

Death Guard Experimental Army List

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DG1.0 The Death Guard

Nurgle

Nurgle empowers those who would see every accomplishment of Mankind reduced to mouldering ruin. He is the Lord of Decay, and his servants spread disease and contagion throughout the mortal realm in the name of their festering master. Nurgle's appearance is the most abhorrent of the Chaos gods. His bloated body is home to every form of corruption imaginable, and his skin is covered in weeping sores. Foul Nurglings cavort amongst Nurgle's exposed organs, giggling with insane delight at the latest pestilence inflicted upon Mankind by their master.

The Death Guard

Servants of Nurgle, the Death Guard fight only to spread contagion and death throughout the galaxy. These once proud Space Marines have now been reduced to pestilent, disease-infested killers. The Death Guard consist largely of Plague Marines: creatures so vile they have given their entire existence to spreading Nurgle's Rot amongst the living. Those infected with the rot meet a painful death, their bodies reduced to a mass of weeping sores and pestilent weals. Death is no release for these wretches, who find themselves reborn into the service of Grandfather Nurgle, to whom their cries for relief from the ever-present plague are like the clamouring of loving children.

The Legion of Festering Death

The Legion of Festering Death, formally known by the Imperium as the Silver Scythes had been based on the rim of Imperial space when the Heresy swept the Imperium into civil war. Overlooked by many and far away from the bulk of the fighting the Legion's commanders quickly succumbed to the lure of Chaos and entered the fray, siding with the Lord of Decay. The Legion set about bringing famine and pestilence to the world on the rim and unleashed ancient plagues upon the planets, thus winning their Lord's favour.



DG1.1 Death Guard Special Rules

The following special rules apply to Death Guard formations and units.

DG1.1.1 Initiative & Strategy Rating

All Death Guard, Daemon and Nurgle Titan Legion formations have an initiative rating of 1+. Chaos Navy formations have an initiative rating of 2+. Death Guard armies have a strategy rating of 4.

Nurgle is a capricious and whimsy master. In the strategy phase if the Chaos player rolls a 6 they are rewarded for their dedication with an additional 1D3 daemons to add to the Daemon Pool (see DG1.1.3). If the Chaos player rolls 1 their patron Power withdraws its support and the Chaos player must remove 1D3 daemons from the Daemon Pool. If the Chaos player has no remaining daemons in their Daemon Pool then there is no further effect.

DG1.1.2 Factions

All Death Guard are followers of Nurgle.

DG1.1.3 Summoned Units

Certain units may be summoned to appear at the start of an Death Guard formation's action through the use of the Daemonic Pact upgrade. Formations that purchase the Daemonic Pact as an upgrade (see the army list below) are capable of summoning daemons to the battlefield. In order to have daemons to summon players must purchase a single Daemon Pool from which all formations with the Daemonic Pact upgrade will summon from. Players should either write down the contents of their Daemon pool or use tokens to indicate the number of each type of Daemon they have available. The Chaos player's opponent is always able to view the number of daemons (and their type) remaining in the Daemon Pool. The Daemon Pool is kept off the board and daemons are removed from it as formations summon daemons onto the board.

At the start of that formation's action, before the action test dice roll is made, the formation may summon daemonic units from the Daemon pool. Summoning allows you to call 2D3 summoning points worth of daemonic units to the battlefield (the number of summoning points it costs to summon a unit will be listed on its data sheet, but as a rule of thumb Greater Daemons cost eight summoning points and all other units one summoning point each). Summoning points must be used to summon daemonic units from the Daemon Pool and are brought into play immediately. If for any reason any summoning points generated are not used, they are lost and may not be carried over into subsequent turns. Left over daemonic units may be summoned during a later turn. Daemonic units that are destroyed are removed from play and are not put back into the Daemon Pool. Formations that have not bought a Daemonic Pact may not summon daemons.

Summoned units must be set up with their entire base within 5cm of any unit from their formation, apart from other summoned units that have already been placed (i.e. you cannot place a 'chain' of summoned units). They may not be set up in the Zone of Control of an enemy unit or in impassable terrain. The types of units that can be summoned by the Death Guard are: *Great Unclean One; Greater Daemon of Nurgle; Plaguebearers.*

Summoned units count as part of the formation for all rules purposes as long as they remain on the battlefield. The only exception to the normal rules is that the loss of a summoned unit does not cause a blast marker to be placed on the formation. They are otherwise counted as normal units, and are included when working out if a formation outnumbers an opponent in an assault or is broken by blast markers, etc. Note that Daemons that are killed in an assault do count towards the number of units killed by the enemy when working out modifiers to the result dice roll.

