

Death Guard

The Death Guard is what remains of the XIV Legion of Space Marines originally created by the Emperor of Mankind. These disciples of Chaos, led by their Primarch Mortarion, are perhaps the most cohesive and organized threat posed by the forces of the Immaterium to the realm of mankind.

The Death Guard have access to the following units in the Fifth Edition "Chaos Space Marines" Codex:

HQ:

- Typhus - 225pts
- Daemon Prince (w/ Mark of Nurgle and Nurgle's Rot) - 145pts
- Chaos Lord (w/ Mark of Nurgle) - 110pts
- Chaos Sorcerer (w/ Mark of Nurgle and Nurgle's Rot) - 135pts

Elites:

- Possessed Chaos Space Marines (w/ Icon of Nurgle) - 50 + 26pts/model
- Chaos Dreadnought - 90pts pts/model

Troops:

- Plague Marines - 23pts/model
- Chaos Rhino - 35pts/model

Fast Attack*:

- Chaos Spawn - 40pts/model

Heavy Support:

- Chaos Predator - 70pts/model
- Chaos Defiler - 150pts/model

- Chaos Land Raider - 220pts/model

Additionally, the Death Guard have access to the following units in the Fifth Edition “Chaos Daemons” Codex:

HQ:

- Ku’gath, the Plaguefather - 300pts
- Great Unclean One - 160pts
- Epidemius - 110pts
- Herald of Nurgle - 50pts

Elites:

- Beasts of Nurgle - 35pts/model

Troops:

- Plaguebearers of Nurgle - 15pts/model
- Nurglings - 13pts/base

Fast Attack:

Heavy Support:

- Soul Grinder of Chaos - 135pts/model

Any of these models may take any of the other upgrades available to them in their respective codex, but they may not take any marks or other items associated with the other Ruinous Powers.

Units Unique to the Death Guard:

HQ:

- Mortarion - 485pts
- Lord of Contagion - 155pts
- Malignant Plaguecaster - 135pts

Elites:

- Noxious Blightbringer - 75pts
- Foul Blightspawn - 95pts
- Biologus Putrifier - 80pts
- Plague Surgeon - 90pts
- Tallyman - 80pts
- Deathshroud Terminators - 70pts/model
- Blightlord Terminators - 55pts/model

Troops:

- Poxwalkers - 6pts/model

Fast Attack:

- Foetid Bloat Drone - 165pts/model
- Myphitic Blight-Hauler - 175pts/model
- Plague Drone - 35pts/model

Heavy Support:

- Plagueburst Crawler - 260pts/model

Death Guard Army Special Rules

Disgustingly Resilient: The Death Guard is legendary for the unbelievable durability of their warriors. To represent their absurd resilience under fire, all units in a Death Guard army with the “Feel No Pain” special rule benefit from an improved version of this ability. When struck with ranged weapons with an AP value of 2, they do not lose their Feel No Pain roll, instead receiving a modified 5+ roll. Ranged weapons with an AP value of 1 modify the roll to a 6+. In the case of

power weapons and active rending attacks in close combat, the roll is modified to a 5+, with a further reduction to 6+ against wounds dealt by Monstrous Creatures and Walkers, and an outright elimination of the roll if the attack came from a Gargantuan Creature or Super-Heavy Walker. In the event a model is struck by any attack that inflicts Instant Death, including for doubling the toughness value of the victim, the Feel No Pain roll is lost as normal, representing the vulnerability of even these pestilential beings to complete physical obliteration.

Methodical Advance: Along with being exceptionally tough, the Death Guard tend to be deliberate, if not ponderous, in the achievement of their goals on the battlefield. To represent this, all Death Guard units who benefit from the Disgustingly Resilient rule above have their movement characteristic reduced by 2", whatever their unit type may be, but retain the ability to run and charge in the same manner as other models of their type.





Lord of Contagion (HQ)

Points: 155

Unit: 1 Lord of Contagion

WS	BS	S	T	W	I	A	LD	SV
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Type: Infantry (Character)

6	5	4	4(5)	3	5	3	10	2+
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Weapons and Equipment:

- Terminator Armour
- Plaguereaper: This is a two-handed power weapon that confers +2 Strength.
- Blight Grenades
- Krak Grenades
- Mark of Nurgle

Special Rules:

- **Feel No Pain**
- **Fearless**
- **Nurgle's Gift:** The presence of one of these malevolent plague lords invigorates the corrupting pestilence of Nurgle's lesser servants. At the beginning of your turn, each enemy unit within 1" of a Lord of Contagion or another Death Guard unit within 6" of a Lord of Contagion suffers D3 S3 automatic hits.



