



DEATH GUARD

FACTION PACK: VERSION 1.0

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra Detachments and datasheets to FAQs and errata.

The FAQs and Errata section logs changes to printed products. New or revised text is **presented in red**, with a **text highlight** applied to revisions made previously (excluding passages that were added or replaced in full).

Points values for your faction are presented in the Munitorum Field Manual, and wider improvements to the balance of Warhammer 40,000 (which may include changes to your faction's rules) are presented in the Balance Dataslate. All such points values and rules changes are also updated live in the Warhammer 40,000 app.

WHAT'S NEW?

This is the first iteration of this Faction Pack, collecting pre-existing documents into one convenient place. The next time it is updated, this box will summarise what has been added or changed.

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FLYBLOWN HOST

As the Death Guard stride inexorably towards their foes, the battlefield thrums and buzzes with the wingbeats of a trillion swollen flies. Bloated and mutated Plague Marines march beneath a pathogenic haze, striding forward slowly and purposefully, unleashing precise salvos of diseased projectiles. The obscuring swarms foul the foe's return fire, and whatever clots of contagion their desperate shots manage to clear away are filled moments later by yet more hovering vermin. Amidst the droning miasma, the Death Guard stride on, at one with the crawling and buzzing horror surrounding them. As the horrifying cloud washes over the enemy, their warriors retch and claw at their skin. The Plague Marines exploit the distraction ruthlessly, cutting down their stricken foes and leaving nothing but rotting corpses in their wake.

DETACHMENT RULE



VERMINOUS HAZE

A cloud of winged insects descends over Mortarion's pathogenic sons, obscuring their malodorous ranks and shielding them from the eyes and augurs of the enemy. Beneath thrumming storms of fat-bodied flies, Plague Marines stride towards their wavering foes until they are close enough to unleash punishing volleys of killing fire.

DEATH GUARD INFANTRY units (excluding **POXWALKERS** units) from your army that are not embarked within a **TRANSPORT** have the Scouts 5" and Stealth abilities.



ENHANCEMENTS



DRONING CHORUS

Festering swarms follow this champion to battle, and the drone of a billion flies invigorates his warriors' rotting bodies, lending them fresh focus.

DEATH GUARD INFANTRY model only. Ranged weapons equipped by models in the bearer's unit have the **[ASSAULT]** ability.

INSECTILE MURMURATION

The buzzing swarms respond to this champion's will, sweeping down upon his chosen target, their crawling, biting and droning enfeebling the horrified foe.

DEATH GUARD INFANTRY model only. Each time a model in the bearer's unit makes an attack that targets a unit that is within Contagion Range of one or more **DEATH GUARD** units from your army, re-roll a Wound roll of 1.

REJUVENATING SWARM

With a hacking prayer to Nurgle, this warrior calls upon the swarm. Buzzing clumps of plague-bearing flies settle upon his bloated form and vomit streams of rejuvenating contagion into festering wounds.

DEATH GUARD INFANTRY model only. At the end of each phase, the bearer regains all of its lost wounds.

PLAGUEVEIL

When this diseased pilgrim marches to sites of festering putrescence, Nurgle's blessings manifest in a buzzing clot of darkness that falls like an enshrouding fog over them and their disciples.

DEATH GUARD INFANTRY model only. While the bearer's unit is within range of one or more objective markers that you control, that unit can only be selected as the target of a ranged attack if the attacking model is within 18".



NAUSEATING PAROXYSMS

FLYBLOWN HOST – STRATEGIC PLOY STRATAGEM

The contagion borne by the Death Guard and their attendant swarms of winged vermin triggers bouts of sickness and convulsion in those they encounter.

WHEN: Start of the Fight phase.

TARGET: One **DEATH GUARD INFANTRY** unit from your army that is within Engagement Range of one or more enemy units.

EFFECT: Select one enemy unit within Engagement Range of your unit. That unit must take a Battle-shock test, subtracting 1 from the result.

1CP

VERMIN CLOUD

FLYBLOWN HOST – BATTLE TACTIC STRATAGEM

The storm of insectile contagion sweeps forward, dragging the Death Guard in its wake. None will escape the Plague God's embrace.

WHEN: Fight phase.

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

EFFECT: Until the end of the phase, each time a model in this unit makes a Pile-in or Consolidation move, it can move up to 6" instead of up to 3".