Summoned units remain on the battlefield until the end phase of the turn in which they are summoned. In the end of the rally phase, after formations have attempted to rally, all summoned units in the formation are removed from the board and placed back into the Daemon Pool unless the formation has a unit with Daemonic Focus (see DG1.1.5 below). Greater Daemons that are returned to the Daemon Pool keep the same DC they had when they left the battlefield. They do not heal back to full DC, so when summoned again they will have that same DC. Summoned units that are destroyed are not put back into the Daemon Pool. Note that this may lead to the formation breaking if the number of Blast Markers on the formation is greater than the number of units left in play after the summoned units have been removed. When a formation breaks any summoned units in the formation are lost in the warp and considered destroyed. They do not go back into the Daemon Pool. Players are allowed to only summon one Greater Daemon to the battle at a time. So if you have already summoned one Great Unclean One you are not allowed to summon another until that first Greater Daemon has been removed from play.

DG1.1.4 Augment Summoning

Some Chaos units are noted as having Augment Summoning (+x). Units with this ability add a number of summoning points equal to "x" when the formation they are in summons daemons (see DG1.1.3 Summoning Units). For example, a unit noted as having Augment Summoning (+2D3) would allow a formation with a Daemon Pack to roll 4D3 for Summoning Points as opposed to the usual 2D3.

DG1.1.5 Daemonic Focus

Certain Chaos units are noted as having Daemonic Focus. Units with this ability may keep any or all summoned units that belong to the formation in play. Summoned units do not vanish back into the warp after the formation has attempted to rally. Chaos units with Daemonic Focus may not be used to keep summoned units in play if the formation is broken.



DG2.0 Death Guard Units

Death Guard Lord

Type	Speed	Armour	Close Combat	Firefight
Character	-	-	-	-
Weapon	Range	Firepower	Notes	
Manreaper	Base Contact	Assault Weapons	MW, Extra attack (+1)	
Warp Bolt	(15cm)	Small Arms	MW, Extra attack (+1)	

Notes: Death Guard Lords are one of three types, Plaguelord, Sorcerer Lord and Nurgle Warlord. All are **Characters** and have the **Leader** and **Invulnerable Save** abilities. Plaguelords have the **Commander** ability and the Daemon Weapon, above. Sorcerer Lords have the Warp Bolt weapon. One (and only one) Lord per army *must* be a Nurgle Warlord, and has the **Supreme Commander** ability and the Daemon Weapon.

Death Guard Plague Marines

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	3+	3+	4+
Weapon	Range	Firepower	Notes	
Bolters	(15cm)	Small Arms		
Plague Knives	Base Contact	Assault Weapons		
Plasma gun	15cm	AP5+/AT5+		

Notes: *Stubborn, Nurgle's Rot*

Death Guard Havocs

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	3+	4+	3+
Weapon	Range	Firepower	Notes	
Bolters	(15cm)	Small Arms		
2x Plasma Gun	15cm	AP5+/AT5+		

Notes: *Stubborn, Nurgle's Rot*



Death Guard Terminators

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Combi-bolters	(15cm)	Small Arms		
2x Reaper Autocannon	30cm	AP4+/AT6+		
Power Weapons	Base Contact	Assault Weapons	MW, Extra attack (+1)	

Notes: *Stubborn, Invulnerable Save, Nurgle's Rot, Reinforced Armour, Teleport, Thick Rear Armour*

Desecrator

The Desecrator is a Defiler dedicated by the Death Guard to the service of Nurgle.

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
2x Desecrator Autocannon	45cm	AP4+/AT6+/AA5+		
Vomit Cannon	30cm	AP4+/AT6+	Ignore Cover	
Battle Claws	Base Contact	Assault Weapons	MW, Extra attack (+1)	

Notes: *Fearless, Invulnerable Save, Nurgle's Rot, Walker.*

Death Guard Land Raider

As Chaos Land Raiders. May transport one *Death Guard Terminator* unit, or two of the following units: *Death Guard Plague Marines*, *Death Guard Havocs*.

Death Guard Rhino

As Chaos Rhino. May transport two of the following units: *Death Guard Plague Marines*, *Death Guard Havocs*.

Death Guard Plague Tower

As Plague Tower. May transport 14 of the following units: *Chaos Dreadnought*, *Chaos Spawn*, *Daemon Prince*, *Death Guard Terminators*, *Death Guard Plague Marines*, *Death Guard Havocs*, *Death Guard Possessed*, *Great Unclean One: Greater Daemon of Nurgle*, *Plaguebearers* (*Chaos Dreadnought*, *Chaos Spawn*, *Daemon Prince*, *Death Guard Terminators* and *Great Unclean One: Greater Daemon of Nurgle* take up two spaces each).

