

DEATH GUARD CORE FORMATIONS

FORMATION	UNITS	UPGRADES	POINTS COST
Death Guard Retinue	One Chaos Space Marine Lord character and seven Plague Marine units	All	300

DEATH GUARD ELITE FORMATIONS

(Up to one for each Death Guard Retinue taken)

FORMATION	UNITS	UPGRADES	POINTS COST
Death Guard Terminators	One Chaos Space Marine Lord character and four Death Guard Terminator units	Champion, Daemonic Pact, Daemon Prince, Defilers, Dreadnoughts, Icon Bearer, Land Raiders, Warlord	400
Death Guard Defiler Pack	Four Death Guard Defilers	Dreadnoughts	275

DEATH GUARD SUPPORT FORMATIONS

(Up to two for each Death Guard Retinue taken)

FORMATION	UNITS	UPGRADES	POINTS COST
Armoured Company	Four to seven Chaos Space Marine vehicles chosen from the following: Predators, Land Raiders	Vindicators, Defilers	50 each Predator 75 each Land Raider
Plague Reaper Company	Up to three Chaos Plague Reapers	Defilers, Contagion Engines	200 each
Plague Engines	Four Contagion Engines	Contagion Engines, Plague Tower, Defilers	325
Chaos Space Marines	Six Chaos Space Marine units and three Chaos Space Marine Rhinos	Daemonic Pact	250
Zombie Infestation	3+2D6 Plague Zombie units	-	175
Blight Drones	4 Chaos Blight Drones	-	200

DEATH GUARD UPGRADES

(Up to four allowed upgrades may be taken by each formation, each different allowed upgrade may be taken once)

UPGRADE	UNITS	POINTS COST
0-1 Warlord	Replace one Chaos Space Marine Lord character with a Chaos Space Marine Warlord character	50
Champion	Add one Chaos Space Marine Champion character associated with the formations faction	50
Land Raiders	Add up to four Chaos Space Marine Land Raiders	75 each
Vindicators	Add up to three Chaos Space Marine Vindicators	35 each
0-1 Daemon Prince	Replace the unit in the formation that includes a Chaos Space Marine Lord or Chaos Space Marine Warlord character with a Death Guard Daemon Prince unit. If a Warlord Character is replaced the Death Guard Daemon Prince gains the Supreme Commander ability	50
Daemonic Pact	Allows the formation to summon daemons and adds one lesser daemon to the lesser daemon pool	25
Defilers	Add up to three Death Guard Defilers	75 each
Dreadnoughts	Add up to three Chaos Dreadnoughts	50 each
Havocs	Replace up to three Plague Marine units with Death Guard Havoc units	25
Icon Bearer	Add one Icon Bearer character	25
Rhinos	Add up to four Death Guard Rhinos. You must take exactly enough to carry all units in the formation after any upgrades have been added. No transport spaces may be left over if possible	10 each
Contagion Engines	Add up to three Chaos Contagion Engines	75 each
Plague Tower	Add one Chaos Plague Tower	325

AIRCRAFT, SPACECRAFT AND TITANS

FORMATION	UNITS	POINTS COST
Hellblade Flight	Three Chaos Hellblade Fighters	200
Helltalon Flight	Two Chaos Helltalon Fighter Bombers	225
0-1 Spacecraft	One Chaos Plagueship	100
Plaguehound Titan	One Chaos Plaguehound Titan	275
Repugnant Titan	One Chaos Repugnant Titan	650
Plaguelord Titan	One Chaos Plaguelord Titan	800

DAEMONS OF CHAOS

FORMATION	UNITS	POINTS COST
Lesser Daemon Pool	Add any number of Lesser Daemons	15 each
Greater Daemon Pool	Add any number of Greater Daemons	50 each

USING THE ARMY LIST

- A maximum of up to a third of the points available to the army may be spent on Aircraft, Spacecraft and Titans.

