

Ohm - Death Guard [87 PL, 1,500pts]

++ Patrol Detachment (Chaos - Daemons) ++

Chaos Allegiance: Chaos Undivided

+ HQ +

Daemon Prince of Chaos: Corruption, Hellforged sword, Virulent Touch, Warlord, Wings

. . Nurgle: Virulent Blessing

Daemon Prince of Chaos: Daemonic axe, Khorne, Skullreaver, Wings

+ Troops +

Nurplings: 3x Nurgling Swarms

++ Battalion Detachment +5CP (Chaos - Death Guard) ++

+ HQ +

Chaos Lord: Combi-bolter, Power fist

Daemon Prince of Nurgle: 4. Blades of Putrefaction, Malefic talon, Wings

+ Troops +

Poxwalkers: 11x Poxwalker

Poxwalkers: 10x Poxwalker

Poxwalkers: 10x Poxwalker

+ Fast Attack +

Foetid Bloat-drone: 2x Plaguespitters, Plague probe

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+ Heavy Support +

Plagueburst Crawler: 2x Plaguespitter, Heavy slugger

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Q1 League_Ohm_Death Guard (Warhammer 40,000 8th Edition) [87 PL, 1,500pts]

Patrol Detachment (Chaos - Daemons) [21 PL, 384pts]

No Force Org Slot

Chaos Allegiance

Selections: Chaos Undivided

Categories: No Force Org Slot

HQ [18 PL, 330pts]

Daemon Prince of Chaos [9 PL, 165pts]

Selections: Corruption, Hellforged sword [10pts], Malefic talon, Virulent Touch, Warlord, Wings [1 PL, 9pts]

Categories: HQ, Character, Faction: Daemon, Monster, Faction: Chaos, Fly, Warlord

Rules: *Daemonic Ritual*

Abilities: *Corruption, Daemonic, Virulent Touch*, **Unit:** *Daemon Prince of Chaos (Wings)*, **Weapon:** *Corruption, Hellforged sword, Malefic talon*

Nurgle

Selections: Smite, Virulent Blessing

Categories: Faction: Nurgle, Psyker

Abilities: *Disgustingly Resilient, Prince of Chaos*, **Psychic Power:** *Smite, Virulent Blessing*, **Psyker:** *Psyker*

Abilities	Description
Corruption	NURGLE model with plaguesword, balesword, bileblade or hellforged sword only. Corruption replaces the bearer's plaguesword, balesword, bileblade or hellforged sword.
Daemonic	Units with this ability have a 5+ invulnerable save.
Disgustingly Resilient	Each time a model with this ability loses a wound, roll a dice; on a 5+, the model does not lose that wound.
Prince of Chaos	You can re-roll hit rolls of 1 made for friendly NURGLE DAEMON units within 6".
Virulent Touch	Add 1 to all wound rolls made by your Warlord in the Fight phase unless it is targeting a VEHICLE.

Psychic Power	Warp Charge	Range	Details
Smite	5	18"	Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.
Virulent Blessing	7	18"	If manifested, select a friendly NURGLE DAEMON unit within 18" of the psyker. Add 1 to wound rolls made by that unit in the Fight phase. Furthermore, wound rolls of 7+ made for that unit in the Fight phase inflict double damage.

Psyker	Cast	Deny	Powers Known	Other
Psyker	1	1	Smite and one power from the Nurgle discipline	

Unit	M	WS	BS	S	T	W	A	Ld	Save
Daemon Prince of Chaos (Wings)	12"	2+	2+	7	6	8	4	9	3+

Weapon	Range	Type	S	AP	D	Abilities
Corruption	Melee	Melee	+2	-3	D3	Re-roll all failed wound rolls made for this weapon.
Hellforged sword	Melee	Melee	User	-2	3	-
Malefic talon	Melee	Melee	User	-2	2	Each time this model fights, it can make 1 additional attack with this weapon. A model armed with two sets of malefic talons can make 3 additional attacks with them instead.