Malignant Plaguecaster (HQ)

Points: 135

Unit: 1 Malignant Plaguecaster	WS	BS	S	T	W	I	A	LD	SV
Type: Infantry (Character)	5	5	4	4(5)	3	4	2	10	3+

Weapons and Equipment:

- Power Armour
- Corrupted Staff: This is a close combat weapon that confers +1 Strength.
- Bolt Pistol
- Blight Grenades
- Krak Grenades
- Mark of Nurgle

Special Rules:

- **Feel No Pain**
- **Fearless**
- **Psyker:** A Malignant Plaguecaster may use up to one psychic power in a single turn. He knows any two of the following physic powers as listed on Page 88 of the Chaos Space Marines codex: Warptime, Gift of Chaos, Wind of Chaos, and Nurgle's Rot.



Noxious Blightbringer (Elites)

Points: 75

Unit: 1 Noxious Blightbringer

WS	BS	S	T	W	I	A	LD	SV
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Type: Infantry (Character)

4	4	4	4(5)	3	4	2	10	3+
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Weapons and Equipment:

- Power Armour
- Cursed Plague Bell: Enemy units must subtract 1 from their Leadership whilst within 7" of this model (Psykers subtract 2).
- Plasma Pistol
- Blight Grenades
- Krak Grenades
- Mark of Nurgle

Special Rules:

- **Feel No Pain**
- **Fearless**



Plague Surgeon (Elites)

Points: 90

Unit: 1 Plague Surgeon

WS	BS	S	T	W	I	A	LD	SV
4	4	4	4(5)	3	4	2	10	3+

Type: Infantry (Character)

Weapons and Equipment:

- Power Armour
- Balesword: This is a Power Sword with the Poisoned (4+) special rule. If a roll lower than 4 would be sufficient to wound a target, then that roll applies.
- Bolt Pistol
- Blight Grenades
- Krak Grenades
- Mark of Nurgle

Special Rules:

- **Feel No Pain**
- **Fearless**
- **Tainted Narthecium:** A Plague Surgeon, or any unit it has joined, may reroll Feel No Pain rolls of 1.
- **Gene-Seed Thief:** This model may reroll to hit and to wound rolls of 1 against enemy Adeptus Astartes units.



Foul Blightspawn (Elites)

Points: 95

Unit: 1 Foul Blightspawn

Type: Infantry (Character)

Weapons and Equipment:

- Power Armour
- Close Combat Weapon
- Plague Sprayer
- Blight Grenades
- Krak Grenades
- Mark of Nurgle

WS	BS	S	T	W	I	A	LD	SV
4	4	4	4(5)	3	4	2	10	3+

Weapon

Plague Sprayer

Range
Template

Strength

*

AP

2

Special

Assault 1

*Poisoned (4+)

Special Rules:

- **Feel No Pain**
- **Fearless**
- **Revolting Stench:** Subtract 1 from the Initiative of enemy units engaged in combat with this model.



Tallyman (Elites)

Points: 80

Unit: 1 Tallyman

Type: Infantry (Character)

Weapons and Equipment:

- Power Armour
- Close Combat Weapon
- Plasma Pistol
- Blight Grenades
- Krak Grenades
- Mark of Nurgle

Special Rules:

- **Feel No Pain**
- **Fearless**
- **Festering Zealot:** A Tallyman and any unit one has joined may reroll failed hit rolls in the Fight phase.

WS	BS	S	T	W	I	A	LD	SV
4	4	4	4(5)	3	4	2	10	3+



Biologus Putrifier (Elites)

Points: 80

Unit: 1 Biologus Putrifier

Type: Infantry (Character)

Weapons and Equipment:

- Power Armour
- Close Combat Weapon
- Injector Pistol
- Blight Grenades
- Krak Grenades
- Mark of Nurgle

WS	BS	S	T	W	I	A	LD	SV
4	4	4	4(5)	3	4	2	10	3+

Weapon

Injector Pistol

Range	Strength	AP	Special
6"	4	4	Pistol 1

Special Rules:

- **Feel No Pain**
- **Fearless**
- **Blight Racks:** If an enemy unit charges a Biologus Putrifier, or any unit joined by one, it suffers D6 S3 AP- hits as it is saturated with Blight Grenades.



