DAEMON PRINCE OF NURGLE

10

	M	WS	BS	A	W	Ld	Sv
Daemon Prince of Nurgle	8"	2+	2+	2	2	8	5+

A Daemon Prince of Nurgle is a unit that contains 1 model. It is equipped with: Daemonic Weapons.

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Plague Spewer	Heavy	9"	1	6+	10+	Inferno
Daemonic Weapons	Melee	Melee	User	6+	6+	-

WARGEAR OPTIONS

- This unit can additionally be equipped with 1 Plague Spewer (**Power Rating +1**).
- This unit can have Wings (**Power Rating +1**). If this unit has Wings, it:
  - Has a Move characteristic of 12".
  - Has the following additional keywords: **Fly**.

ABILITIES

Ignore Damage (6+)

Prince of Nurgle: Re-roll hit rolls of 1 for attacks made by friendly **Death Guard** and **Nurgle Daemon** units whilst they are within 6" of this unit.

FACTION KEYWORDS: **Chaos, Nurgle, Heretic Astartes, Death Guard**
KEYWORDS: **Heavy, Monster, Psyker, Character, Daemon, Daemon Prince**

TYPHUS

Typhus is a unit that contains 1 model. It is equipped with: The Destroyer Hive; Master-crafted Manreaper. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Typhus	4"	2+	2+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
The Destroyer Hive	Small Arms	6"	2	8+	8+	-
Master-crafted Manreaper	Melee	Melee	User	6+	8+	-

ABILITIES

Deep Strike, **Ignore Damage** (6+)

Host of the Destroyer Hive: Add 1 to wound rolls for attacks made with melee weapons by friendly **Poxwalker** units whilst they are within 7" of this unit.

Nurgle's Gift: At the end of the Action phase, roll a D12 for each unit within 7" of any enemy units with this ability; on a 12 place one blast marker next to the unit being rolled for.

FACTION KEYWORDS: Chaos, Nurgle, Heretic Astartes, Death Guard
KEYWORDS: Light, Infantry, Psyker, Character, Lord of Contagion, Terminator, Typhus

LORD OF CONTAGION

A Lord of Contagion is a unit that contains 1 model. It is equipped with: Prodigious Plague Weapon.

	M	WS	BS	A	W	Ld	Sv
Lord of Contagion	4"	2+	2+	1	1	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Prodigious Plague Weapon	Melee	Melee	User	7+	8+	-

ABILITIES

Deep Strike, Ignore Damage (6+)

Nurgle's Gift: At the end of the Action phase, roll a D12 for each unit within 7" of any enemy units with this ability; on a 12 place one blast marker next to the unit being rolled for.

FACTION KEYWORDS: Chaos, Nurgle, Heretic Astartes, Death Guard
KEYWORDS: Light, Infantry, Character, Terminator, Lord of Contagion

CHAOS LORD

A Chaos Lord is a unit that contains 1 model. It is equipped with: Helwrought Weapons.

	M	WS	BS	A	W	Ld	Sv
Chaos Lord	6"	2+	2+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Helwrought Weapons	Melee	Melee	User	8+	8+	-
Malefic Appendages	Melee	Melee	User	7+	9+	-

WARGEAR OPTIONS

- This unit can have one of the following:
  - Jump Pack (**Power Rating +2**). If this unit has a Jump Pack, it:
    - Has a Move characteristic of 12".
    - Has the following additional abilities: **Deep Strike**.
    - Has the following additional keywords: **Jump Pack, Fly**.
  - Terminator Armour (**Power Rating +2**). If this unit has Terminator Armour, it:
    - Has a Move characteristic of 5".
    - Has a Save characteristic of 4+.
    - Has the following additional abilities: **Deep Strike**.
    - Has the following additional keywords: **Terminator**.
  - Palanquin of Nurgle (**Power Rating +1**). If this unit has a Palanquin of Nurgle, it:
    - Has a Move characteristic of 5".
    - Has a Wounds characteristic of 2.
    - Is also equipped with Malefic Appendages.
    - Has the following additional keywords: **Fly, Cavalry, Daemon**.
    - Loses the following keywords: **Infantry**.