1CP

EYE OF THE SWARM

FLYBLOWN HOST – STRATEGIC PLOY STRATAGEM

The vermin swarms intensify as the Death Guard close in upon the enemy. As their foes clutch and tear their crawling skin, pitiless Plague Marines unleash volleys of point-blank fire into their tormented foes.

WHEN: Your Shooting phase.

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

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit (excluding Blast weapons) have the **[PISTOL]** ability.

1CP



DRONING HORROR

FLYBLOWN HOST – BATTLE TACTIC STRATAGEM

Clouds of droning daemon flies sweep across the battlefield to envelop the enemies of the Death Guard. As their victims claw and scratch at the seething swarms, Mortarion's sons pick off their targets at leisure.

WHEN: Your Shooting phase.

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

EFFECT: Until the end of the phase, each time a model in your unit makes a ranged attack, re-roll a Hit roll of 1. If that attack targets a unit within half range, you can re-roll the Hit roll instead.

1CP



ENERVATING ONSLAUGHT

FLYBLOWN HOST – STRATEGIC PLOY STRATAGEM

Swathed in a buzzing cloak of pathogenic decay, Nurgle's chosen crash into the foe, disease dealing death as surely as fist, maul and blade.

WHEN: Your Charge phase, just after a **DEATH GUARD INFANTRY** unit from your army makes a Charge move.

TARGET: That **DEATH GUARD INFANTRY** unit.

EFFECT: Select one enemy unit within Engagement Range of your unit (excluding **MONSTERS** and **VEHICLES**). Roll one D6 for each model in your unit that is within Engagement Range of that unit, adding 1 to the result if that model is not a **CULTIST** or **POXWALKER** model: for each 5+, the selected enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

1CP



MYPHITIC INVIGORATION

FLYBLOWN HOST – BATTLE TACTIC STRATAGEM

Daemon flies are drawn to and invigorated by the foul miasmas surrounding Myphitic Blight-haulers. In the vicinity of these malodorous constructs, the swarms gather in densities great enough to form a living barrier to the foe's attacks.

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

TARGET: One **DEATH GUARD INFANTRY** unit from your army that is within 6" of one or more friendly **MYPHITIC BLIGHT-HAULER** units and 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 targets your unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of this unit, subtract 1 from the Wound roll.

1CP



DEATH GUARD

UPDATES & ERRATA

Page 87 – Typhus, Eater Plague Ability

Change to:

‘In your Shooting phase, you can select one enemy unit within 18” of and visible to this **PSYKER** (excluding units with the Lone Operative ability that are not part of an Attached unit and are not within 12” of this **PSYKER**) and roll one D6: on a 1, this **PSYKER**’s unit suffers D3 mortal wounds; on a 2-5, that enemy unit suffers D6 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.’

Page 96 – Deathshroud Terminators, Death Approaches ability

Change to:

‘**Death Approaches:** In your Movement phase, when this unit is set up on the battlefield using the Deep Strike ability, it can be set up anywhere on the battlefield that is more than 6” horizontally away from all Afflicted enemy units, and more than 9” horizontally away from all other enemy units.’

Page 102 – Chaos Predator Destructor, Predator autocannon

Change Strength to ‘9’.

FAQS

Q: Does the Plagueburst Crawler’s Spore-laced Shock Waves ability inflict mortal wounds every turn to units affected by the ability?

A: No.

DEATH GUARD POSSESSED

WARHAMMER LEGENDS

M

T

SV

W

LD

OC

9"

6

3+

3

6+

1

5+

INVULNERABLE SAVE

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Hideous mutations	Melee	4	3+	5	-1	2

ABILITIES

FACTION: Nurgle's Gift (Aura)

Infectious Bloodshed: Each time this unit makes a Charge move, until the end of the turn, weapons equipped by models in this unit have the **[SUSTAINED HITS 1]** ability.

WARGEAR ABILITIES

Diseased Icon: Melee weapons in the bearer's unit have the **[LETHAL HITS]** ability.

KEYWORDS: INFANTRY, CHAOS, DAEMON, POSSESSED



FACTION KEYWORDS:
DEATH GUARD

WARGEAR OPTIONS

- 1 model can be equipped with 1 diseased icon.

UNIT COMPOSITION

- 1 Possessed Champion
- 4-9 Possessed

Each model is equipped with: hideous mutations.

POSSESSED

For the purposes of embarking within **TRANSPORTS**, each **DEATH GUARD POSSESSED** model counts as one **TERMINATOR** model.

