

**** The Poxmongers Plague Company 1500 points ** (Warhammer 40,000 8th Edition) [90 PL, 8CP, 1,500pts]**

Battalion Detachment +5CP (Chaos - Death Guard) [80 PL, 5CP, 1,322pts]

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

Configuration [5CP]

Detachment CP [5CP]

Categories: CONFIGURATION

HQ [18 PL, 335pts]

Daemon Prince of Nurgle [9 PL, 180pts]

Selections: 5. Putrescent Vitality, 6. Arch-Contaminator, Malefic talon, Malefic talon [10pts], Smite, The Suppurating Plate, Warlord, Wings [1 PL, 24pts]

Categories: HQ, CHARACTER, DAEMON, MONSTER, FACTION: HERETIC ASTARTES, FACTION: DEATH GUARD, FACTION: NURGLE, FACTION: CHAOS, DAEMON PRINCE, PSYKER, FLY, WARLORD

Rules: *Hateful Assault*

Abilities: *Arch-Contaminator, Daemonic, Death to the False Emperor, Disgustingly Resilient, Prince of Chaos, The Suppurating Plate*, **Psychic Power:** *Putrescent Vitality, Smite*, **Psyker:** *Daemon Prince*, **Unit:** *Daemon Prince (Wings)*, **Weapon:** *Malefic talon*

| Abilities | Description | Ref |
|-----------------------------------|---|-----|
| Arch-Contaminator | Re-roll all failed wound rolls when resolving attacks made with a plague weapon (i.e. a plaguesword or any weapon with the Plague Weapon ability) for any friendly DEATH GUARD unit within 7" of your Warlord. | |
| 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. | |
| The Suppurating Plate | The bearer has a Save characteristic of 2+. In addition, roll a dice each time this model passes a saving throw in the Fight phase. On a 4+, the unit that inflicted that wound suffers a mortal wound after all of its own attacks have been resolved. | |

| Psychic Power | Warp Charge | Range | Details | Ref |
|----------------------------|-------------|-------|---|-----|
| Putrescent Vitality | 6 | 18" | If manifested, select a visible firefriendly DEATH GUARD INFANTRY unit within 18" of the psyker. Until the start of your next Psychic phase, add 1 to that unit's Strength and Toughness characteristics. | |
| 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 | Ref |
|----------------------|------|------|---|-------|-----|
| Daemon Prince | 1 | 1 | Smite and 1 power from the Contagion discipline | | |

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

| Weapon | Range | Type | S | AP | D | Abilities | Ref |
|----------------------|-------|-------|------|----|---|---|-----|
| 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. | |

Typhus [9 PL, 155pts]

Selections: 1. Miasma of Pestilence, 4. Blades of Putrefaction, Blight Grenades, Master-crafted manreaper, Smite, The Destroyer Hive

Categories: HQ, CHARACTER, INFANTRY, PSYKER, TERMINATOR, FACTION: DEATH GUARD, FACTION: NURGLE, FACTION: HERETIC ASTARTES, FACTION: CHAOS, LORD OF CONTAGION, TYPHUS

Rules: *Hateful Assault*

Abilities: *Cataphractii Armour, Death to the False Emperor, Disgustingly Resilient, Host of the Destroyer Hive, Nurgle's Gift, Teleport Strike*, **Psychic Power:** *Blades of Putrefaction, Miasma of Pestilence, Smite*, **Psyker:** *Typhus*, **Unit:** *Typhus*, **Weapon:** *Blight Grenade, Master-crafted manreaper, The Destroyer Hive*

| Abilities | Description | Ref |
|-----------------------------------|---|-----|
| Cataphractii Armour | Models in this unit have a 4+ invulnerable save, but you must halve the result of the dice rolled when determining how far this unit Advances. | |
| 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. | |
| Host of the Destroyer Hive | Friendly units of Poxwalkers increase their Strength and Toughness by 1 whilst they are within 7" of Typhus. | |
| Nurgle's Gift | All DEATH GUARD units within 7" of a friendly LORD OF CONTAGION are surrounded by a deadly aura of plague and disease. Roll a dice for each enemy unit that is within 1" of any affected friendly units at the start of your turn; on a 4+ that enemy unit suffers a mortal wound. | |
| Teleport Strike | During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases the model can use a teleport strike to arrive on the battlefield - set it up anywhere on the battlefield that is more than 9" away from any enemy models. | |

