

EPIC 40,000
Horus Heresy



DEATH
GUARD

Death Guard in Epic 40,000

Formation

When Mortarion was found by the Emperor upon the troubled world of Barbarus, he was swiftly given control of his Legion. Upon first seeing them he told them, "You are my unbroken blades. You are the Death Guard." The Legion's name was then changed in accordance with this decree, and Mortarion's words engraved above the airlock door of the Battle Barge Reaper's Scythe in honour of the moment. While the Legion was known as the Death Guard formally, its older members referred to themselves as the Unbroken, after Mortarion's words, in a tradition that still continues. Mortarion based the new Death Guard on his armored toxin-resistant fighters of the same name that had fought beside him on Barbarus in the Overlord Wars. Their armour's colour was changed, and whilst their main armour remained unpainted, the trim colour became dark green. Mortarion's veterans of Barbarus formed the core of his new Legion.

Combat Disposition and Record

Before the Horus Heresy, the Death Guard differed from the other 17 known Legions in that they had only seven Great Companies, although these held far more men than those of other Legions such as the Ultramarines or Space Wolves. There were three privileged titles held by captains of the Death Guard. The captain of the First Company was known as the First Captain, the captain of the Second Company was known as Commander, and the captain of the Seventh Company was known as Battle-Captain.

The Death Guard tended to be organised into units of foot-slogging infantry, rather than mechanised squads. Mortarion ensured that his men were well-equipped and highly-trained. He also ensured that they could fight in almost any kind of atmosphere, and placed little emphasis on specialised units using jump packs or bikes. The Death Guard did not have dedicated Assault and Tactical Squads. Every Marine was equipped with a bolter, bolt pistol and close combat weapon and told to fight with whatever weapon circumstance dictated. The Legion was also well known for its use of Terminator Armour. Possibly as a result of this, the Death Guard were highly successful at high-risk boarding and close-quarter operations such as space hulk clearance. By the time of the Horus Heresy, the Death Guard is known to have had roughly 95,000 Space Marines.

This document is made to complement the Legio Astartes Army list. Death Guard forces can make use of the following Detachments from the Legio Astartes list.

Death Guard Infantry Detachment(Page 2)
Death Guard Supreme Commander (Page 3)
Space Marine Armoured Detachment (LA)
Space Marine Super Heavy Detachment (LA)
Space Marine Air Detachment (LA)
Space Marine Artillery Detachment (LA)

(LA) = Legio Astartes

DEATH GUARD INFANTRY DETACHMENT

Commanders

You must choose a Commander

1 Detachment HQ+25pts

Up to one Space Marine Captain25pts

Consists of 1 Space Marine unit (Hero)

Extra Cost to (choose one) :

Mount in a Rhino*+7pts

Mount in a Land Raider*+45pts

Mount in a Spartan Assault Tank*+50pts

Upgrade to Terminator (Cannot use Rhino)

(Hero, Save)+5pts

OR

Upgrade to Grave Warden (Cannot use Rhino)

(Hero, Save, Close Support)+7pts

Upgrade Space Marine Captain to

Consul15pts

May select one option below:

Master of Signals

His detachment can re-roll one shooting dice, additionally in lieu of this, once per battle he can place 1d3 artillery templates on any detachment that he can see.

Legion Champion (Hero, Rampage, Assault).

Vigilator (Hero, Infiltrator).

Detachment must only contain units with Infiltrate.

Siege Breaker

Artillery units in this detachment ignore cover save bonus.

Main Force

Choose up to **10** from the following list.

Death Guard Grave Wardens25pts

Consists of 1 Space Marine Unit (Save).

Extra cost to:

Mount in a Land Raider+45pts

Mount in Spartan Assault Tank.....+50pts

Legion Marine Squad30pts

Consists of 2 Space Marine units. (*Choose one)

Mount in a Rhino+7pts

Upgrade both units to Devastators*

(Heavy Weapons) +10pts

Legion Breacher Squad50pts

Consists of 2 Breacher units.

Mount in a Rhino+7pts

Legion Destroyer Squad20pts

Consists of 2 Destroyer units.