ABILITIES

Lord of Nurgle: Re-roll hit rolls of 1 for attacks made by friendly **Death Guard** units whilst they are within 6" of this unit.

FACTION KEYWORDS: **Chaos, Nurgle, Heretic Astartes, Death Guard**

KEYWORDS: **Light, Infantry, Character, Chaos Lord**

SORCERER

A Sorcerer is a unit that contains 1 model. It is equipped with: Force Weapon.

	M	WS	BS	A	W	Ld	Sv
Sorcerer	6"	3+	3+	1	1	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Force Weapon	Melee	Melee	User	8+	8+	-
Malefic Appendages	Melee	Melee	User	7+	9+	-

WARGEAR OPTIONS

- This unit can have one of the following:
  - Jump Pack (**Power Rating +2**). If this unit has a Jump Pack, it:
    - Has a Move characteristic of 12".
    - Has the following additional abilities: **Deep Strike**.
    - Has the following additional keywords: **Jump Pack**, **Fly**.
  - Terminator Armour (**Power Rating +2**). If this unit has Terminator Armour, it:
    - Has a Move characteristic of 5".
    - Has a Save characteristic of 4+.
    - Has the following additional abilities: **Deep Strike**.
    - Has the following additional keywords: **Terminator**.
  - Palanquin of Nurgle (**Power Rating +1**). If this unit has a Palanquin of Nurgle, it:
    - Has a Move characteristic of 5".
    - Has a Wounds characteristic of 2.
    - Is also equipped with Malefic Appendages.
    - Has the following additional keywords: **Cavalry**, **Daemon**.
    - Loses the following keywords: **Infantry**.

FACTION KEYWORDS: Chaos, Nurgle, Heretic Astartes, Death Guard
KEYWORDS: Light, Psyker, Character, Infantry, Sorcerer

MALIGNANT PLAGUECASTER

A Malignant Plaguecaster is a unit that contains 1 model. It is equipped with: Corrupted Staff.

	M	WS	BS	A	W	Ld	Sv
Malignant Plaguecaster	5"	3+	3+	1	1	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Corrupted Staff	Melee	Melee	User	8+	8+	-

ABILITIES

Ignore Damage (6+)

Pestilential Fallout: When this unit is selected to manifest a psychic power, after resolving its effects, if there are any enemy units within 7" of this unit, roll one D12; on a 7+ place one blast marker next to the closest enemy unit to this unit. If multiple enemy units are equally close, select one and place one blast marker next to it instead.

FACTION KEYWORDS: Chaos, Nurgle, Heretic Astartes, Death Guard
KEYWORDS: Light, Psyker, Character, Infantry, Malignant Plaguecaster

PLAGUE MARINES 4

Plague Marines are a unit that contains 5 models. It can contain 10 models (**Power Rating 7**), 15 models (**Power Rating 10**) or 20 models (**Power Rating 13**). It is equipped with: Boltguns; Plague Weapons.

	M	WS	BS	A	W	Ld	Sv
Plague Marines (5 models)	5"	3+	3+	1	1	6	6+
Plague Marines (10 models)	5"	3+	3+	2	2	6	6+
Plague Marines (15 models)	5"	3+	3+	3	3	6	6+
Plague Marines (20 models)	5"	3+	3+	4	4	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Boltguns	Small Arms	24"	User	7+	9+	Rapid Fire
Blight Launcher	Heavy	24"	1	7+	8+	-
Plague Spewer	Heavy	9"	1	6+	10+	Inferno
Plague Weapons	Melee	Melee	x2	6+	8+	-

WARGEAR OPTIONS

• This unit can also be equipped with up to two of the following in any combination (**Power Rating +1** per weapon): 1 Blight Launcher; 1 Plague Spewer.