Daemon Prince of Chaos [9 PL, 165pts]

Selections: Daemonic axe [10pts], Khorne, Malefic talon, Skullreaver, Wings [1 PL, 9pts]

Categories: HQ, Character, Faction: Daemon, Monster, Faction: Chaos, Fly, Faction: Khorne

Rules: *Daemonic Ritual*

Abilities: *Daemonic, Might over Magic, Prince of Chaos, Skullreaver, Unstoppable Ferocity*, **Unit:** *Daemon Prince of Chaos (Khorne, Wings)*, **Weapon:** *Daemonic axe, Malefic talon, Skullreaver*

Abilities	Description
Daemonic	Units with this ability have a 5+ invulnerable save.
Might over Magic	KHORNE Daemon Princes have an Attacks characteristic of 5, instead of 4.
Prince of Chaos	You can re-roll hit rolls of 1 made for friendly KHORNE DAEMON units within 6".
Skullreaver	KHORNE model with axe of Khorne, great axe of Khorne or daemonic axe only. Skullreaver replaces the bearer's axe.
Unstoppable Ferocity	If this unit makes a charge move, is charged, or performs a Heroic Intervention, then until the end of the turn add 1 to the Attacks characteristic of all its models and add 1 to the Strength characteristic of all the melee weapons the unit is armed with.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Daemon Prince of Chaos (Khorne, Wings)	12"	2+	2+	7	6	8	5	9	3+

Weapon	Range	Type	S	AP	D	Abilities
Daemonic axe	Melee	Melee	+1	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Malefic talon	Melee	Melee	User	-2	2	Each time this model fights, it can make 1 additional attack with this weapon. A model armed with two sets of malefic talons can make 3 additional attacks with them instead.
Skullreaver	Melee	Melee	+3	-4	D6	Re-roll all failed wound rolls for this weapon when targeting a TITANIC unit. Each time you make a wound roll of 6+ for this weapon, the target suffers D3 mortal wounds in addition to the normal damage.

Troops [3 PL, 54pts]

Nurglings [3 PL, 54pts]

Categories: Troops, Faction: Daemon, Faction: Nurgle, Nurglings, Swarm, Faction: Chaos

Rules: *Daemonic Ritual*

Abilities: *Daemonic, Disgustingly Resilient, Mischief Makers, Squishable*

3x Nurgling Swarms [54pts]

Selections: 3x Diseased claws and teeth

Unit: *Nurgling Swarm*, **Weapon:** *Diseased claws and teeth*

Abilities	Description
Daemonic	Units with this ability have a 5+ invulnerable save.
Disgustingly Resilient	Each time a model with this ability loses a wound, roll a dice; on a 5+, the model does not lose that wound.
Mischief Makers	When you set up a unit of Nurglings during deployment, they can either be set up in their deployment zone, or anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models
Squishable	Because of their diminutive size, Nurglings only receive the benefits of their Disgustingly Resilient ability against attacks with a Damage characteristic of 1.

Unit	M	WS	BS	S	T	W	A	Ld	Save
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Nurgling Swarm	5"	4+	4+	2	2	4	4	7	6+
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Weapon	Range	Type	S	AP	D	Abilities
Diseased claws and teeth	Melee	Melee	User	0	1	You can re-roll wound rolls of 1 for this weapon.

Battalion Detachment +5CP (Chaos - Death Guard) [66 PL, 1,116pts]

Rules: *Bolter Discipline, Daemonic Ritual, Inexorable Advance, Plague Host, Plague Weapon*

HQ [14 PL, 265pts]

Chaos Lord [5 PL, 85pts]

Selections: Blight Grenades, Combi-bolter [2pts], Krak grenades, Power fist [9pts]

Categories: HQ, Chaos Lord, Character, Faction: Heretic Astartes, Infantry, Faction: Death Guard, Faction: Nurgle, Faction: Chaos

Rules: *Hateful Assault*

Abilities: *Death to the False Emperor, Lord of Nurgle, Sigil of Corruption*, **Unit:** *Chaos Lord*, **Weapon:** *Blight Grenade, Combi-bolter, Krak grenade, Power fist*

Abilities	Description
Death to the False Emperor	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.
Lord of Nurgle	You can re-roll hit rolls of 1 made for friendly DEATH GUARD units within 6" of this model.
Sigil of Corruption	This model has a 4+ invulnerable save.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Chaos Lord	6"	2+	2+	4	4	5	4	9	3+

Weapon	Range	Type	S	AP	D	Abilities	
Blight Grenade	6"	Grenade	D6	3	0	1	Plague Weapon
Combi-bolter	24"	Rapid Fire	2	4	0	1	-
Krak grenade	6"	Grenade	1	6	-1	D3	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.	

