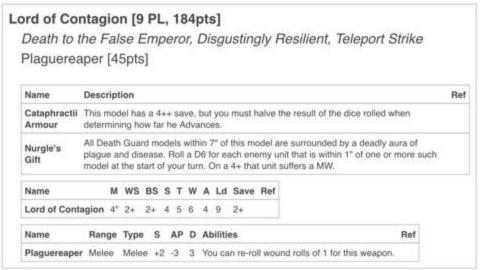
## Battalion Detachment +3CP (Chaos - Death Guard) [67 PL, 1310pts]

## HQ [15 PL, 294pts]



#### Malignant Plaguecaster [6 PL, 110pts] Death to the False Emperor, Disgustingly Resilient Name Description Ref Each time this model successfully manifests a psychic power with a Psychic test of 7 or Pestilential more, the nearest enemy unit within 7" suffers a MW after the effects of the psychic power have been resolved. Name Cast Deny Powers Known Other Ref Malignant Plaguecaster 2 1 2 Contagion M WS BS S T W A Ld Save Ref Name Malignant Plaguecaster 5" 3+ 3+ 4 5 4 3 8 3+ Range Type Ref Name S AP D Abilities Blight Grenades 6" Grenade D6 3 0 1 You can re-roll wound rolls of 1 for this weapon. **Bolt pistol** 12" Pistol 1 4 0 1 -Corrupted staff Melee Melee +2 -1 D3 -Grenade 1 6 -1 D3 -Krak grenade

## Troops [18 PL, 376pts]

## Plague Marines [9 PL, 196pts]

Death to the False Emperor, Disgustingly Resilient 6x Plague Marines [126pts], Plasma gun [13pts]

## Plague Champion [57pts]

Plaguesword [3pts]

## Power fist and Plasma gun [33pts]

Plasma gun [13pts], Power fist [20pts]

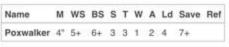
Name	М	ws	BS	s	т	W	Α	Ld	Save	Ref
Plague Champion	5"	3+	3+	4	5	1	2	8	3+	
Plague Marine	5°	3+	3+	4	5	1	1	7	3+	

Name	Range	Type	S	AP	D	Abilities R
Blight Grenades	6"	Grenade D6	3	0	1	You can re-roll wound rolls of 1 for this weapon.
Boltgun	24"	Rapid Fire 1	4	0	1	
Krak grenade	6"	Grenade 1	6	-1	D3	
Plague knife	Melee	Melee	User		1	You can re-roll wound rolls of 1 for this weapon.
Plaguesword	Melee	Melee	User	0	1	You can re-roll failed wound rolls for this weapon.
Plasma gun, Standard	24"	Rapid Fire 1	7	-3	1	
Plasma gun, Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.

## Poxwalkers [6 PL, 120pts]

Curse of the Walking Pox, Diseased Horde, Disgustingly Resilient, Mindless

20x Poxwalker [120pts]

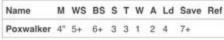


Name	Range	Туре	s	AP	D	Abilities	Ref
Improvised weapon	Melee	Melee	User	0	1		

## Poxwalkers [3 PL, 60pts]

Curse of the Walking Pox, Diseased Horde, Disgustingly Resilient, Mindless

10x Poxwalker [60pts]



Name	Range	Туре	s	AP	D	Abilities	Ref
Improvised weapon	Melee	Melee	User	0	1	-	

# Elites [4 PL, 80pts]

## Noxious Blightbringer [4 PL, 80pts]

Death to the False Emperor, Disgustingly Resilient Plasma pistol [7pts]

Name	Description												Ref
Tocsin of Misery	Noxious Blig Death Guard	htt d ui	oring nit is	ers wi	thir	syl	er of	s n	nus	st su frier	ubtr	ey are within 7" of any enemy act 2 instead). In addition, if a Noxious Blightbringers when est result when determining h	it
Name		м	ws	BS	ss	т	w	Α	Ld	Sa	ve	Ref	
Noxiou	s Blightbringer	5"	3+	3+	4	5	4	3	8	3+			
Name		0	Rang	je '	Тур	9		s		AP	D	Abilities	Re
												You can re-roll wound rolls of 1 for	his
Blight (	Grenades		6"		Grer D6	nade		3		0		weapon.	5000
-	Grenades plague bell	1000	6" Mele					V703	ser	33	2	weapon.  You can re-roll wound rolls of 1 for tweapon.	1011E

Pistol 1 7 -3 1 -

Pistol 1 8 -3 2 On a hit roll of 1, the bearer is slain.