ABILITIES

Ignore Damage (6+)

Lords of the Plague Host: If this unit is in a Detachment that contains only **Death Guard** units, its Battlefield Role is Troops instead of Elites.

FACTION KEYWORDS: Chaos, Nurgle, Heretic Astartes, Death Guard
KEYWORDS: Light, Infantry, Plague Marines

CHAOS CULTISTS

Chaos Cultists are a unit that contains 10 models. It can contain 20 models (**Power Rating 6**), 30 models (**Power Rating 9**) or 40 models (**Power Rating 12**). It is equipped with: Autoguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Chaos Cultists (10 models)	6"	4+	4+	2	2	4	10+
Chaos Cultists (20 models)	6"	4+	4+	4	4	4	10+
Chaos Cultists (30 models)	6"	4+	4+	6	6	4	10+
Chaos Cultists (40 models)	6"	4+	4+	8	8	4	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Stubber	Heavy	36"	1	8+	10+	-
Auto Pistols	Small Arms	12"	User	8+	10+	-
Autoguns	Small Arms	24"	User	8+	10+	Rapid Fire
Brutal Assault Weapons	Melee	Melee	x2	7+	9+	-
Close Combat Weapons	Melee	Melee	User	7+	9+	-

WARGEAR OPTIONS

- For every 10 models this unit contains, it can also be equipped with 1 Heavy Stubber (**Power Rating +1** per weapon).
- Instead of Autoguns and Close Combat Weapons, this unit can be equipped with Auto Pistols and Brutal Assault Weapons.

FACTION KEYWORDS: Chaos, Nurgle, Heretic Astartes, Death Guard
KEYWORDS: Light, Infantry, Chaos Cultists

POXWALKERS

Poxwalkers are a unit that contains 10 models. It can contain 20 models (**Power Rating 6**). It is equipped with: Improvised Weapons.

	M	WS	BS	A	W	Ld	Sv
Poxwalkers (10 models)	4"	5+	6+	2	2	2	11+
Poxwalkers (20 models)	4"	5+	6+	4	4	2	11+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Improvised Weapons	Melee	Melee	x2	8+	10+	-

ABILITIES

Ignore Damage (6+)

Mindless: Morale tests taken for this unit are automatically passed.

Diseased Horde: If this unit contains 20 models, add 1 to hit rolls for attacks made by this unit.

FACTION KEYWORDS: Chaos, Nurgle, Heretic Astartes, Death Guard
KEYWORDS: Light, Infantry, Poxwalkers

PLAGUEBEARERS

4

Plaguebearers are a unit that contains 10 models. It can contain 20 models (**Power Rating 7**) or 30 models (**Power Rating 11**). It is equipped with: Plagueswords.

	M	WS	BS	A	W	Ld	Sv
Plaguebearers (10 models)	5"	4+	4+	2	3	5	9+
Plaguebearers (20 models)	5"	4+	4+	4	6	5	9+
Plaguebearers (30 models)	5"	4+	4+	6	9	5	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Plagueswords	Melee	Melee	User	7+	9+	-

ABILITIES

Ignore Damage (6+)

Cloud of Flies: If this unit contains 30 models, it is always an obscured target.

FACTION KEYWORDS: Chaos, Nurgle, Daemon, Legiones Daemonica
KEYWORDS: Light, Infantry, Plaguebearers

NURGLINGS

Nurglings are a unit that contains 3 models. It can contain 6 models (**Power Rating 5**) or 9 models (**Power Rating 7**) It is equipped with: Diseased Claws & Teeth.

	M	WS	BS	A	W	Ld	Sv
Nurglings (3 models)	5"	4+	4+	2	2	5	9+
Nurglings (6 models)	5"	4+	4+	4	4	5	9+
Nurglings (9 models)	5"	4+	4+	6	6	5	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Diseased Claws & Teeth	Melee	Melee	User	9+	11+	-

ABILITIES
Ignore Damage (6+), Infiltrators

FACTION KEYWORDS: Chaos, Nurgle, Daemon, Legiones Daemonica
KEYWORDS: Light, Swarm, Nurglings

NOXIOUS BLIGHTBRINGER

5

A Noxious Blightbringer is a unit that contains 1 model. It is equipped with: Cursed Plague Bell.

