

DEATH GUARD ARMY LIST v0.7.2

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 Retinue unlock Elite and Support Formations.)

FORMATION	CORE UNITS	UPGRADES	COST
1+ Plague Marine Retinue	7 Plague Marines, one with a Vectorium Lord or Plaguecaster Lord character.	All	300 points
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
Blightlord Terminators	4 Blightlord Terminators, one with a Vectorium Lord or Plaguecaster Lord character.	Champion of Nurgle, Daemon Prince, Daemonic Pact, Icon Bearer, Land Raiders, Nurgle Warlord, Nurgle's Rot , Nurgling Infestation, Teleportarium, Walkers	325 points
Blight Drone Swarm*	4 or 6 Blight Drones		200 or 300 points

DEATH GUARD SUPPORT FORMATIONS

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

FORMATION	CORE UNITS	UPGRADES	COST
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
Plague Marine Chosen	4 Plague Marine Chosen	Beasts, Champion of Nurgle, Daemonic Pact, Nurgle's Rot , Icon Bearer, Rhinos, Walkers .	175 points
Walker Horde	4 Walkers in any combination: Defiler, Desecrator , Plague Hulk	Beasts, Walkers	275 points
Contagion Towers*	4 Contagion Towers	Plague Towers, Walkers	325 points
Plague Towers*	1-3 Plague Towers	Contagion Towers, Walkers	350 points each
Plague Zombie Infestation*	2D6+3 Plague Zombies	None	175 points
Plaguereaper Company	1-3 Plaguereapers	Contagion Towers , Nurgling Infestation, Walkers	200 points for first, 175 points for each additional.

DEATH GUARD UPGRADES

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

UPGRADE	UNITS	COST
Beasts	Add up to 3 Chaos Spawn or Beasts of Nurgle to the formation in any combination.	+30 points each
Champion of Nurgle	Add 1 Champion of Nurgle character to the formation.	+50 points
Contagion Towers	Add up to 3 Contagion Towers to the formation.	+75 points each
0-1 Daemon Prince	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
Daemonic Pact	Allows the formation to summon daemons from the Daemon Pool. 1 Lesser Daemon is added to the Daemon Pool. The formation has Nurgle's Rot.	+25 points
Nurgle's Rot	The formation has Nurgle's Rot.	+20 points
Havocs	Replace 3 Plague Marines with Plague Marine Havocs.	+25 points
Icon Bearer	Add 1 Blightbringer Icon Bearer character to the formation.	+25 points
Land Raiders	Add up to 4 Death Guard Land Raiders to the formation.	+75 points each +125 points per pair
Nurgling Infestation	Add 3 Nurgling Swarms to the formation.	+40 points
0-1 Nurgle Warlord	Add one Lord of Contagion character per army to a Daemon Prince, or to a unit with a Vectorium Lord or Plaguecaster Lord 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
Teleportarium	All Deathshroud Terminator and Blightlord Terminator units in the formation gain Teleport.	+50 points
Vindicators	Add up to 3 Death Guard Vindicators to the formation.	+35 points each
Walkers	Add up to 3 Defilers, Desecrators , Plague Hulks or Death Guard Dreadnoughts in any combination to the formation.	+50 points per Dread +75 points per Def/Des/PH

DAEMON POOL

FORMATION	UNITS	COST
Daemon Pool	Any number of Lesser Daemon units (Plaguebearers) 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 formations can March. All formations in the army receive a +1 modifier to their action test roll when attempting a Marshal action.

DEATH GUARD REFERENCE (0.7.2)