Daemon Prince of Nurgle [9 PL, 180pts]

Selections: 4. Blades of Putrefaction, Malefic talon, Malefic talon [10pts], Smite, Wings [1 PL, 24pts]

Categories: HQ, Character, Daemon, Monster, Faction: Heretic Astartes, Faction: Death Guard, Faction: Nurgle, Faction: Chaos, Daemon Prince, Psyker, Fly

Rules: *Hateful Assault*

Abilities: *Daemonic, Death to the False Emperor, Disgustingly Resilient, Prince of Chaos*, **Psychic Power:** *Blades of Putrefaction, Smite*, **Psyker:** *Daemon Prince*, **Unit:** *Daemon Prince (Wings)*, **Weapon:** *Malefic talon*

Abilities	Description
Daemonic	This model has a 5+ invulnerable save.
Death to the False Emperor	Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.
Disgustingly Resilient	Each time this model loses a wound, roll a D6; on a 5+, the model does not lose that wound.

Prince of Chaos You can re-roll hit rolls of 1 made for friendly DEATH GUARD and NURGLE DAEMON units within 6" of this model.

Psychic Power	Warp Charge	Range	Details
Blades of Putrefaction	5	18"	If manifested, select a visible friendly DEATH GUARD unit within 18" of the psyker. Until the start of your next Psychic phase, add 1 to all wound rolls made by that unit in the Fight phase. Furthermore, any wound rolls of 7+ made for that unit in the Fight phase with a melee plague weapon (i.e. a plaguesword or any weapon with the Plague Weapon ability) inflict a mortal wound on the target in addition to any other damage.
Smite	5	18"	Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.

Psyker	Cast	Deny	Powers Known	Other
Daemon Prince	1	1	Smite and 1 power from the Contagion discipline	

Unit	M	WS	BS	S	T	W	A	Ld	Save
Daemon Prince (Wings)	12"	2+	2+	7	6	8	4	10	3+

Weapon	Range	Type	S	AP	D	Abilities
Malefic talon	Melee	Melee	User	-2	2	Each time this model fights, it can make 1 additional attack with this weapon. A model armed with two sets of malefic talons can make 3 additional attacks with them instead.

Troops [12 PL, 155pts]

Poxwalkers [6 PL, 55pts]

Categories: Troops, Infantry, Faction: Nurgle, Faction: Death Guard, Faction: Chaos, Faction: Heretic Astartes, Poxwalkers

Abilities: *Curse of the Walking Pox, Diseased Horde, Disgustingly Resilient, Mindless*

11x Poxwalker [55pts]

Selections: 11x Improvised weapon

Unit: *Poxwalker*, **Weapon:** *Improvised weapon*

Abilities	Description
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's unit.
Diseased Horde	You can add 1 to all hit rolls for this unit in the Fight phase if it contains more than 10 models.
Disgustingly Resilient	Each time this model loses a wound, roll a D6; on a 5+, the model does not lose that wound.
Mindless	This unit never has to take Morale tests.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Poxwalker	4"	5+	6+	3	3	1	2	4	7+

Weapon	Range	Type	S	AP	D	Abilities
Improvised weapon	Melee	Melee	User	0	1	-

Poxwalkers [3 PL, 50pts]

Categories: Troops, Infantry, Faction: Nurgle, Faction: Death Guard, Faction: Chaos, Faction: Heretic Astartes, Poxwalkers

Abilities: *Curse of the Walking Pox, Diseased Horde, Disgustingly Resilient, Mindless*

10x Poxwalker [50pts]

Selections: 10x Improvised weapon

Unit: *Poxwalker*, **Weapon:** *Improvised weapon*

Abilities	Description
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's unit.
Diseased Horde	You can add 1 to all hit rolls for this unit in the Fight phase if it contains more than 10 models.
Disgustingly Resilient	Each time this model loses a wound, roll a D6; on a 5+, the model does not lose that wound.
Mindless	This unit never has to take Morale tests.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Poxwalker	4"	5+	6+	3	3	1	2	4	7+

Weapon	Range	Type	S	AP	D	Abilities
Improvised weapon	Melee	Melee	User	0	1	-

Poxwalkers [3 PL, 50pts]

Categories: Troops, Infantry, Faction: Nurgle, Faction: Death Guard, Faction: Chaos, Faction: Heretic Astartes, Poxwalkers

Abilities: *Curse of the Walking Pox*, *Diseased Horde*, *Disgustingly Resilient*, *Mindless*

10x Poxwalker [50pts]