	M	WS	BS	A	W	Ld	Sv
Noxious Blightbringer	5"	3+	3+	1	1	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Cursed Plague Bell	Melee	Melee	User	8+	8+	-

ABILITIES

Ignore Damage (6+), Terror Troops

Tocsin of Misery: If a **Death Guard** unit starts a Move action within 7" of any friendly units with this ability, add 2" to that unit's Move characteristic for that action.

FACTION KEYWORDS: Chaos, Nurgle, Heretic Astartes, Death Guard
KEYWORDS: Light, Infantry, Character, Noxious Blightbringer

FOUL BLIGHTSPAWN

				M	WS	BS	A	W	Ld	Sv
Foul Blightspawn				5"	3+	3+	1	1	6	6+

A Foul Blightspawn is a unit that contains 1 model. It is equipped with: Plague Sprayer; Close Combat Weapons.

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Plague Sprayer	Heavy	9"	2	6+	8+	Inferno
Close Combat Weapons	Melee	Melee	User	9+	9+	-

ABILITIES

Ignore Damage (6+)

Revolting Stench: Subtract 1 from hit rolls for attacks made with melee weapons by enemy units that target this unit.

FACTION KEYWORDS: Chaos, Nurgle, Heretic Astartes, Death Guard

KEYWORDS: Light, Infantry, Character, Foul Blightspawn

BIOLOGUS PUTRIFIER

4

A Biologus Putrifier is a unit that contains 1 model. It is equipped with: Injector Pistol & Plague Knife.

	M	WS	BS	A	W	Ld	Sv
Biologus Putrifier	5"	3+	3+	1	1	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Injector Pistol & Plague Knife	Melee	Melee	User	7+	8+	-

ABILITIES

Ignore Damage (6+)

Blight Racks: Add 1 to wound rolls for attacks made with ranged weapons by **DEATH GUARD PLAGUE MARINE** units whilst they are within 3" of any friendly units with this ability.

FACTION KEYWORDS: **CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD**
KEYWORDS: **LIGHT, INFANTRY, CHARACTER, BIOLOGUS PUTRIFIER**

PLAGUE SURGEON

A Plague Surgeon is a unit that contains 1 model. It is equipped with: Balesword.

	M	WS	BS	A	W	Ld	Sv
Plague Surgeon	5"	3+	3+	1	1	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Balesword	Melee	Melee	User	8+	9+	-

ABILITIES

Ignore Damage (6+)

Tainted Narthecium: Re-roll Ignore Damage rolls of 1 made for friendly **Death Guard Infantry** units whilst they are within 3" of this unit.

FACTION KEYWORDS: Chaos, Nurgle, Heretic Astartes, Death Guard
KEYWORDS: Light, Infantry, Character, Plague Surgeon

TALLYMAN

A Tallyman is a unit that contains 1 model. It is equipped with: Tallyman's Instruments.

	M	WS	BS	A	W	Ld	Sv
Tallyman	5"	3+	3+	1	1	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Tallyman's Instruments	Melee	Melee	User	9+	9+	-

ABILITIES

Ignore Damage (6+)

The Seven-fold Chant: If any friendly units with this ability are on the battlefield at the start of the Generate Command Assets step, roll a D12; on a 10+ you generate one extra Command Asset.

Festering Zealot: You can re-roll hit rolls for attacks made with melee weapons by friendly **Death Guard** units whilst they are within 7" of this unit.

FACTION KEYWORDS: Chaos, Nurgle, Heretic Astartes, Death Guard
KEYWORDS: Light, Infantry, Character, Tallyman

DEATHSHROUD TERMINATORS

12

Deathshroud Terminators are a unit that contains 3 models. It can contain 6 models (**Power Rating 23**). It is equipped with: Plaguespurt Gauntlets; Manreapers.