Other Units

The following units are identical to those in the Black Legion army list (section BL2.0): *Chaos Dreadnought*, *Chaos Champion*, *Chaos Predator**, *Daemon Prince**, *Decimator**, *Defiler**, *Dreadclaws*, *Icon bearer*, *Great Unclean One: Greater Daemon of Nurgle**, *Plaguebearers**, *Banelord Titan*, *Ravager Titan*, *Swiftdeath Interceptor*, *Helltalon fighter-bomber*, *Devastation Class Cruiser*, *Despoiler Class Battleship*.

The following units are identical to those in the Lost and the Damned army list (section LD3.1): *Contagion Towers**, *Plague Zombies**, *Chaos Spawn**.

* These units gain the Nurgle's Rot specialist unit ability (see DG3.2).

DG3.0 Death Guard Chaos Space Marine Army List

DG3.1 Using the Army List

Death Guard Marines are organised around core formations called companies or retinues of Plague Marines which are supported by rarer formations of specialised troops. Most formations are made up of seven units, and may also include a number of extra units called upgrades. Some companies are Core Formations – these are the backbone of the Death Guard army. More rare and specialised detachments are Support Formations and you may not have more Support Formations than Death Guard Retinue formations. The chart below shows the name of the company, what units comprise the company, what upgrades are allowed (if any), and the points cost for the company. Each upgrade that is taken adds to the cost of the company or detachment, as shown on the upgrade chart. The upgrade chart also lists the units that make up the upgrade. Note that these will sometimes replace units in the detachment they are taking for, and sometimes take the form of additional units for the detachment. Each upgrade may be taken once per formation. Note that if an entry allows for an “and/or” choice of units, that means any combination or mix of the two types of unit is acceptable providing the total number of units is as listed. Death Guard armies may be supported by Nurgle Titans, Chaos Navy and Spacecraft. Up to a third of the points available to the army may be spent on these formations.

DG3.2 New Specialist Unit Abilities

The following specialist unit abilities are unique to the Death Guard.

DG3.2.1 Nurgle's Rot

The followers of Nurgle are blessed with an array of pestilent afflictions, hideous diseases and disfiguring poxes, and there are few as favoured by Nurgle than the Death Guard. The armies of Nurgle are inevitably followed by a horde of gibbering Nurglings, clouds of flies and other unpleasant creatures. Those who stand against the hosts of the Death Guard are assailed by foul infections and fetid vermin.

At the end of any assault the Death Guard player may make one special extra attack for every surviving unit with *Nurgle's Rot* in the engagement (not supporting formations). This attack can be either *firefight* or *assault weapons* and always hits on a 6+. Armour Saves (but not Cover Saves) can be taken as normal and casualties caused do count towards combat resolution.

DG3.2.1 Stubborn

Nurgle's followers are injured against pain, implacable and diseased of mind in many cases. The Death Guard always had a reputation for tenacity, which has not been reduced by their exposure to the Warp.

All units that are *Stubborn* may make their normal armour saves (including any re-rolls that may apply) against hackdown hits due to losing close combat or hits caused by suffering Blast Markers when broken. (Note that *Stubborn* units are still destroyed outright if they are within 15cm of enemy at the end of a Withdrawal move)

Death Guard Core Formations

Formation type	Core Units	Upgrades Allowed	Points Cost
<i>Death Guard Retinue</i>	One Death Guard Lord character upgrade and seven Death Guard Plague Marine and/or Death Guard Havoc units.	Chaos Champion, Chaos Spawn, Dreadnoughts, Daemonic Pact, Daemon Prince, Icon Bearer, Support Vehicles	350 points
<i>0-2 Death Guard Terminator Retinue</i>	One Death Guard Lord character upgrade and four to seven Death Guard Terminator units.	Dreadnoughts, Dreadclaws, Chaos Champion, Land Raiders, Daemonic Pact, Daemon Prince, Icon Bearer.	85 points each
<i>Daemon Pool</i>	Lesser Daemon Greater Daemon		25 points each 100 points each
<i>0-2 Plague Zombie Infestation</i>	3D6 Plague Zombies		200 points

Death Guard Support Formations – one may be taken per Death Guard Retinue

Formation type	Core Units	Upgrades Allowed	Points Cost
<i>Death Guard Mechanised Company</i>	One Death Guard Lord character upgrade, seven Death Guard Plague Marine and/or Death Guard Havoc units and four rhinos	Chaos Champion, Daemonic Pact, Daemon Prince, Dreadclaws, Icon Bearer, Support Vehicles	400 points
<i>Death Guard Assault Company</i>	One to three Decimators	Support Vehicles	250 points each
<i>Plague Towers</i>	One to Two Plague Towers		325 points each
<i>Contagion Towers</i>	Seven Contagion Towers		700 points

Nurgle Titan Formations

Formation type	Units	Points Cost
<i>Banelord Titan</i>	One Banelord Titan	800 points
<i>Ravager Titan</i>	One Ravager Titan	650 points
<i>Feral Pack</i>	One to two Feral Scout Titans	300 points each