Mount in a Rhino+7pts

Upgrade to Assault troops (Assault, Jump Packs) +4pts

Support

Make up to **10** from the following list. You may not exceed the number of choices in the main force list.

Tactical Support

Squad.....10pts per unit

Consists of 1 Tactical Support unit.

Mount in a Rhino+7pts

Support Weapons Battery18pts per unit

Consists of 1 to 3 Support Weapons.

Legion Dreadnought27pts per unit

Legion Land Raider45pts per unit

Legion Predator27pts per unit

Legion Whirlwind26pts per unit

Vindicator22pts per unit

Spartan Assault Tank50 Pts per unit

Sicaran Battle Tank28 pts per unit

Sicaran Venator28 pts per unit

Chain of Command: Captain > Consul > Grave Wardens > Space Marines > Any other unit.

DEATH GUARD SUPREME COMMANDER

Commanders

You may include up to 1 Supreme Commander.

Up to one Legion

Chapter Master50pts

Consists of 1 Space Marine unit (Hero, Commander)

Extra Cost to (*Choose one):

Mount in a Rhino*+7pts

Mount in a Land Raider*+45pts

Mount in a Spartan Assault Tank*+50pts

Upgrade to Terminator (cannot use Rhino)

Hero, Commander, Save)+5pts

Up to one Mortarion150pts

Consists of 1 Mortarion unit (Hero, Commander, Stubborn, Damage Capacity 3, Deathstrike).

Bodyguard

You may include up to 1 Space Marine Bodyguard Squad. Mortarion may select up to 3.

Death Guard Terminator Squad19pts

Consists of 1 Space Marine unit (Save).

Extra cost to: (*choose one).

Mount in a Land Raider*+45pts

Mount in a Spartan Assault Tank*+50pts

Death Guard

Deathshroud Squad25pts

Consists of 1 Space Marine unit (Save, Deathstrike).

Extra cost to: (*choose one).

Mount in a Land Raider*+45pts

Mount in a Spartan Assault Tank*+50pts

Chain of Command: Commander > Bodyguard.

Special Rules:

Primarch: Hero, Commander, Stubborn, Damage Capacity 3.

Deathstrike: Rolls 2 dice to score hits in Close Combat.

Breacher: All hits that hit the front of a stand with the Breacher rule are against armour 6 shooting must originate behind a line that goes horizontally across the Breacher's base to count against the weaker 5+ armour.



DEATH GUARD SUMMARY

INFANTRY

	Speed	Range	Firepower	Assault	Armour	Special
Mortarion	15cm	30cm	1	6	6+	Primarch, Deathstrike
Legion Marines	10cm	30cm	1	3	5+	Rapid Fire, Stubborn
Chapter Master	10cm	30cm	1	3	5+	+ Hero, Commander
Captain	10cm	30cm	1	3	5+	+ Hero
Devastator	10cm	45cm	1	2	5+	+Heavy Weapons, No Rapid Fire
Assault	10cm	30cm	1	3	5+	+ Assault, Jump Packs
Terminators	10cm	30cm	1	3	5+	+ Save
Tactical Support	10cm	30cm	2	3	5+	+ No Rapid Fire
Destroyers	10cm	15cm	2	3	5+	+ Assault No Rapid Fire
Breacher	10cm	30cm	1	3	-	+Breacher
Grave Warden	10cm	30cm	2	3	5+	+ Save, Close Support
Deathshroud	10cm	30cm	1	4	5+	+Save, Hero
Support Weapons	10cm	45cm	Anti Tank	0	4+	

ARMOUR

	Speed	Range	Firepower	Assault	Armour	Special
Land Raider	20cm	45cm	2 x Anti Tank	2	6+	Transport (2)
Rhino	30cm	n/a	0	0	5+	Transport (2)
Whirlwind	30cm	45cm	Barrage	0	5+	Artillery
Predator	30cm	45cm	2	1	6+	
Vindicator	25cm	15cm	3	1	6+	Close Support
Dreadnought	15cm	45cm	2	4	6+	
Spartan	20cm	45cm	4 x Anti Tank	2	6+	Transport (4)
Sicaran	30cm	45cm	4	1	5+	
Venator	30cm	45cm	2 x Anti Tank	1	5+	