Selections: 10x Improvised weapon

Unit: *Poxwalker*, **Weapon:** *Improvised weapon*

Abilities	Description
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's unit.
Diseased Horde	You can add 1 to all hit rolls for this unit in the Fight phase if it contains more than 10 models.
Disgustingly Resilient	Each time this model loses a wound, roll a D6; on a 5+, the model does not lose that wound.
Mindless	This unit never has to take Morale tests.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Poxwalker	4"	5+	6+	3	3	1	2	4	7+

Weapon	Range	Type	S	AP	D	Abilities
Improvised weapon	Melee	Melee	User	0	1	-

Fast Attack [16 PL, 276pts]

Foetid Bloat-drone [8 PL, 138pts]

Selections: 2x Plaguespitters [34pts], Plague probe [5pts]

Categories: Fast Attack, Faction: Nurgle, Faction: Heretic Astartes, Faction: Death Guard, Vehicle, Daemon Engine, Daemon, Fly, Faction: Chaos, Foetid Bloat-drone

Rules: *Hateful Assault*

Abilities: *Daemonic*, *Disgustingly Resilient*, *Putrid Explosion*, **Unit:** *Foetid Bloat-drone*, **Weapon:** *Plague probe*, *Plaguespitter*, **Wound Track:** *Foetid Bloat-drone*, *Foetid Bloat-drone1*, *Foetid Bloat-drone2*, *Foetid Bloat-drone3*

Abilities	Description
Daemonic	This model has a 5+ invulnerable save.
Disgustingly Resilient	Each time this model loses a wound, roll a D6; on a 5+, the model does not lose that wound.

Putrid Explosion If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 4+ it explodes, and each unit within 7" suffers 1 mortal wound.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Foetid Bloat-drone	*	4+	4+	*	7	10	*	8	3+

Weapon	Range	Type	S	AP	D	Abilities
Plague probe	Melee	Melee	User	-2	D3	Plague Weapon
Plaguespitter	9"	Assault D6	User	-1	1	Plague Weapon.This weapon automatically hits its target.

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3
Foetid Bloat-drone	-	M	S	A
Foetid Bloat-drone1	6-10+	10"	6	3
Foetid Bloat-drone2	3-5	8"	5	2
Foetid Bloat-drone3	1-2	6"	4	1

Foetid Bloat-drone [8 PL, 138pts]

Selections: 2x Plaguespitters [34pts], Plague probe [5pts]

Categories: Fast Attack, Faction: Nurgle, Faction: Heretic Astartes, Faction: Death Guard, Vehicle, Daemon Engine, Daemon, Fly, Faction: Chaos, Foetid Bloat-drone

Rules: *Hateful Assault*

Abilities: *Daemonic, Disgustingly Resilient, Putrid Explosion*, **Unit:** *Foetid Bloat-drone*, **Weapon:** *Plague probe, Plaguespitter*, **Wound Track:** *Foetid Bloat-drone, Foetid Bloat-drone1, Foetid Bloat-drone2, Foetid Bloat-drone3*

Abilities	Description
Daemonic	This model has a 5+ invulnerable save.
Disgustingly Resilient	Each time this model loses a wound, roll a D6; on a 5+, the model does not lose that wound.
Putrid Explosion	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 4+ it explodes, and each unit within 7" suffers 1 mortal wound.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Foetid Bloat-drone	*	4+	4+	*	7	10	*	8	3+

Weapon	Range	Type	S	AP	D	Abilities
Plague probe	Melee	Melee	User	-2	D3	Plague Weapon
Plaguespitter	9"	Assault D6	User	-1	1	Plague Weapon.This weapon automatically hits its target.

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3
Foetid Bloat-drone	-	M	S	A
Foetid Bloat-drone1	6-10+	10"	6	3
Foetid Bloat-drone2	3-5	8"	5	2
Foetid Bloat-drone3	1-2	6"	4	1

Heavy Support [24 PL, 420pts]

Plagueburst Crawler [8 PL, 140pts]

Selections: 2x Plaguespitter [34pts], Heavy slugger [6pts], Plagueburst Mortar

Categories: Faction: Chaos, Daemon, Faction: Death Guard, Heavy Support, Faction: Heretic Astartes, Faction: Nurgle, Vehicle, Daemon Engine, Plagueburst Crawler

Rules: *Hateful Assault*

Abilities: *Daemonic, Disgustingly Resilient, Explodes*, **Plagueburst Crawler Wound Track:** *Plagueburst Crawler1, Plagueburst Crawler2, Plagueburst Crawler3*, **Unit:** *Plagueburst Crawler*, **Weapon:** *Heavy slugger, Plagueburst Mortar, Plaguespitter*

Abilities	Description
Daemonic	This model has a 5+ invulnerable save.
Disgustingly Resilient	Each time this model loses a wound, roll a D6; on a 5+, the model does not lose that wound.
Explodes	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 5+ it explodes, and each unit within 6" suffers D3 mortal wounds.

