

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

HQ [15 PL, 294pts]

Lord of Contagion [9 PL, 184pts]

Death to the False Emperor, Disgustingly Resilient, Teleport Strike
Plaguereaper [45pts]

Name	Description	Ref
Cataphractii Armour	This model has a 4++ save, but you must halve the result of the dice rolled when determining how far he Advances.	
Nurgle's Gift	All Death Guard models within 7" of this model are surrounded by a deadly aura of plague and disease. Roll a D6 for each enemy unit that is within 1" of one or more such model at the start of your turn. On a 4+ that unit suffers a MW.	

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Lord of Contagion	4"	2+	2+	4	5	6	4	9	2+	

Name	Range	Type	S	AP	D	Abilities	Ref
Plaguereaper	Melee	Melee	+2	-3	3	You can re-roll wound rolls of 1 for this weapon.	

Malignant Plaguecaster [6 PL, 110pts]

Death to the False Emperor, Disgustingly Resilient

Name	Description	Ref
Pestilential Fallout	Each time this model successfully manifests a psychic power with a Psychic test of 7 or 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		

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Malignant Plaguecaster	5"	3+	3+	4	5	4	3	8	3+	

Name	Range	Type	S	AP	D	Abilities	Ref
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	-
Krak grenade	6"	Grenade	1	6	-1	D3	-

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	M	WS	BS	S	T	W	A	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	Ref
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	M	WS	BS	S	T	W	A	Ld	Save	Ref
Poxwalker	4"	5+	6+	3	3	1	2	4	7+	

Name	Range	Type	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	M	WS	BS	S	T	W	A	Ld	Save	Ref
Poxwalker	4"	5+	6+	3	3	1	2	4	7+	

Name	Range	Type	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	Units must subtract 1 from their Ld whilst they are within 7" of any enemy Noxious Blightbringers (Psykers must subtract 2 instead). In addition, if a Death Guard unit is within 7" of any friendly Noxious Blightbringers when it Advances, roll two dice and discard the lowest result when determining how far that unit Advances.	

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Noxious Blightbringer	5"	3+	3+	4	5	4	3	8	3+	

Name	Range	Type	S	AP	D	Abilities	Ref
Blight Grenades	6"	Grenade D6	3	0	1	You can re-roll wound rolls of 1 for this weapon.	
Cursed plague bell	Melee	Melee	User	0	2	You can re-roll wound rolls of 1 for this weapon.	
Krak grenade	6"	Grenade 1	6	-1	D3	-	
Plasma pistol, Standard	12"	Pistol 1	7	-3	1	-	
Plasma pistol, Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.	

Fast Attack [10 PL, 158pts]

Foetid Bloat-drone [10 PL, 158pts]

Daemonic, Disgustingly Resilient

Plague probe [25pts], 2x Plaguespitter [34pts]

Name	Description	Ref
Putrid Explosion	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 4+ it explodes, and each unit within 7" suffers 1 MW.	

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Foetid Bloat-drone	*	4+	4+	*	7	10	*	8	3+	

Name	Range	Type	S	AP	D	Abilities	Ref
Plague probe	Melee	Melee	User	-2	D3	You can re-roll wound rolls of 1 for this weapon.	
Plaguespitter	9"	Assault D6	User	-1	1	This weapon automatically hits its target. You can re-roll wound rolls of 1 when attacking with this weapon.	

Name	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
Foetid Bloat-drone	-	M	S	A	
Foetid Bloat-drone1	6-10+	10"	6	3	
Foetid Bloat-drone2	3-5	8"	5	2	
Foetid Bloat-drone3	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+	

Name	Range	Type	S	AP	D	Abilities	Ref
Battle Cannon	72"	Heavy D6	8	-2	D3	-	
Boltgun	24"	Rapid Fire 1	4	0	1	-	
Defiler claws	Melee	Melee	x2	-3	D6	-	
Gorestorm cannon	18"	Heavy D6	User	-2	2	This weapon automatically hits its target. When attacking units with 10 or more models, change this weapon's Type to Heavy 2D6.	
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.	
Twin heavy bolter	36"	Heavy 6	5	-1	1	-	
Twin lascannon	48"	Heavy 2	9	-3	D6	-	

Name	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
Defiler	-	M	BS	A	
Defiler1	8-14+	8"	4+	3	
Defiler2	4-7	6"	5+	3	
Defiler3	1-3	4"	5+	D3	

Dedicated Transport [4 PL, 87pts]

Chaos Rhino [4 PL, 87pts]

Explodes

Combi-bolter [2pts], Combi-plasma [15pts]

Name	Capacity	Ref
Chaos Rhino	10 Death Guard Infantry. No Terminator, Cult of Destruction, or Jump Pack	

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Chaos Rhino	*	6+	*	6	7	10	*	8	3+	

Name	Range	Type	S	AP	D	Abilities	Ref
Boltgun	24"	Rapid Fire 1	4	0	1	-	
Combi-bolter	24"	Rapid Fire 2	4	0	1	-	
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.	
Twin heavy bolter	36"	Heavy 6	5	-1	1	-	

Name	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
Chaos Rhino	-	M	BS	A	
Chaos Rhino1	6-10+	12"	3+	3	
Chaos Rhino2	3-5	6"	4+	D3	
Chaos Rhino3	1-2	3"	5+	1	

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	M	WS	BS	S	T	W	A	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	Ref
Boltgun	24"	Rapid Fire 1	4	0	1	-	
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	-	
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	-	
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+	

Name	Range	Type	S	AP	D	Abilities	Ref
Boltgun	24"	Rapid Fire 1	4	0	1	-	
Heavy bolter	36"	Heavy 3	5	-1	1	-	
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.	
Twin lascannon	48"	Heavy 2	9	-3	D6	-	

Name	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
Chaos Predator	-	M	BS	A	
Chaos Predator1	6-11+	12"	3	3	
Chaos Predator2	3-5	6"	4+	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.