



DEATH GUARD

FACTION PACK: VERSION 1.1

Legal for matched play from 22nd July 2026

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra detachments and datasheets to rules updates and FAQs. All of these changes are also updated in the Warhammer 40,000 app, along with points values for your units and detachments.

WHAT'S NEW?

- Changes to Rules Updates

CONTENTS

Detachments	2
Contagion Engines	2
Flyblown Host	3
Paragons of Putrescence	4
Datasheets	5
Defiler	5
Rules Updates	7
Legends Datasheets	8

UNIQUE: ENGINES

CONTAGION ENGINES

GRUESOME AND INFECTED WAR MACHINES ADVANCE AS RAPID VECTORS OF DISEASED RUIN



DETACHMENT RULES

WARPED AND RUSTED ANIMUS

For all their slow degeneration, many of the Death Guard's war machines are augmented with a fevered and inexorable urgency that brings their corrupted weapons to bear upon the foe all too quickly.

- Friendly **FOETID BLOAT-DRONE/FOETID BLOAT-DRONE WITH HEAVY BLIGHT LAUNCHER/HELBRUTE/MYPHITIC BLIGHT-HAULER** units have **CONTAGION ENGINE**.
- Friendly **CONTAGION ENGINE** units' ranged attacks have **[ASSAULT]**.

This **detachment** has the **ENGINES** tag and cannot be taken with another **ENGINES** detachment.

ENHANCEMENTS

PARASITIC WOE-REAPER **UPGRADE**

The diseased suffering inflicted by this war machine establishes an empyric barb in its victims through which it feasts, its bloated form pulsing with new growth after every attack.

CONTAGION ENGINE unit only. When this unit has fought, one model in this unit **heals** D3 wounds.

LANCET OF THE WORLDSORE **UPGRADE**

Proximity to this infected mass destabilises reality, with even fortress walls bubbling and rupturing in its presence until a bubo-riddled sore forms, which it pierces like a monstrous, rusted lancet.

Friendly **HELBRUTE/MYPHITIC BLIGHT-HAULER** unit only. This unit has **MOBILE**.

FRESH VECTORS

1CP

CONTAGION ENGINES STRATAGEM

As if drawn to flesh and matter yet to be blessed by corruption, infected weapons unerringly find their mark.

WHEN: Your Shooting phase or the Fight phase, when a friendly **CONTAGION ENGINE** unit is **selected to attack**.

TARGET: That **CONTAGION ENGINE** unit.

EFFECT: Your unit's attacks can re-roll **wound rolls** of 1.



BLOODRUST DELUGE

1CP

CONTAGION ENGINES STRATAGEM

Warp-tainted saturation oozes through this aggressive vehicle, leeching into its weapons, which spit the infection into foes at a distance.

WHEN: Your Shooting phase, when a friendly **CONTAGION ENGINE** unit is **selected to shoot**.

TARGET: That **CONTAGION ENGINE** unit.

EFFECT: Select one **visible** enemy unit. That enemy unit is **Afflicted** until your unit has attacked.



SOULROT FLUX

1CP

CONTAGION ENGINES STRATAGEM

As courage crumbles in the face of mechanised abhorrence, then does the bloom of soulrot find purchase to spread its cyclic infection.

WHEN: Your opponent's Movement phase, when an enemy unit is selected to make a **fall-back move**, if that enemy unit is **engaged** with a friendly **CONTAGION ENGINE** unit.

TARGET: That **CONTAGION ENGINE** unit.

EFFECT: When an enemy unit **engaged** with your unit is selected to make a **fall-back move**, roll one D6:

- On a 1, that enemy unit suffers 1 **mortal wound**.
- On a 2-5, that enemy unit suffers D3 **mortal wounds**.
- On a 6, that enemy unit suffers 3 **mortal wounds**.



UNIQUE: FLYBLOWN

FLYBLOWN HOST

PLAGUE MARINES ADVANCE INEXORABLY AMIDST A THRUMMING HAZE OF SWOLLEN DAEMON FLIES



DETACHMENT RULES

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.

In the **Declare Battle Formations** step, you can select up to two friendly **PLAGUE MARINES** units. Those units have **Infiltrators**.

This **detachment** has the **FLYBLOWN** tag and cannot be taken with another **FLYBLOWN detachment**.

ENHANCEMENTS

INSECTILE MURMURATION **UPGRADE**

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

PLAGUE MARINES unit only. When this unit's attacks target a unit within **Contagion Range** of a friendly unit, those attacks can re-roll **wound rolls** of 1.

PLAGUEVEIL **UPGRADE**

Nurgle's blessings manifest as a buzzing clot of darkness that falls over these diseased pilgrims, enveloping them like an enshrouding fog.

PLAGUE MARINES unit only. This unit has -3" **detection range**.