KEYWORDS: INFANTRY, CHAOS, DAEMON, POSSESSED



FACTION KEYWORDS:
DEATH GUARD

DEATH GUARD CHAOS LORD

WARHAMMER LEGENDS

M 5" T 5 SV 3+ W 5 LD 6+ OC 1
 4+ INVULNERABLE SAVE

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	2+	4	0	1
Plague bolt pistol [LETHAL HITS, PISTOL]	12"	1	2+	4	0	1
Plague combi-bolter [LETHAL HITS, RAPID FIRE 2]	24"	2	2+	4	0	1
Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	7	2+	4	-1	1
Plague fist [LETHAL HITS]	Melee	5	3+	8	-2	2
Plague-encrusted exalted weapon [LETHAL HITS]	Melee	6	2+	5	-2	1
Twin lightning claws [TWIN-LINKED]	Melee	7	2+	5	-2	1

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

KEYWORDS: INFANTRY, CHARACTER, CHAOS, NURGLE, GRENADES, CHAOS LORD

ABILITIES

CORE: **Leader**

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

Chaos Lord: While this model is leading a unit, each time a model in that unit makes an attack, re-roll a Hit roll of 1.

Desiccation Conduit (Aura): While an enemy unit is within Contagion Range of this model, at the end of the turn, roll one D6: on a 4+, that enemy unit suffers D3 mortal wounds.

FACTION KEYWORDS:
DEATH GUARD

WARGEAR OPTIONS

- This model's plague bolt pistol can be replaced with one of the following:
 - 1 combi-weapon
 - 1 plague combi-bolter
 - 1 plague fist
 - 1 plague-encrusted exalted weapon
 - 1 plasma pistol
- This model's Astartes chainsword can be replaced with one of the following:
 - 1 plague fist
 - 1 plague-encrusted exalted weapon
- This model's plague bolt pistol and Astartes chainsword can be replaced with 1 twin lighting claws.

UNIT COMPOSITION

- **1 Death Guard Chaos Lord**

This model is equipped with: plague bolt pistol; Astartes chainsword.

LEADER

This model can be attached to the following unit:

- **PLAGUE MARINES**

KEYWORDS: INFANTRY, CHARACTER, CHAOS, NURGLE, GRENADES, CHAOS LORD



FACTION KEYWORDS:
DEATH GUARD

DEATH GUARD CHAOS LORD IN TERMINATOR ARMOUR

WARHAMMER LEGENDS

M

4"

T

6

SV

2+

W

6

LD

6+

OC

1

4+

INVULNERABLE SAVE



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Combi-weapon

24"

1

3+

4

0

1

[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]

Plague combi-bolter [LETHAL HITS, RAPID FIRE 2]

24"

2

2+

4

0

1



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Chainfist [ANTI-VEHICLE 3+]

Melee

5

3+

8

-2

2

Plague fist [LETHAL HITS]

Melee

5

2+

8

-2

2

Plague-encrusted exalted weapon [LETHAL HITS]

Melee

6

2+

5

-2

1

Twin lightning claws [TWIN-LINKED]

Melee

7

2+

5

-2

1

ABILITIES

CORE: **Deep Strike, Leader**

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

Chaos Lord: While this model is leading a unit, each time a model in that unit makes an attack, re-roll a Hit roll of 1.

Desiccation Conduit (Aura): While an enemy unit is within Contagion Range of this model, at the end of the turn, roll one D6: on a 4+, that enemy unit suffers D3 mortal wounds.

KEYWORDS: INFANTRY, CHARACTER, CHAOS, NURGLE, TERMINATOR, CHAOS LORD



FACTION KEYWORDS:
DEATH GUARD

WARGEAR OPTIONS

- This model's plague combi-bolter can be replaced with one of the following:
 - 1 combi-weapon
 - 1 plague-encrusted exalted weapon
- This model's plague-encrusted exalted weapon can be replaced with one of the following:
 - 1 chainfist
 - 1 plague fist
- This model's plague combi-bolter and plague-encrusted exalted weapon can be replaced with 1 twin lighting claws.

UNIT COMPOSITION

- **1 Death Guard Chaos Lord in Terminator Armour**

This model is equipped with: plague combi-bolter; plague-encrusted exalted weapon.