Deathshroud Terminators (Elites)

Points: 210

Unit: 3 Deathshroud Terminators	WS	BS	S	T	W	I	A	LD	SV
Type: Infantry	4	4	5	4(5)	2	4	2	10	2+
Champion	4	4	5	4(5)	2	4	3	10	2+

Weapons and Equipment:

- Terminator Armour
- Manreaper: Treat this weapon as both a Chainfist and a Thunder Hammer.
- Plaguespurt Gauntlet
- Blight Grenades
- Krak Grenades
- Mark of Nurgle

Weapon	Range	Strength	AP	Special
Plaguespurt Gauntlet	Template	3	-	Assault 1

Special Rules:

- **Feel No Pain**
- **Fearless**
- **Teleport Strike:** Deathshroud Terminators have the Deep Strike special rule.
- **Silent Bodyguard:** If a Death Guard character is allocated hits whilst within a unit of Deathshroud Terminators, roll a D6. On a 2+, the Terminators are hit instead.

Options:

- **May include up to 3 additional Deathshroud Terminators - 70pts/model**
- **May upgrade one Deathshroud Terminator to a Champion - 5pts**



Blightlord Terminators (Elites)

Points: 275

Unit: 5 Blightlord Terminators	WS	BS	S	T	W	I	A	LD	SV
Type: Infantry	4	4	5	4(5)	2	4	2	10	2+
Champion	4	4	5	4(5)	2	4	3	10	2+

Weapons and Equipment:

- Terminator Armour
- Balesword: This is a Power Sword with the Poisoned (4+) special rule. If a roll lower than 4 would be sufficient to wound a target, then that roll applies.
- Storm Bolter
- Blight Grenades
- Krak Grenades
- Mark of Nurgle

Weapon	Range	Strength	AP	Special
Storm Bolter	24"	4	5	Assault 2

Special Rules:

- **Feel No Pain**
- **Fearless**
- **Teleport Strike:** Blightlord Terminators have the Deep Strike special rule.

Options:

- **May include up to 5 additional Blightlord Terminators - 60pts/model**
- **May upgrade one Blightlord Terminator to a Champion - 5pts**
- **May replace the units Baleswords with Bubotic Axes - free**
- **Bubotic Axe: This is a Power Weapon that confers +1 Strength.**



Poxwalkers (Troops)

Points: 60

Unit: 10 Poxwalkers

WS	BS	S	T	W	I	A	LD	SV
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Type: Infantry

2	0	3	3	1	2	2	10	-
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Weapons and Equipment:

- Writhing Limbs and Sharp Objects (Close Combat Weapon)

Special Rules:

- **Feel No Pain**
- **Fearless**
- **Curse of the Walking Pox:** Each time an enemy infantry model is slain by a Poxwalker in the fight phase, add one model to the Poxwalker unit.

Options:

- **May include up to 20 additional Poxwalkers - 6pts/model**



Foetid Bloat-Drone (Fast Attack)

Points: 165

Unit: 1 Foetid Bloat-Drone **WS** **BS** **S** **F** **S** **R** **I** **A**
Type: Vehicle (Unique) 4 3 5 12 12 10 3 2

Weapons and Equipment:

- Two Plaguespitters
- Plague Probe: This model's attacks have the Rending special rule.

Weapon	Range	Strength	AP	Special
Plaguespitter	Template	5	4	Heavy 1
Heavy Blight Launcher	36"	6	3	Heavy 1, Blast

Special Rules:

- **Nurgle Daemon Engine:** Foetid Bloat-Drones are utterly strange creations, typical of the Dark Gods they serve. They are Daemon Engines with the following special rules. A Drone may fight in close combat, declare charges, and otherwise operate exactly as a Walker does, but it may move as though it were a skimmer. If it moves beyond combat speed, it may not charge in the Assault Phase, and nor may it fire any of its weapons. Finally, it benefits from the Feel No Pain special rule, treating Glancing and Penetrating hits as wounds.

Options:

- **May include up to 2 additional Foetid Bloat-Drones - 165pts/model**
- **May replace its Plaguespitters with either of the following:**
- **Heavy Blight Launcher - 5pts**
- **Fleshmower - Free**

Fleshmower: A Foetid Bloat-Drone with a Fleshmower increases its Attacks characteristic to 6 and its attacks are treated as originating from Power Weapons that confer +1 Strength.



