>	Add up to 4 Death Guard Rhinos. You may only take the minimum number required to carry the entire formation	+10 points each
<b>Teleportarium</b>	<b>All Deathshroud Terminator and Blightlord Terminator units in the formation gain Teleport.</b>	+50 points
<b>Vindicators</b>	Add up to 3 Death Guard Vindicators to the formation.	+35 points each
<b>Walkers</b>	Add up to 3 Defilers, Desecrators, Plague Hulks, DG Dreadnoughts or DG Assault Dreadnoughts in any combination to the formation.	+50 points per Dread +75 points per Def/Des/PH

## DAEMON POOL

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

**SPECIAL RULE - Implacable Advance.** No formations can March. All formations in the army receive a +1 modifier to their action test roll when attempting a Marshal action.

Any Plague Marine Retinue on an objective counts as having an additional Leader.

## DEATH GUARD REFERENCE (0.6.0)

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
<b>Lord of Contagion</b>	CH	n/a	n/a	n/a	n/a	Manreaper	(base contact)	(Assault Weapons), EA (+1), MW	Invulnerable Save, Nurgle's Rot, Supreme Commander
<b>Vectorium Lord</b>	CH	n/a	n/a	n/a	n/a	Manreaper	(base contact)	(Assault Weapons), EA (+1), MW	Commander, Leader, Invulnerable Save
<b>Plaguecaster Lord</b>	CH	n/a	n/a	n/a	n/a	Bolt of Decay	(15cm)	(Small Arms), EA (+1), MW	Commander, Leader, Invulnerable Save
<b>Death Guard Daemon Prince</b>	INF	15cm (30cm)	3+ (4+)	3+	4+	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+.
<b>Champion of Nurgle</b>	CH	n/a	n/a	n/a	n/a	Plague of Flies	(15cm)	(Small Arms), EA(+1), FS, IC	Augment Summoning (+2d3), Invulnerable Save
<b>Blightbringer Icon Bearer</b>	CH	n/a	n/a	n/a	n/a	n/a	n/a	n/a	Leader, Daemonic Focus, Invulnerable Save.
<b>Plague Marines</b>	INF	15cm	3+	3+	4+	Plague Knives Bolters	(base contact) (15cm)	(Assault Weapons) (Small Arms)	Fearless
<b>Plague Marine Chosen</b>	INF	15cm	3+	3+	4+	Plague Knives Bolters	(base contact) (15cm)	(Assault Weapons) (Small Arms)	Fearless, Scout
<b>Plague Marine Havocs</b>	INF	15cm	3+	5+	3+	2x Autocannon Bolters	45cm (15cm)	AP5+/AT6+ (Small Arms)	Fearless
<del>Grave Warden Terminators</del>	<b>See experimental chart.</b>								
<b>Chaos Spawn</b>	INF	15cm	3+	3+	-	Horrific Mutations	(base contact)	(Assault Weapons), EA (+D3)	Fearless, Invulnerable Save.
<b>Nurgling Swarm</b>	INF	15cm	5+	6+	-	Small Sharp Teeth	(base contact)	(Assault Weapons)	Expendable, Invulnerable Save, Teleport. Nurgling Swarms that are lost in an assault do not count for combat resolution.
<b>Plague Zombies</b>	INF	10cm	5+	6+	-	Claws and Teeth	(base contact)	(Assault Weapons)	Fearless, Infestation (Teleport), Infiltrator. Zombies may contest, but not control, objectives.
<b>Blight Drone</b>	AV	35cm	4+	6+	4+	Maw Cannon Reaper Autocannon	30cm 30cm	AP3+/AT5+, Ignore Cover AP4+/AT6+	Fearless, Invulnerable Save, Skimmer.
<b>Contagion Tower</b>	AV	15cm	5+	5+	5+	Vomit Cannon Plague Catapult	30cm 45cm	AP4+/AT6+, Ignore Cover 1BP, Disrupt, Indirect Fire	Fearless, Invulnerable Save.
<b>Death Guard Rhino</b>	AV	25cm	5+	6+	6+	Combi Bolters	(15cm)	(small Arms)	Invulnerable Save, Transport (2 +1 Nurgling Swarm)
<b>Death Guard Predator</b>	AV	25cm	4+	6+	4+	2x Heavy Bolters Twin Lascannon	30cm 45cm	AP4+ AT4+	Invulnerable Save, <del>Transport (1 Nurgling Swarm)</del>
<b>Death Guard Land Raider</b>	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)
<b>Death Guard Dreadnought</b>	AV	15cm	3+	4+	4+	Power Fist Twin Autocannon	(base contact) 45cm	(Assault Weapons), EA (+1), MW AP4+/AT5+	Fearless, Invulnerable Save, Walker
<b>Death Guard Assault Dreadnought</b>	AV	15cm	3+	4+	4+	Heavy Chem Launchers	30cm AND (15cm)	2 x AP4+/AT6+, Ignore Cover (Small Arms) EA+1, Ignore Cover	Fearless, Invulnerable Save, Walker
<b>Death Guard Vindicator</b>	AV	20cm	4+	6+	4+	Demolisher	30cm	AP3+/AT4+, Ignore Cover	Invulnerable Save, <del>Transport (1 Nurgling Swarm)</del> , Walker
<b>Defiler</b>	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
<b>Desecrator</b>	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
<b>Plague Hulk</b>	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

