



## COMBAT PATROL: DEATH GUARD

# THE SHAMBLING HORDE

Many are the repulsive gifts of Nurgle, Chaos God of disease and despair, but few are as foul as the malaise known as Walking Pox. Typhus – known often as Nurgle’s Herald, or simply the Traveller – is a vector for this appalling sickness. His warband of foetid Death Guard battle-brothers are accompanied at all times by a shambling swarm of Poxwalkers – victims of the Walking Pox whose bodies and minds have been twisted into repugnant parodies by the dubious blessings of Nurgle.

This Combat Patrol includes the units shown below.

### A Typhus (1 model)

- This model is equipped with: master-crafted manreaper.

### B Folgoth Grellh (1 model)

- This model is equipped with: hyper blight grenades; injector pistol; plague knives.

### C Plague Marines (7 models)

- 1 Plague Champion is equipped with: plague boltgun; heavy plague weapon.
- 1 Plague Marine is equipped with: plague spewer; plague knives.
- 1 Plague Marine is equipped with: blight launcher; plague knives.
- 4 Plague Marines are equipped with: plague boltgun; plague knives.

### D Poxwalkers (10 models)

- Every model is equipped with: improvised weapon.

### E Poxwalkers (10 models)

- Every model is equipped with: improvised weapon.

### F Poxwalkers (10 models)

- Every model is equipped with: improvised weapon.







Plague knives



Plague Marine

Heavy plague weapon



Plague Champion

Plague spewer



Plague Marine

Improvised weapon



Poxwalker



# COMBAT PATROL: DEATH GUARD

## THE SHAMBLING HORDE

### ABILITIES

The datasheets required to use the Shambling Horde can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. This will include a Faction ability – Nurgle's Gift – that is referenced on each unit's datasheet, and is described below.

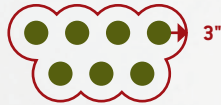
### NURGLE'S GIFT (AURA)

*The Death Guard are carriers of countless infections and contagions, each a gift from Nurgle. Whenever they march to war, they contaminate all around them, overwhelming their victims' immune systems and undoing metallic bonds, alien psychic materials and all manner of other components, rendering even armoured vehicles vulnerable.*

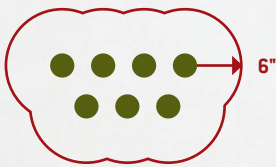
While an enemy unit is within Contagion Range of this unit, subtract 1 from the Toughness characteristic of models in that enemy unit. Contagion Range changes over the course of the battle, as shown below.

- – Plague Marine
- – Contagion Range

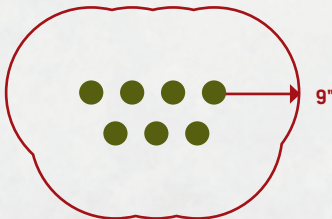
#### 1ST BATTLE ROUND – 3"



#### 2ND BATTLE ROUND – 6"



#### 3RD BATTLE ROUND ONWARDS – 9"



### ENHANCEMENTS

Your **TYPHUS** model is your **WARLORD** and has the Walking Plague Enhancement. You can replace this with Miasmatic Arrival.

### DEFAULT ENHANCEMENT

#### WALKING PLAGUE

*As the daemonic diseases of the Plague God infest the carasses of the war-slain dead, a foul green glow blossoms in glassy eyes and mutant horrors rise again to fight on with rictus, leering grins.*

In your Command phase, select one friendly **POXWALKER** unit within Contagion Range of the bearer. Return up to D6 destroyed **POXWALKER** models to that unit.

OR

### OPTIONAL ENHANCEMENT

#### MIASMATIC ARRIVAL

*A buzzing storm of plague flies coalesces amidst a whirling mass of miasmal fumes. As the gruesome maelstrom bursts apart once more, the foot soldiers of the Death Guard are revealed, manifested amidst the foulness.*

Models in the bearer's unit have the Deep Strike ability.