| Psychic Power | Warp Charge | Range | Details | Ref |
|-------------------------------|-------------|-------|--|-----|
| 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. | |
| Miasma of Pestilence | 6 | 18" | If manifested, select a visible friendly DEATH GUARD unit within 18" of the psyker. Until the start of your next Psychic phase, your opponent must subtract 1 from all hit rolls that target that unit. | |
| 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 | Ref |
|---------------|------|------|--|-------|-----|
| Typhus | 2 | 1 | Smite and 2 powers from the Contagion discipline | | |

| Unit | M | WS | BS | S | T | W | A | Ld | Save | Ref |
|---------------|----|----|----|---|---|---|---|----|------|-----|
| Typhus | 4" | 2+ | 2+ | 4 | 5 | 6 | 4 | 9 | 2+ | |

| Weapon | Range | Type | S | AP | D | Abilities | Ref |
|---------------------------------|-------|---------------|----|----|---|--|-----|
| Blight Grenade | 6" | Grenade D6 | 3 | 0 | 1 | Plague Weapon | |
| Master-crafted manreaper | Melee | Melee | +3 | -3 | 3 | Plague Weapon | |
| The Destroyer Hive | 6" | Pistol 2D6 | 4 | -3 | 1 | This weapon hits on hit rolls of 5+ (even when firing Overwatch), regardless of any modifiers. | |

Troops [18 PL, 230pts]

Poxwalkers [6 PL, 80pts]

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*

16x Poxwalker [80pts]

Selections: 16x Improvised weapon

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

| Abilities | Description | Ref |
|---------------------------------|--|-----|
| 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 | Ref |
|------------------|----|----|----|---|---|---|---|----|------|-----|
| Poxwalker | 4" | 5+ | 6+ | 3 | 3 | 1 | 2 | 4 | 7+ | |

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

Poxwalkers [6 PL, 75pts]

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*

15x Poxwalker [75pts]

Selections: 15x Improvised weapon

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

| Abilities | Description | Ref |
|---------------------------------|--|-----|
| 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 | Ref |
|-----------|----|----|----|---|---|---|---|----|------|-----|
| Poxwalker | 4" | 5+ | 6+ | 3 | 3 | 1 | 2 | 4 | 7+ | |

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

Poxwalkers [6 PL, 75pts]

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*

15x Poxwalker [75pts]

Selections: 15x Improvised weapon

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

| Abilities | Description | Ref |
|---------------------------------|--|-----|
| 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 | Ref |
|-----------|----|----|----|---|---|---|---|----|------|-----|
| Poxwalker | 4" | 5+ | 6+ | 3 | 3 | 1 | 2 | 4 | 7+ | |

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

Elites [12 PL, 209pts]

Foul Blightspawn [4 PL, 77pts]

Selections: Blight Grenades, Krak grenades, Plague sprayer

Categories: FACTION: CHAOS, CHARACTER, FACTION: DEATH GUARD, ELITES, FACTION: HERETIC ASTARTES, INFANTRY, FACTION: NURGLE, FOUL BLIGHTSPAWN