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Lord of Contagion	CH	n/a	n/a	n/a	n/a	Manreaper	(base contact)	(Assault Weapons), EA (+1), MW	Invulnerable Save, Nurgle's Rot, Supreme Commander
Vectorium Lord	CH	n/a	INV	n/a	n/a	Manreaper	(base contact)	(Assault Weapons), EA (+1), MW	Commander, Leader, Invulnerable Save
Plaguecaster Lord	CH	n/a	INV	n/a	n/a	Bolt of Decay	(15cm)	(Small Arms), EA (+1), MW	Commander, Leader, Invulnerable Save
Death Guard Daemon Prince	INF	15cm (30cm)	3+RA (4+RA)	3+	4+	Sword of Corruption Plague of Blood Flies	(base contact) (15cm)	(Assault Weapons), EA(+2) MW (Small Arms), EA(+1), MW FS, IC	Commander, Leader, Fearless, Nurgle's Rot, Reinforced Armour, Teleport. May have wings: gains Jump Pack. 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
Blightbringer 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 Chosen	INF	15cm	3+	3+	4+	Plague Knives Bolters	(base contact) (15cm)	(Assault Weapons) (Small Arms)	Fearless, Scout
Plague Marine Havocs	INF	15cm	3+	5+	3+	2x Autocannon Bolters	45cm (15cm)	AP5+/AT6+ (Small Arms)	Fearless
Blightlord Terminators 070	INF	15cm	4+RA, INV 5+	3+	3+	Baleswords & Flails 2 x Plaguespewer AND	(base contact) 15cm (15cm)	(Assault Weapons), EA(+1), MW AP4+, Ignore Cover (Small Arms), Ignore Cover	Fearless, Mounted, Reinforced Armour, Walker. [Note - no Thick Rear Armour!] Cataphractii: Invulnerable Save of 5+
Beast of Nurgle, non-summoned 061	INF	15cm	4+RA, INV	4+	5+	Slobbering Affection Trails of Slime	(base contact) (15cm)	(Assault Weapons), Ignore Cover (Small Arms), Ignore Cover	Fearless, Invulnerable Save, Mounted, Reinforced Armour, Walker.
Chaos Spawn	INF	15cm	3+, INV	3+	-	Horrific Mutations	(base contact)	(Assault Weapons), EA (+D3)	Fearless, Invulnerable Save.
Nurgling Swarm	INF	15cm	5+, INV	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.
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+, INV	6+	4+	Maw Cannon Reaper Autocannon	30cm 30cm	AP3+/AT5+, Ignore Cover AP4+/AT6+	Fearless, Invulnerable Save, Skimmer.
Contagion Tower	AV	15cm	5+, INV	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+, INV	6+	6+	Combi Bolters	(15cm)	(Small Arms)	Invulnerable Save, Transport (2)
Death Guard Predator	AV	25cm	4+, INV	6+	4+	2x Heavy Bolters Twin Lascannon	30cm 45cm	AP4+ AT4+	Invulnerable Save
Death Guard Land Raider	AV	20cm	4+, INV	6+	4+	Twin Heavy Bolter 2x Twin Lascannon	30cm 45cm	AP4+ AT4+	Reinforced Armour, Thick Rear Armour, Invulnerable Save, Transport (2)
Death Guard Dreadnought	AV	15cm	3+, INV	4+	4+	Power Fist Twin Autocannon Heavy Chem Launchers	(base contact) 45cm 30cm AND (15cm)	(Assault Weapons), EA (+1), MW AP4+/AT5+ 2 x AP4+/AT6+, Ignore Cover (Small Arms) EA+1, Ignore Cover	Fearless, Invulnerable Save, Walker Armed with Heavy Chem Launchers OR Powerfist and Twin Autocannon.
Death Guard Vindicator	AV	20cm	4+, INV	6+	4+	Demolisher	30cm	AP3+/AT4+, Ignore Cover	Invulnerable Save, Walker
Defiler	AV	20cm	4+, INV	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+, INV	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+, INV	3+	6+	Pus Launcher Battle Claws Daemon Sword	30cm (base contact) (base contact)	AP3+/AT6+, Disrupt (Assault Weapons), EA (+1), MW (Assault Weapons), EA (+1), MW	Fearless, Infiltrator, Invulnerable Save, Walker
Plague Hulk (test 070)	AV	20cm	4+, INV	4+	5+	Rancid Vomiter Battle Claws Warpsword	45cm (base contact) (base contact)	2 x AP4+/AT6+/AA5+ (Assault Weapons), EA (+1), MW (Assault Weapons), MW	Fearless, Infiltrator, Invulnerable Save, Walker

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Plaguereaper	WE	15cm	4+RA	4+	4+	Pus Cannon Demolisher Cannon 3x Twin Heavy Bolters 2x Lascannon	30cm 30cm 30cm 45cm	3BP, Disrupt, Ignore Cover, FxF AP3+/AT4+, Ignore Cover, FxF AP4+ AT5+	DC3, Fearless, Reinforced Armour Critical Hit Effect: Destroyed. Any units within 5cm of the model suffer a hit on a D6 roll of 4+ .
Plague Tower	WE	15cm	4+RA, INV	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 armour saves allowed (owners choice).
Fester Titan	WE	25cm	5+RA	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).
Repugnant Titan	WE	20cm	4+RA	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+.
Plaguelord Titan	WE	15cm	4+RA	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+.
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 6+d6 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+, INV	4+	6+	Plague Swords Cloud of Flies	(base contact) (15cm)	(Assault Weapons) (Small Arms)	Expendable, Invulnerable Save. Summon: 1 Point
Great Unclean One	WE	15cm	4+RA, INV	4+	4+	Nurgling Swarm Stream of Corruption AND	(base contact) 15cm (15cm)	(Assault Weapons), EA(+1) 3BP, Ignore Cover (Small Arms), EA(+1), 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 (Plaguebearer formation version 071)

Nurgle's Rot is a pestilential disease from the warp that turns the infected into Plaguebearers.

If a formation with Nurgle's Rot assaults or is assaulted, and causes any enemy casualties during **the activation Step 1.12.5 Resolve Attacks**, add one Lesser Daemon to the Death Guard Daemon Pool after step 1.12.9 Winner consolidates.

Nurgle's Rot has no effect if the enemy formation belongs to the Chaos faction, Nurgle.

Transport

Death Guard Rhino (2)

May transport **two** infantry units except Terminators, Death Guard Daemon Princes, Death Guard Beasts of Nurgle and Chaos Spawn.

Death Guard Land Raider (2)

May transport **two** infantry units. 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. 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