CODEX CHAOS SPACE MARINES – DEATH GUARD

Name	Type	Speed	Strategy Rating: 4			Initiative: 1+ (Plague Engines, Blight Drones and Zombie Infestations 2+)				Notes
			Armour	CC	FF	Weapons	Range	Firepower		
Chaos Space Marine Warlord	CH	n/a	n/a	n/a	n/a	Daemon Weapon	(base contact)	Assault Wpns, MW, EA (+1)	Invulnerable Save, Supreme Commander	
Chaos Space Marine Lord	CH	n/a	n/a	n/a	n/a	Daemon Weapon Warp Bolt	(base contact) (15cm)	Assault Wpns, MW, EA (+1) Small Arms, MW, EA (+1)	Invulnerable Save, Commander, Leader Lord has Daemon Weapon, Sorcerer has Warp Bolt	
Chaos Space Marine Champion	CH	n/a	n/a	n/a	n/a	Daemonic Artefact	(base contact)	Assault Wpns, EA (+1), First Str	Augment Summoning (2D3), Invulnerable Save Sacrifice to gain Augment Summoning (6)	
Chaos Space Marine Icon Bearer	CH	n/a	n/a	n/a	n/a	-	-	-	Daemonic Focus, Invulnerable Save, Leader	
Death Guard Daemon Prince	Inf	15cm	3+	3+	3+	Possessed Weapon Cloud of Corruption	(base contact) (15cm)	Assault Wpns, MW, EA (+2) Small Arms, MW, EA (+1)	Commander, Fearless, Leader, Reinforced Armour, Teleport	
Chaos Space Marine	Inf	15cm	4+	4+	4+	Bolters Autocannon	(15cm) 45cm	Small Arms AP5+/AT6+	-	
Death Guard Terminators	Inf	15cm	4+	3+	3+	Combi-Bolters Power Weapons 2 × Reaper Autocannons	(15cm) (base contact) 30cm	Small Arms Assault Wpns, MW, EA (+1) AP4+/AT6+	Fearless, Reinforced Armour, Teleport, Thick Rear Armour	
Death Guard Havocs	Inf	15cm	3+	5+	3+	Bolters 2 × Autocannon	(15cm) 45cm	Small Arms AP5+/AT6+	Fearless	
Plague Marines	Inf	15cm	3+	3+	4+	Bolters Plague Knives	(15cm) (base contact)	Small Arms Assault Wpns	Fearless	
Plague Zombies	Inf	15cm	5+	6+	-	Claws and Teeth	(base contact)	Assault Wpns	Fearless, Infiltrators, Infestation	
Chaos Space Marine Dreadnought	AV	15cm	4+	4+	4+	Power Fist Twin Autocannons	(base contact) 45cm	Assault Wpns, MW, EA (+1) AP4+/AT5+	Fearless, Walker	
Death Guard Rhino	AV	25cm	5+	6+	6+	Twin Bolters	(15cm)	Small Arms	Invulnerable Save, Transport (up to two: Death Guard Havocs, Plague Marines)	
Chaos Space Marine Rhino	AV	30cm	5+	6+	6+	Twin Bolters	(15cm)	Small Arms	Transport (up to two: Chaos Space Marines)	
Chaos Space Marine Predator	AV	30cm	4+	6+	5+	2 × Heavy Bolter Twin Lascannons	30cm 45cm	AP5+ AT4+	-	
Chaos Space Marine Land Raider	AV	25cm	4+	6+	4+	Twin Heavy Bolters 2 × Twin Lascannons	30cm 45cm	AP4+ AT4+	Reinforced Armour, Thick Rear Armour, Transport (one Death Guard Terminator <u>or</u> up to two: Death Guard Havocs, Plague Marines)	
Chaos Space Marine Vindicator	AV	25cm	4+	6+	4+	Demolisher Cannon	30cm	AP3+/AT4+, Ignore Cover	Walker	
Death Guard Defiler	AV	20cm	4+	3+	4+	Plague Cannon Reaper Autocannons Battle Claws Plague Flail	45cm 30cm (base contact) (base contact)	2 × AP3+/AT5+/AA5+ AP4+/AT6+ Assault Wpns, MW, EA (+1) Assault Wpns	Fearless, Infiltrator, Invulnerable Save, Walker	
Chaos Contagion Engine	AV	15cm	5+	5+	5+	Vomit Cannon Plague Catapult	30cm 45cm	AP4+/AT6+ 1BP, Indirect, Disrupt	Fearless, Invulnerable Save	
Chaos Blight Drones	AV	25cm	4+	6+	4+	Maw Cannon Reaper Autocannon	30cm 30cm	AP3+/AT6+ AP4+/AT6+	Fearless, Invulnerable Save, Skimmer	
Chaos Plague Reaper	WE	15cm	4+	5+	4+	Pus Cannon Demolisher Cannon 3 × Heavy Bolters 3 × Lascannon	30cm 30cm 30cm 45cm	3BP, Disrupt, Ignore Cover, FF Arc AP3+/AT4+, Ignore Cover, FF Arc AP5+ AT5+	Fearless, Reinforced Armour Dam Cap: 3 Crit: Destroyed, models within 5cm hit on 6+	
Chaos Plague Tower	WE	15cm	4+	4+	4+	2 × Battlecannon Plague Mortar Rot Cannon	75cm 60cm 90cm	AP4+/AT4+, FF Arc D3+3BP, Disrupt, FF Arc AP3+/AT5+, Ignore Cover, FF Arc	Fearless, Reinforced Armour, Transport (up to sixteen Chaos Space Marine, Death Guard Havoc, Death Guard Daemon Prince, Death Guard Terminator, and Plague Marine units. Death Guard Daemon Prince, Death Guard Terminators take two spaces each) Dam Cap: 6 Crit: +1 dam, D3 random transported units destroyed	