Rules: *Hateful Assault*

Abilities: *Death to the False Emperor, Disgustingly Resilient, Revolting Stench, Unholy Death's Head*, **Unit:** *Foul Blightspawn*, **Weapon:** *Blight Grenade, Krak grenade, Plague sprayer*

| Abilities | Description | Ref |
|-----------------------------------|---|-----|
| 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. | |
| Revolting Stench | Enemy units that charged this turn and are within 7" of this model at the start of the Fight phase are struck by a stench so foul that they falter, losing their impetus. Such a unit does not get to fight first in the Fight phase, but can be chosen to fight like other units that did not charge. This ability also affects units who have abilities that would enable them to fight first as if they had charged. | |
| Unholy Death's Head | Each Foul Blightspawn carries a single unholy death's head grenade. Once per battle, a Foul Blightspawn, or another friendly DEATH GUARD CHARACTER within 3" of him, can throw an unholy death's head grenade instead of either a blight grenade or a hyper blight grenade. When they do so, change that weapon's type to Grenade 2D6. | |

| Unit | M | WS | BS | S | T | W | A | Ld | Save | Ref |
|-------------------------|----|----|----|---|---|---|---|----|------|-----|
| Foul Blightspawn | 5" | 3+ | 3+ | 4 | 5 | 4 | 3 | 8 | 3+ | |

| Weapon | Range | Type | S | AP | D | Abilities | Ref |
|-----------------------|-------|------------|-----|----|----|---|-----|
| Blight Grenade | 6" | Grenade D6 | 3 | 0 | 1 | Plague Weapon | |
| Krak grenade | 6" | Grenade 1 | 6 | -1 | D3 | - | |
| Plague sprayer | 9" | Assault D6 | 2D6 | -3 | 3 | Plague Weapon. This weapon automatically hits its target. Roll to determine the Strength of this weapon after selecting a target but before determining how many shots are fired. | |

Foul Blightspawn [4 PL, 77pts]

Selections: Blight Grenades, Krak grenades, Plague sprayer

Categories: FACTION: CHAOS, CHARACTER, FACTION: DEATH GUARD, ELITES, FACTION: HERETIC ASTARTES, INFANTRY, FACTION: NURGLE, FOUL BLIGHTSPAWN

Rules: *Hateful Assault*

Abilities: *Death to the False Emperor, Disgustingly Resilient, Revolting Stench, Unholy Death's Head*, **Unit:** *Foul Blightspawn*, **Weapon:** *Blight Grenade, Krak grenade, Plague sprayer*

| Abilities | Description | Ref |
|-----------------------------------|---|-----|
| 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. | |
| Revolting Stench | Enemy units that charged this turn and are within 7" of this model at the start of the Fight phase are struck by a stench so foul that they falter, losing their impetus. Such a unit does not get to fight first in the Fight phase, but can be chosen to fight like other units that did not charge. This ability also affects units who have abilities that would enable them to fight first as if they had charged. | |
| Unholy Death's Head | Each Foul Blightspawn carries a single unholy death's head grenade. Once per battle, a Foul Blightspawn, or another friendly DEATH GUARD CHARACTER within 3" of him, can throw an unholy death's head grenade instead of either a blight grenade or a hyper blight grenade. When they do so, change that weapon's type to Grenade 2D6. | |

| Unit | M | WS | BS | S | T | W | A | Ld | Save | Ref |
|-------------------------|----|----|----|---|---|---|---|----|------|-----|
| Foul Blightspawn | 5" | 3+ | 3+ | 4 | 5 | 4 | 3 | 8 | 3+ | |

| Weapon | Range | Type | S | AP | D | Abilities | Ref |
|-----------------------|-------|------------|-----|----|----|---|-----|
| Blight Grenade | 6" | Grenade D6 | 3 | 0 | 1 | Plague Weapon | |
| Krak grenade | 6" | Grenade 1 | 6 | -1 | D3 | - | |
| Plague sprayer | 9" | Assault D6 | 2D6 | -3 | 3 | Plague Weapon. This weapon automatically hits its target. Roll to determine the Strength of this weapon after selecting a target but before determining how many shots are fired. | |

Tallyman [4 PL, 55pts]

Selections: Blight Grenades, Krak grenades, Plasma pistol [5pts]

Categories: FACTION: CHAOS, CHARACTER, FACTION: DEATH GUARD, ELITES, FACTION: HERETIC ASTARTES, INFANTRY, FACTION: NURGLE, TALLYMAN