	M	WS	BS	A	W	Ld	Sv
Deathshroud Terminators (3 models)	4"	3+	3+	1	2	7	4+
Deathshroud Terminators (6 models)	4"	3+	3+	2	4	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Plaguespurt Gauntlets	Small Arms	6"	x3	8+	10+	Inferno
Manreapers	Melee	Melee	x2	4+	6+	-

ABILITIES
Deep Strike, Ignore Damage (6+)

Silent Bodyguard: At the start of the Damage phase, you can select one friendly **Death Guard Character** unit that has at least one blast marker next to it and is within 6" of this unit. Remove up to D3 blast markers from that **Character** unit and place them next to this unit.

FACTION KEYWORDS: Chaos, Nurgle, Heretic Astartes, Death Guard
KEYWORDS: Light, Infantry, Terminator, Deathshroud Terminators

BLIGHTLORD TERMINATORS

Blightlord Terminators are a unit that contains 5 models. It can contain 10 models (**Power Rating 25**). It is equipped with: Combi-bolters; Bubonic Weapons.

	M	WS	BS	A	W	Ld	Sv
Blightlord Terminators (5 models)	4"	3+	3+	1	2	7	4+
Blightlord Terminators (10 models)	4"	3+	3+	2	4	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Blight Launcher	Heavy	24"	1	7+	8+	-
Plague Spewer	Heavy	9"	1	6+	10+	Inferno
Reaper Autocannon	Heavy	36"	2	8+	8+	-
Combi-bolters	Small Arms	24"	x2	7+	9+	Rapid Fire
Bubonic Weapons	Melee	Melee	x2	5+	7+	-

WARGEAR OPTIONS

• For every 5 models this unit contains, it can also be equipped with one of the following (**Power Rating +1** per weapon): 1 Blight Launcher; 1 Plague Spewer; 1 Reaper Autocannon.

ABILITIES

Deep Strike, Ignore Damage (6+)

FACTION KEYWORDS: Chaos, Nurgle, Heretic Astartes, Death Guard
KEYWORDS: Light, Infantry, Terminator, Blightlord Terminators

HELBRUTE

A Helbrute is a unit that contains 1 model. It is equipped with: Multi-Melta; Helbrute Fist.

	M	WS	BS	A	W	Ld	Sv
Helbrute	8"	3+	3+	2	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Helbrute Plasma Cannon	Heavy	36"	1	6+	6+	-
Missile Launcher	Heavy	48"	1	7+	7+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Reaper Autocannon	Heavy	36"	2	8+	8+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Armoured Feet	Melee	Melee	User	9+	10+	-
Helbrute Fist	Melee	Melee	2	6+	6+	-
Helbrute Hammer	Melee	Melee	User	9+	5+	-
Power Scourge	Melee	Melee	x2	5+	9+	-

WARGEAR OPTIONS

- Instead of 1 Multi-melta, this unit can be equipped with one of the following: 1 Helbrute Plasma Cannon; 1 Reaper Autocannon; 1 Twin Heavy Bolter; 1 Twin Lascannon; 1 Helbrute Fist.
- Instead of 1 Helbrute Fist, this unit can be equipped with one of the following: 1 Helbrute hammer; 1 Power Scourge.
- Instead of 1 Helbrute Fist, this unit can be equipped with 1 Missile Launcher and Armoured Feet.
- For each Helbrute Fist this unit is equipped with, it can also be equipped with 1 Heavy Flamer.

ABILITIES

Crazed: At the end of the Action phase, roll one D6 for each blast marker placed next to this unit that phase; if any of those dice results are a 6, you can make one Shoot action or one Fight action with this unit.