Greater Blight Drone (Fast Attack)

Points: 190

Unit: 1 Greater Blight Drone **WS** **BS** **S** **F** **S** **R** **I** **A**
Type: Vehicle (Unique) 4 4 6 12 12 10 4 4

Weapons and Equipment:

- Bile Maw
- Blightreaper Cannon
- Greater Plague Probe: This model's attacks benefit from +1 Strength and Rending.

Weapon	Range	Strength	AP	Special
Bile Maw	Template	7	4	Assault 1
Blightreaper Cannon	36"	7	4	Heavy 4

Special Rules:

- **Nurgle Daemon Engine:** Greater Blight Drones are utterly strange creations, typical of the Dark Gods they serve. They are Daemon Engines with the following special rules. A Drone may fight in close combat, declare charges, and otherwise operate exactly as a Walker does, but it may move as though it were a skimmer. If it moves beyond combat speed, it may not charge in the Assault Phase, and nor may it fire any of its weapons. Finally, it benefits from the Feel No Pain special rule, treating Glancing and Penetrating hits as wounds.

Options:

- **May include up to 2 additional Greater Blight Drones - 190pts/model**



Plague Drones (Fast Attack)

Points: 105

Unit: 3 Plague Drones

Type: Cavalry

Plaguebringer

WS	BS	S	T	W	I	A	LD	SV
4	3	4	4(5)	2	4	4	10	6+
4	3	4	4(5)	2	4	5	10	6+

Weapons and Equipment:

- Plaguesword
- Death's Head
- Mark of Nurgle

Weapon

Range

Strength

AP

Special

Death's Head

12"

4

5

Assault 2

Special Rules:

- **Feel No Pain**
- **Daemon**
- **Daemonic Flight**
- **Feeding Frenzy:** A Plague Drone's Bloat Fly confers an additional +3 Attacks (included in the model's profile).

Options:

- **May include up to 6 additional Plague Drones - 35pts/model**
- **One model in the unit may be upgraded to a Plaguebringer - 5pts**



Myphitic Blight-Hauler (Fast Attack)

Points: 175

Unit: 1 Myphitic Blight-Hauler	WS	BS	S	F	S	R	I	A
Type: Vehicle (Walker)	4	3	5	12	12	10	1	1

Weapons and Equipment:

- Missile Launcher
- Multi-Melta
- Bile Spurt
- Gnashing Maw (Close Combat Weapon)

Weapon	Range	Strength	AP	Special
Bile Spurt	Template	6	4	Heavy 1

Special Rules:

- **Nurgle Daemon Engine:** Myphitic Blight-Haulers are peculiar walkers (of sorts) that compliment the Death Guard's inexorable advance with heavy supporting firepower. They are Daemon Engines that benefit from Feel No Pain, treating Glancing and Penetrating hits as wounds, and may also move and fire all of their ranged weapons.
- **Putrescent Fog:** All friendly Death Guard units at least partially within 6" of a Myphitic Blight-Hauler benefit from a 6+ cover save. Additionally, enemy units suffer a -1 penalty to their Weapon Skill whilst engaged in close combat with a Myphitic Blight-Hauler.

Options:

- **May include up to 2 additional Myphitic Blight-Haulers - 175pts/model**



Plagueburst Crawler (Heavy Support)

Points: 260

Unit: 1 Plagueburst Crawler **BS** **F** **S** **R**
Type: Vehicle (Tank) 3 14 13 12

Weapons and Equipment:

- Plagueburst Mortar
- Two Plaguespitters
- Heavy Slugger

Weapon	Range	Strength	AP	Special
Plagueburst Mortar	12"-48"	8	3	Heavy 1, Barrage, Large Blast
Plaguespitter	Template	5	4	Heavy 1
Heavy Slugger	36"	5	4	Heavy 4
Entropy Cannon	36"	8	1	Heavy 1
Rothail Volley Gun	24"	6	3	Heavy 3

Special Rules:

- **Nurgle Daemon Engine:** Awash with Nurgle's wretched and unclean influence, Plagueburst Crawlers are Daemon Engines that benefit from the Feel No Pain special rule, treating Glancing and Penetrating hits as wounds.

Options:

- May replace both Plaguespitters with Entropy Cannons - 30pts
- May replace its Heavy Slugger with a Rothail Volley Gun - 5pts