## DEATH GUARD REFERENCE (0.6.0)

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
<b>Plague Reaper</b>	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, <a href="#">Transport (4 Nurgling Swarms)</a> Critical Hit Effect: Destroyed. Any units within 5cm of the model suffer a hit on a D6 roll of 6.
<b>Plague Tower</b>	WE	20cm	4+	4+	4+	Plague Mortar 2x Battlifer 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 armour saves allowed (owners choice).
<b>Fester Titan</b>	WE	25cm	5+	4+	5+	Pus Cannon Decay Cannon	30cm 30cm	3BP, Disrupt, Ignore Cover, Fwd 3x AP3+/AT5+, Disrupt, Fwd	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).
<b>Repugnant Titan</b>	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, Fwd (Assault Weapons), EA(+3), TK(1), Fwd (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+.
<b>Plaguelord Titan</b>	WE	15cm	4+	2+	3+	Liquefier Cannon 2x Putrifier Cannon Plague Claw Cloud of Pestilence	75cm 60cm (base contact) (15cm)	3x MW3+, FxF 4x AP3+/AT5+, Disrupt, Fwd (Assault Weapons), EA(+1), TK(D6), FxF (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+.
<b>Plague Ship</b>	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.
<b>Hellblade</b>	AC	Fighter	6+	n/a	n/a	2x Reaper Autocannon	15cm	AP4+/AT6+/AA5+, FxF	
<b>Hell Talon</b>	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	
<b>Plaguebearers</b>	INF	15cm	3+	4+	6+	Plague Swords Cloud of Flies	(base contact) (15cm)	(Assault Weapons) (Small Arms)	Expendable, Invulnerable Save. Summon: 1 Point
<b>Beast of Nurgle</b>	<b>See experimental chart.</b>								
<b>Great Unclean One</b>	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 (per unit version 051)

Nurgle's Rot is a pestilential disease from the warp.

Nurgle's Rot affects any enemy formation assaulting or assaulted by formations containing units with Nurgle's Rot. When working out the result of the assault (1.12.7), roll a d6 for each unit with Nurgle's Rot, if the enemy formation wins they suffer an additional Blast marker for each roll of 4+. If the enemy formation loses, they suffer an additional 'extra hit' for each roll of 4+.

Nurgle's Rot does not affect enemy formations belonging to the Chaos faction, Nurgle.

### Transport

#### Death Guard Rhino (2+)

May transport **two** infantry units except [Grave Warden](#) Terminators, Death Guard Daemon Princes, Death Guard Beasts of Nurgle and Chaos Spawn; [plus one Nurgling Swarm unit](#).

#### Death Guard Land Raider (2+)

May transport **two** infantry units; [plus one Nurgling Swarm unit](#). [Grave Warden](#) Terminators, Death Guard Daemon Princes, Death Guard Beasts of Nurgle and Chaos Spawn take up two spaces each.

#### Plague Tower (16)

May transport **sixteen** Great Unclean Ones or infantry units. [Grave Warden](#) Terminators, Death Guard Daemon Princes, Death Guard Beasts of Nurgle, Chaos Spawn and Great Unclean Ones take up two spaces each.