Rules: *Hateful Assault*

Abilities: *Death to the False Emperor, Disgustingly Resilient, Festering Zealot, The Seven-fold Chant*, **Unit:** *Tallyman*, **Weapon:** *Blight Grenade, Krak grenade, Plasma pistol, Standard, Plasma pistol, Supercharge*

| Abilities | Description | Ref |
|-----------------------------------|---|-----|
| 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. | |
| Festering Zealot | You can re-roll all failed hit rolls in the Fight phase for friendly DEATH GUARD units that are within 7" of this model. | |
| The Seven-fold Chant | If your Army is Battle-forged, and you have any Tallymen on the battlefield, roll 2D6 each time you spend Command Points to use a Death Guard Stratagem. If the result is 7, Nurgle bestows his blessing upon your army; the Command Points spent to use that Stratagem are immediately refunded. | |

| Unit | M | WS | BS | S | T | W | A | Ld | Save | Ref |
|-----------------|----|----|----|---|---|---|---|----|------|-----|
| Tallyman | 5" | 3+ | 3+ | 4 | 5 | 4 | 3 | 8 | 3+ | |

| Weapon | Range | Type | S | AP | D | Abilities | Ref |
|-----------------------------------|-------|------------|---|----|----|--|-----|
| Blight Grenade | 6" | Grenade D6 | 3 | 0 | 1 | Plague Weapon | |
| Krak grenade | 6" | Grenade 1 | 6 | -1 | D3 | - | |
| Plasma pistol, Standard | 12" | Pistol 1 | 7 | -3 | 1 | - | |
| Plasma pistol, Supercharge | 12" | Pistol 1 | 8 | -3 | 2 | On a hit roll of 1, the bearer is slain. | |

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 | Ref |
|-------------------------------|---|-----|
| 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 | Ref |
|---------------------------|---|----|----|---|---|----|---|----|------|-----|
| Foetid Bloat-drone | * | 4+ | 4+ | * | 7 | 10 | * | 8 | 3+ | |

| Weapon | Range | Type | S | AP | D | Abilities | Ref |
|----------------------|-------|---------------|------|----|----|---|-----|
| 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 | Ref |
|----------------------------|-------------|------------------|------------------|------------------|-----|
| 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 | Ref |
|-------------------------------|---|-----|
| 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 | Ref |
|---------------------------|---|----|----|---|---|----|---|----|------|-----|
| Foetid Bloat-drone | * | 4+ | 4+ | * | 7 | 10 | * | 8 | 3+ | |

| Weapon | Range | Type | S | AP | D | Abilities | Ref |
|----------------------|-------|---------------|------|----|----|---|-----|
| 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 | Ref |
|----------------------------|-------------|------------------|------------------|------------------|-----|
| 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 [16 PL, 272pts]

Plagueburst Crawler [8 PL, 136pts]

Selections: 2x Entropy cannon [30pts], 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:** *Entropy cannon, Heavy slugger, Plagueburst Mortar*

| Abilities | Description | Ref |
|-------------------------------|---|-----|
| 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 | Ref |
|---------------------------------|-------------|----|----|---|-----|
| 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 | Ref |
|----------------------------|---|----|----|---|---|----|---|----|------|-----|
| Plagueburst Crawler | * | 6+ | * | * | 8 | 12 | 3 | 8 | 3+ | |

| Weapon | Range | Type | S | AP | D | Abilities | Ref |
|---------------------------|---------|-------------|---|----|----|---|-----|
| Entropy cannon | 36" | Heavy 1 | 8 | -4 | D6 | - | |
| 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. | |

Plagueburst Crawler [8 PL, 136pts]

Selections: 2x Entropy cannon [30pts], 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:** *Entropy cannon, Heavy slugger, Plagueburst Mortar*

| Abilities | Description | Ref |
|-------------------------------|---|-----|
| 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 | Ref |
|---------------------------------|-------------|----|----|---|-----|
| 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 | Ref |
|----------------------------|---|----|----|---|---|----|---|----|------|-----|
| Plagueburst Crawler | * | 6+ | * | * | 8 | 12 | 3 | 8 | 3+ | |

| Weapon | Range | Type | S | AP | D | Abilities | Ref |
|---------------------------|---------|----------|---|----|----|---|-----|
| Entropy cannon | 36" | Heavy 1 | 8 | -4 | D6 | - | |
| 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. | |