FACTION KEYWORDS: Chaos, Nurgle, Heretic Astartes, Death Guard
KEYWORDS: Heavy, Vehicle, Helbrute

BEASTS OF NURGLE

Beasts of Nurgle are a unit that contains 1 model. It can contain 3 models (**Power Rating 3**), 6 models (**Power Rating 9**) or 9 models (**Power Rating 12**). It is equipped with: Putrid Appendages.

	M	WS	BS	A	W	Ld	Sv
Beasts of Nurgle (1 model)	6"	4+	-	1	1	5	9+
Beasts of Nurgle (3 models)	6"	4+	-	3	3	5	9+
Beasts of Nurgle (6 models)	6"	4+	-	6	6	5	9+
Beasts of Nurgle (9 models)	6"	4+	-	9	9	5	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Putrid Appendages	Melee	Melee	User	8+	10+	-

ABILITIES

Ignore Damage (6+)

FACTION KEYWORDS: Chaos, Nurgle, Daemon, Legiones Daemonica
KEYWORDS: Light, Beast, Beasts of Nurgle

POSSESSED

4

Possessed are a unit that contains 5 models. It can contain 10 models (**Power Rating 11**), 15 models (**Power Rating 16**), or 20 models (**Power Rating 21**). It is equipped with: Horrifying Mutations.

	M	WS	BS	A	W	Ld	Sv
Possessed (5 models)	7"	3+	3+	D3	2	6	5+
Possessed (10 models)	7"	3+	3+	2D3	4	6	5+
Possessed (15 models)	7"	3+	3+	3D3	6	6	5+
Possessed (20 models)	7"	3+	3+	4D3	8	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Horrifying Mutations	Melee	Melee	User	7+	8+	-

ABILITIES

Writhing Tentacles: Each time this unit fights with a melee weapon, roll one D3 for every 5 models this unit contains to determine the number of attacks it makes.

FACTION KEYWORDS: Chaos, Nurgle, Heretic Astartes, Death Guard

KEYWORDS: Light, Infantry, Daemon, Possessed

FOETID BLOAT-DRONE

9

A Foetid Bloat-drone is a unit that contains 1 model. It is equipped with: Plague Probe; 2 Plaguespitters.

	M	WS	BS	A	W	Ld	Sv
Foetid Bloat-drone	10"	4+	4+	1	2	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Blight Launcher	Heavy	36"	2	7+	8+	-
Plaguespitter	Heavy	9"	1	5+	8+	Inferno
Fleshmower	Melee	Melee	x3	7+	7+	-
Plague Probe	Melee	Melee	User	8+	8+	-

WARGEAR OPTIONS

- Instead of 2 Plaguespitters, this unit can be equipped with one of the following: 1 Fleshmower; 1 Heavy Blight Launcher.

ABILITIES

Ignore Damage (6+)

FACTION KEYWORDS: Chaos, Nurgle, Heretic Astartes, Death Guard
KEYWORDS: Heavy, Vehicle, Fly, Daemon, Daemon Engine, Foetid Bloat-drone

MYPHITIC BLIGHT-HAULERS

9

Myphitic Blight-haulers are a unit that contains 1 model. It can contain 2 models (**Power Rating 18**) or 3 models (**Power Rating 27**). It is equipped with: Missile Launchers; Multi-meltas; Bile Spurts; Gnashing Maws.

	M	WS	BS	A	W	Ld	Sv
Myphitic Blight-haulers (1 model)	10"	4+	4+	1	2	6	5+
Myphitic Blight-haulers (2 models)	10"	4+	4+	2	4	6	5+
Myphitic Blight-haulers (3 models)	10"	4+	4+	3	6	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Missile Launchers	Heavy	48"	User	7+	7+	-
Multi-meltas	Heavy	24"	User	10+	4+	-
Bile Spurts	Small Arms	12"	User	7+	8+	-
Gnashing Maws	Melee	Melee	User	8+	9+	-

ABILITIES

Ignore Damage (6+)

Putrescent Fog: Light Death Guard units are always obscured targets whilst they are wholly within 7" of any friendly units with this ability.