**Nurgling Swarms - any Armoured Vehicle in the Death Guard list can transport one Nurgling Swarm unit, in addition to any transport capacity it may already have. Any War Engine in the list can transport as many Nurgling Swarm units as it's starting Damage Capacity, in addition to any transport capacity it may already have.**

## DEATH GUARD Experimental (0.6.0)

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
<b>Beast of Nurgle, Nurgle's Rot Variant 054</b>	INF	10cm	3+	5+	-	Slimy Tentacles	(base contact)	(Assault Weapons), Ignore Cover	Expendable, Invulnerable Save, Mounted, Nurgle's Rot, Walker. Summon: 1 Points <del>Playfully Distracted—Beasts of Nurgle do not count for outnumbering/being outnumbered.</del>
<b>Blightlord Terminators 060</b>	INF	15cm	4+	3+	3+	Baleswords & Flails Plaguespewer	(base contact) 15cm	(Assault Weapons), EA(+1), MW AP4+, Ignore Cover	Fearless, Mounted, Reinforced Armour, Walker. Cataphractii: Invulnerable Save of 5+
<b>Deathshroud Terminators 060</b>	INF	15cm	4+	3+	-	Manreapers	(base contact)	(Assault Weapons), EA(+1)	Fearless, Mounted, Macro Weapon, Nurgle's Rot, Reinforced Armour, Walker. Cataphractii: Invulnerable Save of 5+

## DEATH GUARD Just for Fluff (0.6.0)

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
<b>Foetid Bloat-Drone Fleshmower</b>	AV	25cm	4+	4+	-	Fleshmower	(base contact)	(Assault Weapons), EA(+2)	Fearless, Invulnerable Save, Skimmer. (Initiative 2+)
<b>Foetid Bloat-Drone Plaguespitters</b>	AV	25cm	4+	5+	3+	2 Plaguespitter AND	15cm (15cm)	AP3+, Ignore Cover (Small Arms), Ignore Cover	Fearless, Invulnerable Save, Skimmer. (Initiative 2+)
<b>Foetid Bloat-Drone Heavy Blight Launcher</b>	AV	25cm	4+	5+	5+	Heavy Blight Launcher	45cm	AP3+/AT4+	Fearless, Invulnerable Save, Skimmer. (Initiative 2+)
<b>Mephitic Blight-Hauler</b>	AV	15cm	4+	4+	5+	Multimelta Missile Launcher	15cm 45cm	MW AP5+/AT6+	Fearless, Invulnerable Save, Putrescent Fog: all friendly INF within ZoC count as being in cover, as if they were touching an AV. (Initiative 2+, formation of 3)
<b>Plagueburst Crawler</b>	AV	20cm	4+	5+	3+	2 x Plaguespitter AND Plagueburst Mortar	15cm (15cm) 45cm	AP3+, Ignore Cover (Small Arms), Ignore Cover 1BP, Disrupt, Indirect Fire	Fearless, Invulnerable Save. (Initiative 2+)
<b>Biologus Putrifier</b>	CH	n/a	n/a	n/a	n/a	Blight Grenade Racks	(15cm)	(Small Arms), EA(+1)	Invulnerable Save, Nurgle's Rot
<b>Typhus</b>	CH	n/a	n/a	n/a	n/a	Manreaper	(base contact)	(Assault Weapons), EA (+2), MW	Supreme Commander, Inspiring, Invulnerable Save, Nurgle's Rot. <del>Destroyer Hive (see Biologus Putrifier's Disease Factory).</del> If there are any Deathshroud Terminator units in the list, Typhus must be added to one of them.
<b>Mortarion</b>	WE	20cm	4+	3+	3+	The Lantern OR Silence	15cm (15cm) (base)	MW3+ (Small Arms), EA(+1), MW (Assault Weapons), EA+2, MW	DC2, Daemonic Focus, Fearless, Inspiring, Invulnerable Save, Jump Pack, Nurgle's Rot, Reinforced Armour, Walker. Critical Hit Effect: The unit is destroyed and all units within 5cm suffer a hit on a 4+.
<b>Greater Blight Drone</b>	AV	35cm	4+	5+	4+	Blightreaper Cannon Bile Maw	30cm 15cm	AP4+/AT5+ AP5+/AT4+	Fearless, Invulnerable Save, Skimmer. (Initiative 2+)
<b>Plague Drones of Nurgle</b>	INF	20cm	4+	4+	4+	Plaguesword Death's Head	(base contact) (15cm)	(Assault Weapons) (Small Arms)	Expendable, Infiltrator, Invulnerable Save, Jump Pack, Scout. Summon: 2 Points
<b>Greater Unclean One</b>	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, <b>Disrupt</b>	DC4, Daemonic Focus, Expendable, Fearless, Inspiring, Invulnerable Save, <b>Nurgle's Rot</b> , 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+.