Patrol Detachment (Chaos - Daemons) [10 PL, 3CP, 178pts]

Configuration [3CP]

Battle-forged CP [3CP]

Categories: CONFIGURATION

Chaos Allegiance

Selections: Nurgle

Categories: CONFIGURATION

Abilities: *Locus of Virulence*

| Abilities | Description | Ref |
|---------------------------|---|-----|
| Locus of Virulence | CHARACTERS in a NURGLE Chaos Daemons detachment have the following ability: Each time you make a wound roll of 6+ for a NURGLE DAEMON unit within 6" of any friendly model with the Locus of Virulence, that attack inflicts 1 additional damage. | |

HQ [4 PL, 70pts]

Poxbringer [4 PL, 70pts]

Selections: Balesword, Fleshy Abundance, Smite

Categories: HQ, CHARACTER, FACTION: DAEMON, INFANTRY, PSYKER, FACTION: NURGLE, PLAGUEBEARER, FACTION: CHAOS, HERALD OF NURGLE

Rules: *Daemonic Ritual*

Abilities: *Daemonic, Disgustingly Resilient, Locus of Nurgle*, **Psychic Power:** *Fleshy Abundance, Smite*, **Psyker:** *Psyker*, **Unit:** *Poxbringer*, **Weapon:** *Balesword*

| Abilities | Description | Ref |
|-------------------------------|---|-----|
| 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. | |
| Locus of Nurgle | Add 1 to the Strength characteristic of NURGLE DAEMON units within 6" of one or more friendly models with this ability. | |

| Psychic Power | Warp Charge | Range | Details | Ref |
|-------------------------|-------------|-------|---|-----|
| Fleshy Abundance | 5 | 18" | If manifested, select a friendly NURGLE DAEMON unit within 18" of the psyker. One model in that unit regains D3 wounds lost wounds. | |
| 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 | Ref |
|---------------|------|------|--|-------|-----|
| Psyker | 1 | 1 | Smite and one power from the Nurgle discipline | | |

| Unit | M | WS | BS | S | T | W | A | Ld | Save | Ref |
|-------------------|----|----|----|---|---|---|---|----|------|-----|
| Poxbringer | 5" | 2+ | 2+ | 5 | 5 | 4 | 3 | 8 | 6+ | |

| Weapon | Range | Type | S | AP | D | Abilities | Ref |
|------------------|-------|-------|------|----|---|---|-----|
| Balesword | Melee | Melee | User | -3 | 1 | You can re-roll failed wound rolls for this weapon. | |

Troops [6 PL, 108pts]

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 | Ref |
|-------------------------------|--|-----|
| 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 | Ref |
|-----------------------|----|----|----|---|---|---|---|----|------|-----|
| Nurgling Swarm | 5" | 4+ | 4+ | 2 | 2 | 4 | 4 | 7 | 6+ | |

| Weapon | Range | Type | S | AP | D | Abilities | Ref |
|---------------------------------|-------|-------|------|----|---|---|-----|
| Diseased claws and teeth | Melee | Melee | User | 0 | 1 | You can re-roll wound rolls of 1 for this weapon. | |

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 | Ref |
|-------------------------------|--|-----|
| 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 | Ref |
|-----------------------|----|----|----|---|---|---|---|----|------|-----|
| Nurgling Swarm | 5" | 4+ | 4+ | 2 | 2 | 4 | 4 | 7 | 6+ | |

| Weapon | Range | Type | S | AP | D | Abilities | Ref |
|---------------------------------|-------|-------|------|----|---|---|-----|
| Diseased claws and teeth | Melee | Melee | User | 0 | 1 | You can re-roll wound rolls of 1 for this weapon. | |

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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