# Fast Attack [10 PL, 158pts]

Plasma pistol,

Supercharge

Plasma pistol, Standard 12"

## Foetid Bloat-drone [10 PL, 158pts]

12"

Name	Descrip	tio	n												Re
	If this m 4+ it exp												ving	g it from the battlefield; on a	
Name		м	ws	BS	s s	т	w	Α	Ld	Save	F	tef			
Foetid Bloat	-drone	٠	4+	4+		7	10	٠	8	3+					
Name	Rang	je	Type		s		AP	D	Ab	ilities					Re
Plague prob	e Mele	е	Mele	е	Use	er.	-2	D3	Yo	u can	re-	roll wound	rolls	of 1 for this weapon.	
Plaguespitte	er 9°		Assa D6	ult	Use	r	-1	1			100			hits its target. You can re- attacking with this weapon.	
Name		F	Rema	inir	ng W	(	ha	ract	eris	tic 1	Ch	aracteristi	c 2	Characteristic 3 Ref	
Foetid Bloat	-drone					٨	Λ				s			A	
Foetid Bloat	-drone1	1 6	-10+			1	0°				6			3	
Foetid Bloat	-drone2	3	3-5			8					5			2	
Foetid Bloat	-drone3	3 1	-2			6					4			1	

## Heavy Support [16 PL, 315pts]

#### Defiler [16 PL, 315pts] Daemonic, Explodes, Infernal Regeneration Combi-plasma [15pts], Twin heavy flamer [34pts], Twin lascannon [50pts] Name M WS BS S T W A Ld Save Ref Defiler \* 4+ \* 8 7 14 \* 8 3+ Range Type S AP D Abilities Ref Name Battle Heavy 8 -2 D3 -Cannon Rapid 4 Fire 1 Boltgun 0 1 -Defiler claws Melee Melee x2 -3 D6 -This weapon automatically hits its target. When Heavy De User -2 2 attacking units with 10 or more models, change this Gorestorm 18" D6 cannon weapon's Type to Heavy 2D6. Plasma gun, 24" Rapid 7 Fire 1 -3 1 -Standard Plasma gun, 24" Rapid 8 -3 2 On a hit roll of 1, the bearer is slain after all of this Supercharge Fire 1 weapon's shots have been resolved. Heavy 5 Twin heavy 36" -1 1 bolter 6 Heavy <sub>9</sub> Twin 48" -3 D6 lascannon Remaining W Characteristic 1 Characteristic 2 Characteristic 3 Ref Name Defiler -BS A Defiler1 8-14+ 3 8" 3 Defiler2 4-7 6" 5+ Defiler3 1-3 4" D3 5+

## Dedicated Transport [4 PL, 87pts]

naos Rhino Explodes	ויכ	4 1	L,	ö	/ p	ts								
Combi-bolt	er	[2]	ots]	, (	Co	mb	oi-	pla	sn	na	[15pts]			
Name	Ca	paci	ty										Ref	
Chaos Rhino	10	Deat	th Gu	ar	d Ir	fant	ry.	No 1	Term	nin	ator, Cult of Dest	ruction, or Jump Pa	ck	
Name	м	ws	BS	s	т	w	Α	Ld	Sa	ive	Ref			
Chaos Rhino		6+	٠	6	7	10	•	8	3+					
Name		Ra	nge	т	уре		s	AP	D	Α	pilities			Re
Boltgun		24			api ire		4	0	1	9				
Combi-bolter		24			api		4	0	1	÷				
Plasma gun, Standard		24			api ire		7	-3	1					
Plasma gun, Supercharge		24	н		api ire		8	-3	2			e bearer is slain afte ve been resolved.	er all of this	
Twin heavy bol	ite	36	8	H 6	eav	/y	5	-1	1	÷				
Name	R	ema	ining	W	1 0	har	act	teris	tic	1	Characteristic 2	Characteristic 3	Ref	
Chaos Rhino	į.				٨	1				33	BS	Α		
Chaos Rhino1	6-	10+			1	2"				3)	3+	3		
Chaos Rhino2	3-	5			6					3	4+	D3		
Chaos Rhino3	1-	2			3					18	5+	10		