Tri-lobe: If this unit contains 3 models, add 1 to hit rolls for attacks made by this unit.

Foul Stench: Subtract 1 from hit rolls for attacks made with melee weapons by enemy units that target this unit.

FACTION KEYWORDS: Chaos, Nurgle, Heretic Astartes, Death Guard

KEYWORDS: Heavy, Vehicle, Daemon, Daemon Engine, Myphitic Blight-haulers

CHAOS SPAWN

3

Chaos Spawn are a unit that contains 1 model. It can contain 2 models (**Power Rating 4**), 3 models (**Power Rating 7**), 4 models (**Power Rating 9**) or 5 models (**Power Rating 11**). It is equipped with: Hideous Mutations.

	M	WS	BS	A	W	Ld	Sv
Chaos Spawn (1 models)	7"	4+	-	1	1	7	10+
Chaos Spawn (2 models)	7"	4+	-	2	2	7	10+
Chaos Spawn (3 models)	7"	4+	-	3	3	8	10+
Chaos Spawn (4 models)	7"	4+	-	4	4	8	10+
Chaos Spawn (5 models)	7"	4+	-	5	5	8	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Hideous Mutations	Melee	Melee	User	6+	7+	-

ABILITIES

Terror Troops

Mutated Beyond Reason: When this unit makes a Fight action, before picking targets, roll one D3 on the table below to determine what mutation it gains until the end of that action.

D3	MUTATION
1	**Razor Claws:** Add 1 to wound rolls for attacks made by this unit with melee weapons.
2	**Grasping Pseudopods:** Add 1 to this unit's Attacks characteristic.
3	**Toxic Haemorrhage:** Re-roll wound rolls of 1 for attacks made by this unit with melee weapons.

FACTION KEYWORDS: Chaos, Nurgle, Heretic Astartes, Death Guard
KEYWORDS: Light, Beast, Chaos Spawn

PLAGUE DRONES

⚡ 6 ☠

Plague Drones are a unit that contains 3 models. It can contain 6 models (**Power Rating 11**) or 9 models (**Power Rating 16**). It is equipped with: Death's Heads; Plagueswords; Prehensile Proboscises.

	M	WS	BS	A	W	Ld	Sv
Plague Drones (3 models)	10"	4+	4+	2	3	5	9+
Plague Drones (6 models)	10"	4+	4+	4	6	5	9+
Plague Drones (9 models)	10"	4+	4+	6	9	5	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Death's Heads	Small Arms	12"	User	7+	9+	-
Plagueswords	Melee	Melee	User	7+	9+	-
Prehensile Proboscises	Melee	Melee	User	6+	10+	-

ABILITIES

Ignore Damage (6+)

FACTION KEYWORDS: Chaos, Nurgle, Daemon, Legiones Daemonica

KEYWORDS: Light, Cavalry, Fly, Plague Drones

CHAOS LAND RAIDER

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A Chaos Land Raider is a unit that contains 1 model. It is equipped with: Twin Heavy Bolter; 2 Twin Lascannons; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Chaos Land Raider	10"	5+	3+	2	3	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Armoured Tracks	Melee	Melee	User	10+	10+	-

TRANSPORT

This unit can transport up to 10 friendly **Death Guard Infantry** models. Each **Terminator** and **Jump Pack** model takes up the space of two other model.

FACTION KEYWORDS: Chaos, Nurgle, Heretic Astartes, Death Guard
KEYWORDS: Heavy, Vehicle, Transport, Chaos Land Raider

PLAGUEBURST CRAWLER

A Plagueburst Crawler is a unit that contains 1 model. It is equipped with: Heavy Slugger; Plagueburst Mortar; 2 Plaguespitters; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Plagueburst Crawler	9"	6+	4+	1	2	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Entropy Cannon	Heavy	36"	1	10+	6+	-
Heavy Slugger	Heavy	36"	1	8+	10+	-
Plagueburst Mortar	Heavy	48"	2	6+	8+	Barrage
Plaguespitter	Heavy	9"	1	5+	8+	Inferno
Rothail Volley Gun	Heavy	24"	1	6+	8+	-
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS
- Instead of 2 Plaguespitters, this unit can be equipped with 2 Entropy Cannons.
- Instead of 1 Heavy Slugger, this unit can be equipped with 1 Rothail Volley Gun.