NAUSEATING PAROXYSMS

1CP

FLYBLOWN HOST 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 friendly **engaged PLAGUE MARINES** unit.

EFFECT: Select one enemy unit **engaged** with your unit. That enemy unit makes a **battle-shock roll**, with -1 to that **battle-shock roll**.



DRONING HORROR

1CP

FLYBLOWN HOST 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, when a friendly **PLAGUE MARINES** unit is **selected to shoot**.

TARGET: That **PLAGUE MARINES** unit.

EFFECT: Your unit's ranged attacks:

- Can re-roll **hit rolls** of 1.
- That target a unit within half range, can re-roll **wound rolls** of 1.



EYE OF THE SWARM

1CP

FLYBLOWN HOST 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, when a friendly **PLAGUE MARINES** unit is **selected to shoot**.

TARGET: That **PLAGUE MARINES** unit.

EFFECT: Your unit's ranged attacks have **[CLOSE-QUARTERS]**.



PARAGONS OF PUTRESCENCE

THE CHAMPIONS OF THE DEATH GUARD RADIATE THE MOST LETHAL OF CONTAGIONS



DETACHMENT RULES

HYPERVIRULENT STRAINS

The rancid champions of the Death Guard are blessed with the most virulent contagions of Nurgle, supernatural strains that radiate towards unwilling hosts in floods of foulness.

Friendly **DEATH GUARD CHARACTER** units have +3" to their **Contagion Range** (to a maximum of 12").

ENHANCEMENTS

REJUVENATING SWARM

With a hacking prayer to Nurgle, this warrior can call upon a swarm of plague mites. Buzzing clumps of diseased flies and writhing waves of squirming things settle upon the bloated forms of the Death Guard and vomit streams of rejuvenating contagion into festering wounds.

DEATH GUARD INFANTRY model only (excluding **TERMINATOR** models). Attacks that target this unit with a **S** greater than this unit's **T** have -1 to **wound rolls**.

HOST OF THE HYBRIDISED POX

One plague is never enough for this champion, and their repulsive form is a vessel for a mutated and semisentient disease capable of manifesting in varied contagious forms.

DEATH GUARD INFANTRY model only. (Once per battle, per army) In your Command phase, you can use this ability. If you do, select one of the **Plagues** listed in **Nurgle's Gift** (see *Codex: Death Guard*). Enemy units within **Contagion Range** of this unit also have the effect of that **Plague** in addition to your army's chosen **Plague** until the end of the battle.

TERRITORIAL INFECTION

1CP

PARAGONS OF PUTRESCENCE STRATAGEM

The intensive contagions that flow in abundance from this champion taint everything around them, making taking ground from them a repulsive prospect for the enemy.

WHEN: Start of the Command phase.

TARGET: One friendly **DEATH GUARD CHARACTER** unit.

EFFECT: Your unit has +1 **OC** until the end of the turn.



AGGRAVUS SPASMS

1CP

PARAGONS OF PUTRESCENCE STRATAGEM

There is no hiding from contagion, and particular pathogens can incite neurological paroxysms that force their victims to give away their positions in painful throes.

WHEN: Start of your Shooting Phase.

TARGET: One friendly **DEATH GUARD CHARACTER** unit.

EFFECT: Select one **visible** enemy unit within **Contagion Range** of your unit. That enemy unit has +6" **detection range**.



SIMULTANEOUS CONTAMINATION

1CP

PARAGONS OF PUTRESCENCE STRATAGEM

The worst infections spread both visibly and subtly. Thus do the Death Guard's champions attack, ordering vile operations, the two vectors more deadly than either alone.

WHEN: Your Shooting phase, when a friendly **DEATH GUARD CHARACTER** unit **starts an action**.

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

EFFECT: That **action** does not prevent your unit from being **eligible to shoot**.



DEFILER

M	T	SV	W	LD	OC
12"	11	3+	18	6+	5

5+ INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Ectoplasma destructor [BLAST, LETHAL HITS]	36"	D6	3+	12	-3	3
Excruciator cannon [LETHAL HITS]	36"	6	3+	6	-1	2
Hades battle cannon [BLAST, LETHAL HITS]	48"	D6+3	3+	10	-1	3
Hades lascannon [LETHAL HITS]	48"	2	3+	12	-3	D6+1
Heavy baleflamer [IGNORES COVER, TORRENT]	12"	D6+3	N/A	7	-2	2
➤ Heavy missile launcher – krak [LETHAL HITS]	48"	2	3+	10	-2	D6+1
➤ Heavy missile launcher – frag [BLAST, LETHAL HITS]	48"	2D6	3+	5	-1	1
Heavy reaper autocannon	48"	4	3+	9	-1	3
[DEVASTATING WOUNDS, LETHAL HITS, SUSTAINED HITS 1]						
Magma cutters [LETHAL HITS, MELTA 2]	12"	2	3+	9	-4	D6