DEATH GUARD – CHAOS TITAN LEGION SUPPORT

Strategy Rating: 4

Initiative: 1+

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Chaos Plaguehound Titan	WE	25cm	5+	4+	5+	Puss Cannon Decay Cannon	30cm 30cm	3BP, Disrupt, Ignore Cover, F Arc 4 × AP3+, Disrupt, F Arc	Fearless, Reinforced Armour, Walker, May step over units and terrain lower than knees and 2cm across. Dam Cap: 4, Void Shields: 2 Crit: +1 dam, staggers D6cm in random direction, models contacted hit on 6+.
Chaos Repugnant Titan	WE	20cm	4+	3+	4+	Plague Maw Plague Flail Pestilence Barrage Putrifier Cannon	(15cm) (base contact) 60cm 45cm	Small Arms, EA (+2), Disrupt, Ignore Cover, FF Arc Assault Wpn, TK (1), EA (+3), F Arc 3BP, Disrupt, Ignore Cover, FF Arc AP3+/AT5+, Disrupt, FF Arc	Fearless, Reinforced Armour, Walker, May step over units and terrain lower than knees and 2cm across. Dam Cap: 7, Void Shields: 4 Crit: Roll a D6 every turn: on 1 destroyed, units within 5cm hit on 5+, on 2-3 +1 dam, on 4-6 repaired no further trouble.
Chaos Plaguelord Titan	WE	15cm	4+	2+	3+	Plague Maw Plague Claw Corruption Cannon Heavy Plague Mortar Putrifier Cannon	(15cm) (base contact) 60cm 60cm 45cm	Small Arms, EA (+2), Disrupt, Ignore Cover, FF Arc Assault Wpn, TK (D3), EA (+2), F Arc 4 × MW4+, F Arc 6BP, Disrupt, FF Arc AP3+/AT5+, Disrupt, FF Arc	Fearless, Reinforced Armour, Thick Rear Armour, Walker, May step over units and terrain lower than knees and 2cm across. Dam Cap: 9, Void Shields: 6 Crit: Roll a D6 every turn: on 1 destroyed, units within 5cm hit on 4+, on 2-3 +1 dam, on 4-6 repaired no further trouble.

DEATH GUARD – CHAOS NAVY SUPPORT

Strategy Rating: 4

Initiative: 2+

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Chaos Hellblade Fighter	Air	Fighter	6+	-	-	2 × Reaper Autocannons	30cm	AP4+/AT6+/AA6+, FF Arc	-
Chaos Helltalon Fighter Bomber	Air	Fighter Bomber	5+	-	-	Incendiary Bombs Twin Lascannons Havoc Launcher	15cm 30cm 45cm	2BP, Ignore Cover, FF Arc AT4+/AA4+, FF Arc AP5+/AT6+, FF Arc	-
Chaos Plagueship	Space	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	6BP, MW	Slow and Steady