Plagueburst Crawler Wound Track	Remaining W	M	BS	S
Plagueburst Crawler1	6-12+	9"	4+	7
Plagueburst Crawler2	3-5	6"	5+	6
Plagueburst Crawler3	1-2	4"	5+	5

Unit	M	WS	BS	S	T	W	A	Ld	Save
Plagueburst Crawler	*	6+	*	*	8	12	3	8	3+

Weapon	Range	Type	S	AP	D	Abilities
Heavy slugger	36"	Heavy 4	5	-1	1	-
Plagueburst Mortar	12"-48"	Heavy D6	8	-2	D3	Plague Weapon. This weapon can target units that are not visible to the bearer.
Plaguespitter	9"	Assault D6	User	-1	1	Plague Weapon. This weapon automatically hits its target.

Plagueburst Crawler [8 PL, 140pts]

Selections: 2x Plaguespitter [34pts], Heavy slugger [6pts], Plagueburst Mortar

Categories: Faction: Chaos, Daemon, Faction: Death Guard, Heavy Support, Faction: Heretic Astartes, Faction: Nurgle, Vehicle, Daemon Engine, Plagueburst Crawler

Rules: *Hateful Assault*

Abilities: *Daemonic, Disgustingly Resilient, Explodes*, **Plagueburst Crawler Wound Track:** *Plagueburst Crawler1, Plagueburst Crawler2, Plagueburst Crawler3*, **Unit:** *Plagueburst Crawler*, **Weapon:** *Heavy slugger, Plagueburst Mortar, Plaguespitter*

Abilities	Description
Daemonic	This model has a 5+ invulnerable save.
Disgustingly Resilient	Each time this model loses a wound, roll a D6; on a 5+, the model does not lose that wound.
Explodes	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 5+ it explodes, and each unit within 6" suffers D3 mortal wounds.

Plagueburst Crawler Wound Track	Remaining W	M	BS	S
Plagueburst Crawler1	6-12+	9"	4+	7

Plagueburst Crawler2	3-5	6" 5+ 6
Plagueburst Crawler3	1-2	4" 5+ 5

Unit	M	WS	BS	S	T	W	A	Ld	Save
Plagueburst Crawler	*	6+	*	*	8	12	3	8	3+

Weapon	Range	Type	S	AP	D	Abilities
Heavy slugger	36"	Heavy 4	5	-1	1	-
Plagueburst Mortar	12" -48"	Heavy D6	8	-2	D3	Plague Weapon. This weapon can target units that are not visible to the bearer.
Plaguespitter	9"	Assault D6	User	-1	1	Plague Weapon. This weapon automatically hits its target.

Plagueburst Crawler [8 PL, 140pts]

Selections: 2x Plaguespitter [34pts], Heavy slugger [6pts], Plagueburst Mortar

Categories: Faction: Chaos, Daemon, Faction: Death Guard, Heavy Support, Faction: Heretic Astartes, Faction: Nurgle, Vehicle, Daemon Engine, Plagueburst Crawler

Rules: *Hateful Assault*

Abilities: *Daemonic, Disgustingly Resilient, Explodes*, **Plagueburst Crawler Wound Track:** *Plagueburst Crawler1, Plagueburst Crawler2, Plagueburst Crawler3*, **Unit:** *Plagueburst Crawler*, **Weapon:** *Heavy slugger, Plagueburst Mortar, Plaguespitter*

Abilities	Description
Daemonic	This model has a 5+ invulnerable save.
Disgustingly Resilient	Each time this model loses a wound, roll a D6; on a 5+, the model does not lose that wound.
Explodes	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 5+ it explodes, and each unit within 6" suffers D3 mortal wounds.

Plagueburst Crawler Wound Track	Remaining W	M	BS	S
Plagueburst Crawler1	6-12+	9"	4+	7
Plagueburst Crawler2	3-5	6"	5+	6
Plagueburst Crawler3	1-2	4"	5+	5

Unit	M	WS	BS	S	T	W	A	Ld	Save
Plagueburst Crawler	*	6+	*	*	8	12	3	8	3+

Weapon	Range	Type	S	AP	D	Abilities
Heavy slugger	36"	Heavy 4	5	-1	1	-
Plagueburst Mortar	12" -48"	Heavy D6	8	-2	D3	Plague Weapon. This weapon can target units that are not visible to the bearer.
Plaguespitter	9"	Assault D6	User	-1	1	Plague Weapon. This weapon automatically hits its target.