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Electroscourge [EXTRA ATTACKS, SUSTAINED HITS 2]	Melee	5	3+	12	-2	2
➤ Shearing claws – strike [LETHAL HITS]	Melee	5	3+	16	-3	D6+1
➤ Shearing claws – sweep [LETHAL HITS]	Melee	10	3+	6	-2	1

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

KEYWORDS: VEHICLE, WALKER, CHAOS, NURGLE, DAEMON, DEFILER

ABILITIES

CORE: **Deadly Demise D6**

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

Scuttling Walker: Each time this unit makes a Normal, Advance or Fall Back move, it can move through models (excluding TITANIC models) and terrain features. When doing so, it can move within Engagement Range of enemy models, but cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.

Barrage of Filth: In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, that unit cannot have the Benefit of Cover.



FACTION KEYWORDS:
DEATH GUARD

DEFILER

Huge Daemon Engines dripping with corruption, the Defilers used by the Death Guard are horrifically powerful whether bombarding the foe from range with grotesquely diseased projectiles or tearing them apart at close quarters with piston-driven claws of rusted metal etched with cursed runes of corrosion.

WARGEAR OPTIONS

- This model's Hades battle cannon can be replaced with 1 ectoplasma destructor.
- This model's excruciator cannons can be replaced with 2 magma cutters.
- This model's heavy baleflamer can be replaced with one of the following:
 - 1 Hades lascannon
 - 1 heavy reaper autocannon
 - 1 electroscourge (a model cannot be equipped with more than one electroscourge)
- This model's heavy missile launcher can be replaced with one of the following:
 - 1 Hades lascannon
 - 1 heavy reaper autocannon
 - 1 electroscourge (a model cannot be equipped with more than one electroscourge)



DAMAGED: 1-6 WOUNDS REMAINING

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

■ 1 Defiler

This model is equipped with: 1 Hades battle cannon; 2 excruciator cannons; 1 heavy missile launcher; 1 heavy baleflamer; 1 shearing claws

KEYWORDS: VEHICLE, WALKER, CHAOS, NURGLE, DAEMON, DEFILER



FACTION KEYWORDS:
DEATH GUARD



DEATH GUARD

RULES UPDATES

This section presents updates and clarifications to your faction's rules, designed to improve the gaming experience for all players. Changes applied after the first iteration of this Faction Pack will be **highlighted in red**.

UPDATES

ARMY RULES

Nurgle's Gift, Contagion Range Section

Add 'Contagion Range cannot be greater than 12" after modifiers.'

Nurgle's Gift, Skullsquirm Blight

Change to:

'Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.'

TALLYBAND SUMMONERS DETACHMENT

Beckoning Blight Enhancement

Change to:

'**DEATH GUARD** model only. Each time a **PLAGUE LEGIONS** unit from your army is set up on the battlefield using the Deep Strike ability, if it is set up wholly within 12" of the bearer, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".'

VIRULENT VECTORIUM DETACHMENT

Worldblight Detachment Rule

Change to:

'At the end of your Command phase, if a friendly **DEATH GUARD** unit is controlling an **objective**, that **objective** is **secured**. Until you lose control of that **objective**, while an enemy unit is within range of that **objective**, that enemy unit is Afflicted (pg 71).'

DATASHEETS

Chaos Land Raider, Chaos Predator Annihilator, Chaos Predator Destructor, Chaos Rhino, Miasmic Malignifier, Plagueburst Crawler – Keywords section

Add '**FRAME**'.

Chaos Predator Destructor, Predator Autocannon

Change Strength to '9'.

Deathshroud Terminators, Death Approaches ability

Change to:

'In your **Movement phase**, each time 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 8" horizontally away from all other enemy units.'

Mortarion, Diseased Influence Ability

Change to:

'Just after an enemy unit ends a Normal, Advance or Fall Back move within 8" of a friendly **DEATH GUARD** unit that is within 6" of this model, if that **DEATH GUARD** unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 5".'

Mortarion, Inflamed Reprisal Ability

Change to:

'In your opponent's Shooting phase, when a friendly **DEATH GUARD** unit within 6" of this model is selected as the target of an attack, this model can use this ability. If it does, after the attacking unit has finished making its attacks, that **DEATH GUARD** unit can shoot as if it were your Shooting phase, but when resolving those attacks, **worsen the BS characteristic of that attack by 1** and it can only target that enemy unit (and only if it is an eligible target).'

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.'

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

T

SV

W

LD

OC

5"

5

3+

5

6+

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

T

SV

W

LD

OC

4"

6

2+

5

6+

1

4+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Curse of the Leper – witchfire [PSYCHIC]	24"	D6	3+	6	-1	1
Curse of the Leper – focused witchfire [HAZARDOUS, PSYCHIC]	24"	2D6	3+	6	-2	1
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