LEADER

This model can be attached to the following units:

- **BLIGHTLORD TERMINATORS**
- **DEATHSHROUD TERMINATORS**

KEYWORDS: INFANTRY, CHARACTER, CHAOS, NURGLE, TERMINATOR, CHAOS LORD



FACTION KEYWORDS:
DEATH GUARD

DEATH GUARD CULTISTS

WARHAMMER LEGENDS

M

T

SV

W

LD

OC

6"

3

6+

1

7+

1



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Cultist firearm

24"

1

4+

3

0

1

Flamer [IGNORES COVER, TORRENT]

12"

D6

N/A

4

0

1



Grenade launcher – frag [BLAST]

24"

D3

4+

4

0

1



Grenade launcher – krak

24"

1

4+

9

-2

D3

Heavy stubber [RAPID FIRE 3]

36"

3

5+

4

0

1



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Brutal assault weapon

Melee

2

4+

3

0

1



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

KEYWORDS: INFANTRY, CHAOS, NURGLE, CULTISTS



ABILITIES

CORE: Scouts 6"

FACTION: Nurgle's Gift (Aura)

FACTION KEYWORDS:
DEATH GUARD

WARGEAR OPTIONS

- For every 10 models in the unit, 1 Death Guard Cultist's Cultist firearm can be replaced with 1 flamer.
 - For every 10 models in the unit, 1 Death Guard Cultist's Cultist firearm can be replaced with 1 heavy stubber.
 - For every 10 models in the unit, 1 Death Guard Cultist's Cultist firearm can be replaced with 1 grenade launcher.
-

UNIT COMPOSITION

- **1 Death Guard Cultist Champion**
- **9-19 Death Guard Cultists**

Every model is equipped with: Cultist firearm; brutal assault weapon.

KEYWORDS: INFANTRY, CHAOS, NURGLE, CULTISTS



FACTION KEYWORDS:
DEATH GUARD

DEATH GUARD SORCERER IN TERMINATOR ARMOUR

WARHAMMER LEGENDS

M

4"

T

6

SV

2+

W

5

LD

6+

OC

1

4+

INVULNERABLE SAVE



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Combi-weapon

24"

1

4+

4

0

1

[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]

Curse of the Leper – witchfire

24"

D6

3+

6

-1

1

[PSYCHIC]

Curse of the Leper – focused witchfire

24"

2D6

3+

6

-2

1

[HAZARDOUS, PSYCHIC]

Plague combi-bolter [LETHAL HITS, RAPID FIRE 2]

24"

2

3+

4

0

1



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Chainfist [ANTI-VEHICLE 3+]

Melee

3

4+

8

-2

2

Force weapon [PSYCHIC]

Melee

4

3+

6

-1

D3

Plague fist [LETHAL HITS]

Melee

3

3+

8

-2

2

Plague-encrusted exalted weapon [LETHAL HITS]

Melee

4

3+

5

-2

1

Twin lightning claws [TWIN-LINKED]

Melee

5

3+

5

-2

1

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

KEYWORDS: INFANTRY, CHARACTER, PSYKER, CHAOS, NURGLE, TERMINATOR, SORCERER

ABILITIES

CORE: Deep Strike, Leader

FACTION: Nurgle's Gift (Aura)

Putrescent Vitality (Psychic): At the start of the Fight phase, you can roll one D6: on a 1, this **PSYKER's** unit suffers D3 mortal wounds; on a 2+, until the end of the phase, each time an attack is allocated to a model in this **PSYKER's** unit, subtract 1 from the Damage characteristic of that attack.

Pestilent Familiar (Psychic): Once per battle, after selecting targets for a Psychic weapon equipped by this model, until the end of the phase, improve the Strength and Damage characteristics of that weapon by 2.

Designer's Note: Place a Pestilent Familiar token next to this model, removing it once this ability has been used.

FACTION KEYWORDS:
DEATH GUARD

WARGEAR OPTIONS

- This model's plague combi-bolter can be replaced with one of the following:
 - 1 combi-weapon
 - 1 plague-encrusted exalted weapon
- This model's force weapon can be replaced with one of the following:
 - 1 chainfist
 - 1 plague fist
 - 1 plague-encrusted exalted weapon
- This model's plague combi-bolter and force weapon can be replaced with 1 twin lighting claws.

UNIT COMPOSITION

- **1 Death Guard Sorcerer in Terminator Armour**

This model is equipped with: Curse of the Leper; plague combi-bolter; force weapon.

LEADER

This model can be attached to the following units:

- **BLIGHTLORD TERMINATORS**
- **DEATHSHROUD TERMINATORS**

KEYWORDS: INFANTRY, CHARACTER, PSYKER, CHAOS, NURGLE, TERMINATOR, SORCERER



FACTION KEYWORDS: DEATH GUARD