## SECONDARY OBJECTIVES

You will use the Contaminate Ground secondary objective. You can replace this with Spread the Blight.

### DEFAULT SECONDARY OBJECTIVE

#### CONTAMINATE GROUND

*The revolting rituals of the Death Guard spread myriad contagions outwards from the tainted heart of the battlefield.*

From the second battle round onwards, at the end of your turn, you score 3VP if one or more **DEATH GUARD** units from your army (excluding Battle-shocked units) are within 3" of the centre of the battlefield.

OR

### OPTIONAL SECONDARY OBJECTIVE

#### SPREAD THE BLIGHT

*More than merely defeating their foes, the Death Guard seek to maximise the spread of infection and despair through their ranks. This is a goal best achieved up close, where tainted fluids and noxious fumes can do their gruesome work.*

You score 2VP each time a **DEATH GUARD** model from your army destroys an enemy unit that started the phase within Contagion Range of one or more units from your army.

## STRATAGEMS

You can use the following Stratagems:



### CORROSIVE EFFLUENTS

THE SHAMBLING HORDE – BATTLE TACTIC STRATAGEM

*The weapons of the Death Guard seep corrosive foulness and flesh-eating bacterial filth.*

**WHEN:** Your Shooting phase or the Fight phase.

**TARGET:** One **DEATH GUARD** unit from your army that has not been selected to shoot or fight this phase.

**EFFECT:** Until the end of the phase, each time a model in your unit makes an attack, improve the Armour Penetration characteristic of that attack by 1.



1CP



### HARBINGERS OF DESPAIR

THE SHAMBLING HORDE – STRATEGIC PLOY STRATAGEM

*The mutated foulness and horrifyingly diseased aspect of Nurgle's worshippers is an assault upon soul and senses both, and more than one foe has despaired at the mere sight of such harbingers of inevitable entropy.*

**WHEN:** Start of the Fight phase.

**TARGET:** One **DEATH GUARD** unit from your army.

**EFFECT:** Each enemy unit within Engagement Range of your unit must take a Battle-shock test.



1CP



### DISGUSTINGLY RESILIENT

THE SHAMBLING HORDE – BATTLE TACTIC STRATAGEM

*So bloated with diseased blubber are the Death Guard, so inured to pain and repugnantly mutated, that they can soak up truly shocking amounts of punishment without even the slightest hint of discomfort.*

**WHEN:** Your opponent's Shooting phase, just after an enemy unit has selected its targets.

**TARGET:** One **DEATH GUARD** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

**EFFECT:** Until the end of the phase, each time an attack is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack.



1CP



# TYPHUS

M T SV W LD OC

5" 6 2+ 6 6+ 1

4+ INVULNERABLE SAVE



## Combat Patrol Datasheet

Host of the Destroyer Hive, for millennia Typhus has travelled the galaxy, spreading Nurgle's Rot and killing billions. When he takes to the field, he slices apart countless foes with his filth-encrusted power scythe and unleashes the swarming horror of his Destroyer Hive to engulf them in murderous plague-flies.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Master-crafted manreaper – strike [LETHAL HITS]	Melee	5	2+	9	-2	3
Master-crafted manreaper – sweep [LETHAL HITS]	Melee	10	2+	6	-1	1

### LEADER

This model can be attached to the following unit: **POXWALKERS**

### ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **Nurgle's Gift (Aura)**

**The Destroyer Hive:** While this model is leading a unit, each time a melee attack targets that unit, subtract 1 from the Hit roll.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

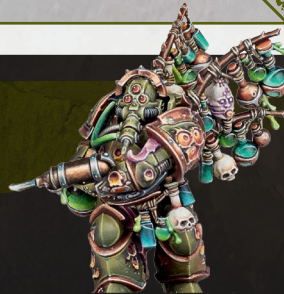
KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, CHAOS, NURGLE, PSYKER, TERMINATOR, TYPHUS