Chaos Navy and Spacecraft

Formation type	Units	Points Cost
<i>Swiftdeath</i>	Three Swiftdeath Interceptors	200 points
<i>Helltalon</i>	Two Helltalon Fighter-bombers	300 points
<i>Devastation</i>	One Devastation Class Cruiser	150 points
<i>Despoiler</i>	One Despoiler Class Battleship	250 points

Death Guard Upgrades

Upgrade	Units	Points Cost
<i>Dreadnoughts</i>	Add up to three Chaos Dreadnoughts	50 points each
<i>Dreadclaws</i>	Equips the formation with Dreadclaw Assault Boats	50 points
<i>Chaos Champion</i>	Adds a Chaos Champion to a unit in the formation	50 points
<i>Chaos Spawn</i>	Add up to three Chaos Spawn to the formation	25 points each
<i>Daemonic Pact</i>	Allows the formation to summon Daemons from the Daemon Pool	25 points
<i>0-1 Daemon Prince</i>	Replace the unit in the formation that includes the Death Guard Lord character with the Daemon Prince unit. If the unit includes the Nurgle Warlord, the Daemon Prince gains the <i>Supreme Commander</i> ability.	50 points
<i>Icon Bearer</i>	Adds an Icon Bearer to a unit in the formation	50 points
<i>Land Raiders</i>	Add one Death Guard Land Raiders per Terminators unit	75 points each
<i>Support Vehicles</i>	Add up to three units from the following list: Defilers, Desecrators, Predators	75 pts per Defiler 75 pts per Desecrator 50 pts per Predator
<i>Transport</i>	Add four Rhinos and/or Death Guard Land Raiders to the formation.	10 pts per Rhino 75 pts per Land Raider.

DG4.0 Festering Death Alternative Units

The following units (*Plaguelord Titan*, *Repugnant Titan* and *Fester Titan*) can be used in place of the *Banelord Titan*, *Ravager Titan* and *Feral Titan* respectively for the same points cost. Note that these units may be less balanced than their counterparts.

Plaguelord Titan

Type	Speed	Armour	Close Combat	Firefight
War Engine	10cm	4+	3+	4+
Weapon	Range	Firepower	Notes	
Stream of Corruption <i>and</i>	(15cm) Template	Small Arms AP3+/AT5+	Ignore Cover, Extra Attacks (+1), Fixed Forward Ignore Cover, Disrupt, Fixed Forward Arc	
Plague Mortar	60cm	3+D3BP	Disrupt, Fixed Forward Arc	
Liquefier Cannon	60cm	3xMW4+	Forward Arc	
Plague Flail	Base Contact	Assault Weapons	Titan Killer (D6), Extra attack (+1)	

Notes: 6 Void Shields. Damage Capacity 10. *Walker, Reinforced Armour, Thick Rear Armour, Fearless.* May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.

Critical Hit Effect: The Plaguelord's structural integrity is disrupted and putrid filth pours out of the titan. The titan loses an extra point of damage and all units within 5cm suffer a hit on a 4+.

Repugnant Titan

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	3+	4+
Weapon	Range	Firepower	Notes	
Stream of Putrescence <i>and</i>	(15cm) Template	Small Arms AP4+/AT6+	Ignore Cover, Extra Attacks (+1), Fixed Forward Ignore Cover, Disrupt, Fixed Forward Arc	
Rot Mortar	60cm	3 BP	Ignore Cover, Fixed Forward Arc	
2x Putrifier Cannon	60cm	2xAP3+/AT5+	Ignore Cover, Forward Arc	

Notes: 4 Void Shields. Damage Capacity 7. *Walker, Reinforced Armour, Fearless.* May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.

Critical Hit Effect: The Repugnant's structural integrity is disrupted and putrid filth pours out of the titan. The titan loses an extra point of damage and all units within 5cm suffer a hit on a 5+.

Fester Titan

Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	5+	4+	5+
Weapon	Range	Firepower	Notes	
Plaguemaw	30cm	2xMW3+	Forward Arc	
Putrifier Cannon	45cm	2xAP3+/AT5+	Ignore Cover, Forward Arc	
Rot-belcher	30cm	1BP	Ignore Cover, Fixed Forward Arc	

Notes: 2 Void Shields. Damage Capacity 4. *Walker, Reinforced Armour, Fearless.* May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.

Critical Hit Effect: The Fester is caught off-balance and staggers. Move it D6cm in a random direction. If this move takes the Fester into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally).

This list is in development. If you have any comments on the list, suggestions or playtest experiences, I'd love to hear them. You can reach me at lordinguisitor@yahoo.co.uk or post on the Specialist Games forum: <http://forum.specialist-games.com>.