Force Rules

Bolter Discipline: All ADEPTUS ASTARTES, HERETIC ASTARTES and FALLEN models gain this ability.

Instead of following the normal rules for Rapid Fire weapons, models in this unit firing Rapid Fire bolt weapons make double the number of attacks if any of the following apply:

- The firing model's target is within half the weapon's maximum range.
- The firing model is INFANTRY and every model in its unit remained stationary in your previous Movement phase.
- The firing model is a TERMINATOR, BIKER, CENTURION, DREADNOUGHT or HELBRUTE.

For the purposes of this ability, a Rapid Fire bolt weapon is any weapon with the Rapid Fire type whose profile includes the word 'bolt' (e.g.

boltgun, bolt rifle, storm bolter, combi-bolter, hurricane bolter, inferno boltgun, etc.). This also applies when firing the boltgun profile of combi-weapons (including the bolt weapon profile of Relics such as Blood Song and the Lion's Wrath) and when firing relics that replace a Rapid Fire bolt weapon, so long as the relic is also a Rapid Fire weapon (e.g. Primarch's Wrath and Fury of Deimos). The Gauntlets of Ultramar and the Talon of Horus are also Rapid Fire bolt weapons, as is the guardian spear used by Deathwatch Watch Masters.

Daemonic Ritual: Instead of moving in their Movement phase, any DEATH GUARD CHARACTER can, at the end of their Movement phase, attempt to summon a NURGLE DAEMON unit with this ability by performing a Daemonic Ritual (the character cannot do so if they arrived as reinforcements this turn).

Roll up to 3 dice - this is your summoning roll. You can summon one new NURGLE DAEMON unit with the Daemonic Ritual ability to the battlefield that has a Power Rating equal to or less than the total result. This unit is treated as reinforcements for your army and can be placed anywhere on the battlefield that is entirely within 12" of the character and is more than 9" from any enemy model. If the total rolled is insufficient to summon any unit, the ritual fails and no new unit is summoned.

If your summoning roll included any doubles, your character then suffers a mortal wound. If it contained any triples, it instead suffers D3 mortal wounds.

Inexorable Advance: If your Army is Battle-forged, all INFANTRY and HELBRUTE units in DEATH GUARD Detachments gain this ability. Such units do not suffer a penalty for moving and firing Heavy Weapons, or for Advancing and firing Assault weapons. In addition, a unit with this ability can fire twice with Rapid Fire weapons at a range of 18", instead of only being able to fire twice with them up to half the weapon's maximum range.

Plague Host: If your army is Battle-forged, all Troops units in DEATH GUARD Detachments gain this ability. Such a unit that is within range of an objective marker (as specified in the mission) controls that objective marker even if there are more enemy models within range of it. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range as normal.

Plague Weapon: You can re-roll wound rolls of 1 for a weapon with this ability.

Selection Rules

Daemonic Ritual: Instead of moving in their Movement phase, any CHAOS CHARACTER can, at the end of their Movement phase, attempt to summon a DAEMON unit with this ability by performing a Daemonic Ritual (the character cannot do so if they arrived as reinforcements this turn, or if they themselves have been summoned to the battlefield this turn).

If they do so, first choose one of the four Chaos Gods - KHORNE, TZEENTCH, NURGLE, or SLAANESH. A CHARACTER who owes allegiance to one of the Dark Gods can attempt to summon the units of their patron - for example, a KHORNE CHARACTER could only attempt to summon KHORNE DAEMONS.

Roll up to 3 dice - this is your summoning roll. You can summon one new unit with the Daemonic Ritual ability to the battlefield that has a Power Rating equal to or less than the total result so long as it has the same Chaos God keyword you chose at the start (in the case of units that have the choice of allegiance, such as Furies, the unit when summoned will have this keyword.) This unit is treated as reinforcements for your army and can be placed anywhere on the battlefield that is entirely within 12" of the character and more than 9" from any enemy model. If the total rolled is insufficient to summon any unit, the ritual fails and no new unit is summoned.

If your summoning roll included any doubles, your character then suffers a mortal wound. If it contained any triples, it instead suffers D3 mortal wounds.

Hateful Assault: If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.

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