FACTION KEYWORDS: DEATH GUARD

# FOLGOOTH GRELCH

M T SV W LD OC

5" 5 3+ 4 6+ 1



## Combat Patrol Datasheet

Biologus Putrifiers take obscene delight in developing myriad plagues to spread in battle. They carry all manner of blight grenades, bloated with the latest strains of blossoming contagions. With their injector pistols, Biologus Putrifiers implant killing maladies into the enemy before extracting samples of their ruined flesh.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hyper blight grenades [ASSAULT, BLAST, LETHAL HITS]	12"	D6	3+	5	-1	2
Injector pistol [PISTOL]	3"	1	3+	4	-1	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Plague knives [LETHAL HITS]	Melee	4	3+	4	0	1

### LEADER

This model can be attached to the following unit: **PLAGUE MARINES**

### ABILITIES

CORE: **Deadly Demise 1, Leader**

FACTION: **Nurgle's Gift (Aura)**

**Foul Infusion:** While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability. In addition, each time a model in that unit makes an attack, a Critical Hit is scored on an unmodified Hit roll of 5+, instead of only a 6.

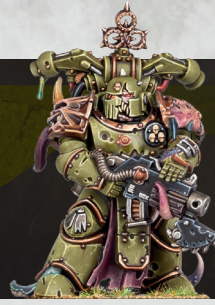
KEYWORDS: INFANTRY, CHARACTER, CHAOS, NURGLE, BIOLOGUS PUTRIFIER, FOLGOOTH GRELCH

FACTION KEYWORDS: DEATH GUARD



## PLAGUE MARINES

M	T	SV	W	LD	OC
5"	5	3+	2	6+	2



### Combat Patrol Datasheet

The mainstay of Death Guard vectoriums, Plague Marines excel in short-ranged firefights and relentless assaults that grind the enemy down. They are tactically astute, deploying plague spewers to drown hordes of enemies in noxious slime, and blight launchers to release crippling ironblight into armoured vehicles.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Blight launcher [LETHAL HITS]	24"	2	3+	6	-1	2
Plague boltgun [LETHAL HITS]	24"	2	3+	4	0	1
Plague spewer [ANTI-INFANTRY 2+, IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Heavy plague weapon [LETHAL HITS]	Melee	3	4+	8	-2	2
Plague knives [LETHAL HITS]	Melee	3	3+	4	0	1

### ABILITIES

FACTION: Nurgle's Gift (Aura)

**Remorseless:** While this unit is within range of an objective marker you control, each time you take a Battle-shock test for this unit, add 1 to that test.

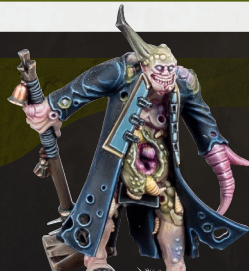
KEYWORDS: INFANTRY, CHAOS, NURGLE, BATTLELINE, PLAGUE MARINES



FACTION KEYWORDS:  
DEATH GUARD

## POXWALKERS

M	T	SV	W	LD	OC
4"	4	7+	1	8+	1



### Combat Patrol Datasheet

Poxwalkers are victims of the Walking Pox, a cruel virulence that rots the infected to death while keeping them conscious. They are terror troops, their ceaseless groaning a vector by which they infect the living. In battle they drown their foes in a sea of decaying flesh, clawing hands and gnashing teeth.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Improvised weapon [LETHAL HITS]	Melee	2	5+	3	0	1

### ABILITIES

CORE: Feel No Pain 5+

FACTION: Nurgle's Gift (Aura)

**Curse of the Walking Pox:** Each time a model in this unit makes an attack that destroys an enemy model (excluding **MONSTER** and **VEHICLE** models), you can return one destroyed **POXWALKERS** model to this unit.

KEYWORDS: INFANTRY, CHAOS, NURGLE, POXWALKERS



FACTION KEYWORDS:  
DEATH GUARD