DEATH GUARD – CHAOS DAEMONS

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Great Unclean One – Greater Daemon of Nurgle	WE	15cm	4+	4+	4+	Nurgling Swarms Stream of Corruption <u>and</u>	(base contact) 15cm (15cm)	Assault Wpn, EA (+1) 3BP, Ignore Cover Small Arms, Ignore Cover, EA (+1)	Daemonic Focus, Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Walker, Summoning Cost (8) Dam Cap: 4 Crit: Destroyed, daemons within 5cm destroyed on 6+.
Daemonic Beasts – Lesser Daemons	Inf	20cm	4+	3+	-	Claws and Fangs	(base contact)	Assault Wpns	Infiltrators, Invulnerable Save, Summoning Cost (1)
Plague Bearers – Lesser Daemons of Nurgle	Inf	15cm	3+	4+	6+	Plague Swords Cloud of Flies	(base contact) (15cm)	Assault Wpns Small Arms	Invulnerable Save, Summoning Cost (1)

Death Guard Special Rules

Summoned Units	<p>Formations that purchase the Daemonic Pact upgrade, or units with this ability, allow the Chaos player to summon daemons to the battlefield. To summon Daemons the player must also have a Daemonic pool from which to summon. This pool contains two sections, one for lesser daemons and one for greater daemons and is not faction specific. The size of such pools must be visible to all players at all times and it is suggested that either tokens or dice are used to indicate the size of each pool available. As daemons are summoned the pool must be changed to reflect its current size.</p> <p>To summon daemons the Chaos player chooses a formation with a daemonic pact and declares its intention to summon before any action roll is made. The player then rolls 2D3 to generate the number of summoning points available for this formation. The number of points required to summon each type of daemonic unit will be noted on its data sheet. The formation may then summon daemons up to the number of summoning points generated, up to the number of points left in the daemonic pool. Any points not used are lost.</p> <p>The faction of the summoning formation determines what type of daemons may be summoned; all formations in a Death Guard army belong to the Nurgle faction.</p> <p>Nurgle: Daemonic Beasts, Great Unclean One, Plaguebearers</p> <p>Players may only have one greater daemon for a given faction on the table at a time. Summoned units must be set up within 5cm of a non-summoned unit in the summoning formation. They cannot be placed in enemy zones of control or impassable terrain.</p> <p>Summoned units become part of the summoning formation for all rules purposes as long as they remain on the battlefield. Summoned units do not cause blast markers when they are destroyed, however daemonic units killed in an assault count towards the number of units killed when calculating the modifiers for assault resolution. Summoned units that are destroyed are removed from play and the summoning cost of each unit is lost from the player's daemonic pool.</p> <p>Summoned units remain in play until the end phase of the turn in which they were summoned. After all formations have attempted to rally any summoned units are removed from play and returned to the daemonic pool. This may cause the formation to break as it may now have equal or more blast markers than its number of units. Greater Daemons returned to the Greater daemon pool keep any damage points taken and do not heal these points while off board. When summoned subsequently they maintain this damage.</p> <p>When a formation breaks all of its summoned units are destroyed. When calculating victory points, the Lesser Daemon pool scores half points if the pool has less than or equal to half (round up) its original number of daemons remaining. The Lesser Daemon pool scores full points if the pool has less than or equal to a quarter (round up) its daemons remaining. Treat Greater Daemons as war engines for the purpose of calculating victory points.</p>
Favour of the Gods	<p>In the strategy phase of each turn if the Death Guard player rolls a 6 they are rewarded with 1D3 summoning points to add to any lesser daemon pool, however, if they roll a 1 then they lose 1D3 summoning points from any lesser daemon pool.</p>
Augment Summoning	<p>Units with the augment summoning ability add to the dice roll when their formation summons daemons. For example a unit with Augment Summoning (2D3) would give its formation 4D3 summoning points when it summons daemons and a unit with Augment Summoning (6) would give its formation 2D3 + 6 summoning points.</p>
Daemonic Focus	<p>Any formation with a unit with the daemonic focus ability may elect to keep any or all summoned units in play in the end phase. Broken formations may not use this ability as any daemons summoned by this formation are lost when the formation breaks.</p>
Implacable Advance	<p>All formations in the army receive a +1 modifier to their action test roll when attempting a marshal action. Due to their steady, deliberate nature no formations in the army can take a march action.</p>
Chaos Lords	<p>Chaos Space Marine Lord Characters may only be added to core units within a formation. They may not be added to any upgrade units purchased for a formation.</p>
Infestation	<p>Formations completely made up of units with the infestation ability must be held in reserve and deployed using the teleport rules (2.1.17). Formations containing any units with the infestation ability may only contest objectives in the tournament game scenario.</p>

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