ABILITIES
Ignore Damage (6+)

FACTION KEYWORDS: Chaos, Nurgle, Heretic Astartes, Death Guard
KEYWORDS: Heavy, Vehicle, Daemon, Daemon Engine, Plagueburst Crawler

DEFILER

A Defiler is a unit that contains 1 model. It is equipped with: Battle Cannon; Reaper Autocannon; Twin Heavy Flamer; Defiler Claws.

	M	WS	BS	A	W	Ld	Sv
Defiler	8"	4+	4+	3	3	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Battle Cannon	Heavy	72"	1	6+	6+	-
Reaper Autocannon	Heavy	36"	2	8+	8+	-
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Heavy Flamer	Heavy	8"	2	6+	9+	Inferno
Twin Lascannon	Heavy	48"	2	10+	5+	-
Defiler Claws	Melee	Melee	User	6+	5+	-
Defiler Scourge	Melee	Melee	x2	5+	5+	-

WARGEAR OPTIONS

- Instead of 1 Twin Heavy Flamer, this unit can be equipped with 1 Defiler Scourge.
- Instead of 1 Reaper Autocannon, this unit can be equipped with one of the following: 1 Twin Heavy Bolter; 1 Twin Lascannon.

ABILITIES

Infernal Regeneration: At the start of the Action phase, you can remove one damage marker from this unit.

FACTION KEYWORDS: Chaos, Nurgle, Heretic Astartes, Death Guard
KEYWORDS: Heavy, Vehicle, Daemon, Daemon Engine, Defiler

CHAOS PREDATOR

A Chaos Predator is a unit that contains 1 model. It is equipped with: Predator Autocannon; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Chaos Predator	12"	6+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Lascannon	Heavy	48"	1	10+	5+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Predator Autocannon	Heavy	48"	2	7+	7+	-
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Predator Autocannon, this unit can be equipped with 1 Twin Lascannon.
- This unit can also be equipped with one of the following (**Power Rating +2**): 2 Heavy Bolters; 2 Lascannons.

FACTION KEYWORDS: Chaos, Nurgle, Heretic Astartes, Death Guard
KEYWORDS: Heavy, Vehicle, Chaos Predator

CHAOS RHINO

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A Chaos Rhino is a unit that contains 1 model. It is equipped with: Combi-Bolter; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Chaos Rhino	12"	6+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Combi-bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

TRANSPORT
This unit can transport up to 10 friendly **Death Guard Infantry** models. It cannot transport **Terminators** or **Jump Pack** units.

FACTION KEYWORDS: Chaos, Nurgle, Heretic Astartes, Death Guard
KEYWORDS: Heavy, Vehicle, Transport, Chaos Rhino

MORTARION

Mortarion is a unit that contains 1 model. It is equipped with: Silence; The Lantern. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Mortarion	12"	2+	2+	2	4	8	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
The Lantern	Heavy	18"	2	5+	5+	-
Silence	Melee	Melee	x2	5+	5+	-

ABILITIES
Ignore Damage (6+)

The Barbaran Plate: This unit does not suffer the penalty for being critically damaged.

Primarch of the Death Guard: You can re-roll hit rolls and wound rolls for attacks made by friendly **Death Guard** units whilst they are within 7" of this unit.

Host of Plagues: At the end of the Action phase, roll a D12 for each enemy unit within 7" of this unit; on a 10+ place one blast marker next to the unit being rolled for.

FACTION KEYWORDS: Chaos, Nurgle, Heretic Astartes, Death Guard
KEYWORDS: Super-heavy, Titanic, Monster, Character, Daemon, Primarch, Psyker, Fly, Mortarion