# Battalion Detachment (Chaos - Chaos Space Marines) [33 PL, 689pts] Troops [9 PL, 177pts]

# Chaos Space Marines [9 PL, 177pts]

Death to the False Emperor

9x Chaos Space Marine [117pts], Heavy bolter [10pts], Nurgle, Plasma gun [13pts]

## Aspiring Champion [37pts]

Combi-plasma [15pts], Lightning claw [9pts]

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Aspiring Champion	6°	3+	3+	4	4	1	2	8	3+	
Chaos Space Marine	6"	3+	3+	4	4	1	1	7	3+	

Name	Range	Type	S	AP	D	Abilities	Ref
Bolt pistol	12"	Pistol 1	4	0	1		
Boltgun	24"	Rapid Fire 1	4	0	1	•	
Frag grenade	6"	Grenade D6	3	0	1		
Heavy bolter	36"	Heavy 3	5	-1	1	*	
Krak grenade	6"	Grenade 1	6	-1	D3		
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wound rolls for this weapon, if a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.	
Plasma gun, Standard	24"	Rapid Fire 1	7:	-3	1		
Plasma gun, Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.	

## Elites [14 PL, 325pts]

## Chaos Terminators [14 PL, 325pts]

Death to the False Emperor, Teleport Strike Nurgle

## Chaos Terminator [71pts]

Chainfist [22pts], Reaper autocannon [18pts]

## Chaos Terminator [68pts]

Chainfist [22pts], Combi-plasma [15pts]

## Chaos Terminator [68pts]

Chainfist [22pts], Combi-plasma [15pts]

## Chaos Terminator [68pts]

Chainfist [22pts], Combi-plasma [15pts]

## Terminator Champion [50pts]

Combi-plasma [15pts], Power sword [4pts]

Name	М	ws	BS	s	Т	W	Α	Ld	Save	Ref
Chaos Terminator	5°	3+	3+	4	4	2	2	8	2+	
Terminator Champion	5*	3+	3+	4	4	2	3	9	2+	

Name	Range	Type	S	AP	D	Abilities	Re
Boltgun	24"	Rapid Fire 1	4	0	1	*2	
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.	
Plasma gun, Standard	24*	Rapid Fire 1	7	-3	1	£9	
Plasma gun, Supercharge	24*	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.	
Power sword	Melee	Melee	User	-3	1	£3	
Reaper autocannon	36"	Heavy 4	7	-1	1	•	

#### Heavy Support [10 PL, 187pts]

#### Chaos Predator [10 PL, 187pts] Explodes Combi-plasma [15pts], Nurgle, Twin lascannon [50pts] Two heavy bolters [20pts] 2x Heavy bolter [20pts] Name M WS BS S T W A Ld Save Ref Chaos Predator \* 6+ \* 6 7 11 \* 8 3+ Range Type S AP D Abilities Ref Rapid 24" 401 -Boltgun Fire 1 Heavy 5 -1 1 -Heavy bolter 36° Plasma gun, Rapid 24\* 7 -3 1 -Standard Fire 1 Plasma gun, On a hit roll of 1, the bearer is slain after all of this Rapid Supercharge Fire 1 weapon's shots have been resolved. Heavy 9 -3 D6 -Twin lascannon 48° Remaining W Characteristic 1 Characteristic 2 Characteristic 3 Ref Name Chaos Predator -BS M Chaos Predator1 6-11+ 12" 3 3 Chaos Predator2 3-5 D3 Chaos Predator3 1-2 3" 5+ 1

#### Selection Rules

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.

Daemonic: This model has a 5++.

Death to the False Emperor

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 5-6, it does not lose that wound.

**Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

**Infernal Regeneration:** At the beginning of each of your turns, this model heals one wound.

Mindless: This unit never has to take Morale tests.

**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.