

DEATH GUARD

H:OR

CODEX HERETIC ASTARTES: DEATH GUARD

This Team List uses the special rules and wargear lists found in Codex Heretic Astartes: Death Guard. If a rule differs from the Codex, it will be clearly stated.

The points are intended for the model **WITHOUT** the equipment listed, you need to add the costs of the wargear you can find in Codex Heretic Astartes: Death Guard and the latest Chapter Approved.

MODEL AVAILABILITY

You must adhere to the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-20 Core models
- 0-3 Special models

LEGION TRAITS

All Infantry models in a Death Guard Kill Team gain the Legion Trait **Inexorable Advance**, so long as every unit in that Kill Team is from the same Legion. The Legion Trait is as shown on Page 96 of the codex.

CHAMPION OF TRAITORS

Leaders count towards the model count for units that share all **KEYWORDS** with that Leader for the purposes of weapon/wargear availability. Additionally, any unit that shares all its **KEYWORDS**, except for **CHARACTER**, with the chosen Leader of a team is counted as a Core

model for the purposes of unit availability. If that model is already Core but has a maximum number of models that can be included in a team, double that maximum number. This does not affect Model Availability.

CONTAGION DISCIPLINE

Before the battle, generate the psychic powers for **PSYKERS** that can use the Contagion discipline using the table on page 101 of the codex.

LOCALISED INFECTION

Any abilities that refer to, or effect, units should be read as affecting models for the purpose of Herald of Ruin: Kill Team.

DAEMONIC RITUAL, AMENDED

This rule functions as seen in the codex with a few exceptions. You summon single daemon models, and can summon any number in any combination. Instead of using Power Rating use the Daemon Value below. The total Daemon Value of all daemons summoned must not exceed the value of the summoning roll. You may not summon daemons you have not paid reinforcement points for (See 40k Rulebook pg.214)

Daemon Name	Daemon Value
Nurgling	3
Plaguebearer	4
Beast of Nurgle	5
Plague Drone	6

PHILOSOPHIES

Death Guard Kill Teams have access to exclusive Philosophies, as described below, in addition to the ones found in the Kill Team rulebook. You can pick one of these philosophies for your Kill Team instead of the ones presented in the main rules (remember that your Kill Team can only have one Philosophy).

PHILOSOPHIES	
Count the Seven	+ 1 TP for every 7 enemy units removed as casualties.
1st Plague Company	+ 2 TP if your team comprises of only TERMINATOR or POXWALKER models
The Gifted	+ 3 TP if, before the game starts, you declare you will only target CULTIST and POXWALKER models with tactical actions.

TACTICAL ACTIONS

Death Guard Kill Teams have access to exclusive Tactical Actions, as described below, in addition to the ones found in the Kill Team rulebook.

TACTICAL ACTIONS		
Cloud of Flies	1TP	Use this Tactical Action during your Movement Phase. Select a DEATH GUARD INFANTRY model. Until the start of your next movement phase enemy models can only shoot at this model and models within 3" of it if they are the closest visible targets.
Putrid Detonation	XTP	Use this Tactical Action during any Fight Phase. Select X number of CULTIST or POXWALKER models. If any of these models are killed during this phase, before it is removed from the board, it explodes as if it was a Blight Grenade.
Blight Bombardment	1TP	Use this Tactical Action at the beginning of your Shooting Phase. Every model in the team equipped with a grenade can throw one instead of only one model in the team being able to do so.
Inevitable Fate	1TP	Select one model at the beginning of your turn. This model may reroll all failed to hit rolls with a Plague Weapon this turn.
The Galaxy Burns	1TP	Use at the beginning of any Fight phase. All friendly DEATH GUARD units gain +1 Attack until the end of the phase.

TEAM LEADERS

BLIGHTLORD TERMINATOR CHAMPION

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Blightlord Terminator Champion	4"	3+	3+	4	5	4	3	9	2+
EQUIPMENT	<ul style="list-style-type: none"> - Combi-Bolter - Bubotic Axe 								
RULES	<ul style="list-style-type: none"> - Death to the False Emperor - Disgustingly Resilient - Cataphractii Armour - Teleport Strike - Aura of Rust 								
OPTIONS	<ul style="list-style-type: none"> - May replace their Combi-Bolter with one item from the Combi-Weapons list. - May replace their Bubonic Axe with a Balesword. - May take items from the Armoury 								
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD								
KEYWORDS	CHARACTER, INFANTRY, TERMINATOR, BLIGHTLORD TERMINATORS								

PLAGUE CHAMPION

35

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Plague Champion	5"	3+	3+	4	5	4	2	8	3+
EQUIPMENT	<ul style="list-style-type: none"> - Plague Knife - Boltgun - Blight grenades - Krak grenades 								
RULES	<ul style="list-style-type: none"> - Death to the False Emperor - Disgustingly Resilient - Vectors of Death and Disease 								
OPTIONS	<ul style="list-style-type: none"> - May replace their Plague Knife with a Plaguesword - May replace their Boltgun with a Bolt Pistol, Plasma Pistol or Plasma Gun - May take a Power Fist - May take items from the Armoury 								
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD								
KEYWORDS	CHARACTER, INFANTRY, PLAGUE MARINES								

PLAGUE SURGEON

53

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Plague Surgeon	5"	3+	3+	4	5	4	3	8	3+
EQUIPMENT	- Plague Knife - Bolt Pistol - Blight Grenades - Krak Grenades								
RULES	- Death to the False Emperor - Disgustingly Resilient - Tainted Narethecium - Gene-seed Thief								
OPTIONS	- May replace their Plague Knife with a Balesword - May take items from the Armoury								
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD								
KEYWORDS	CHARACTER, INFANTRY, PLAGUE SURGEON								

TALLYMAN

48

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tallyman	5"	3+	3+	4	5	4	3	8	3+
EQUIPMENT	- Bolt Pistol - Blight grenades - Krak grenades								
RULES	- Death to the False Emperor - Disgustingly Resilient - Festering Zealot - The Seven-fold Chant: Roll 2d6 each time you spend Tactical Points to use a Tactical Actions. If the result is 7 the Tactical Points are refunded.								
OPTIONS	- May replace their Bolt Pistol with a Plasma Pistol - May take items from the Armoury								
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD								
KEYWORDS	CHARACTER, INFANTRY, TALLYMAN								

PLAGUECASTER'S APPRENTICE

70

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Plaguecaster's Apprentice	5"	3+	3+	4	5	4	3	8	3+
EQUIPMENT	<ul style="list-style-type: none"> - Corrupted Staff - Bolt Pistol - Blight Grenades - Krak Grenades 								
RULES	<ul style="list-style-type: none"> - Death to the False Emperor - Disgustingly Resilient - 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 wound as if hit with a Blight Grenade after the effects of the psychic power has been resolved 								
OPTIONS	<ul style="list-style-type: none"> - May take items from the Armoury 								
PSYKER	This model can attempt to manifest one psychic power in each friendly Psychic phase and attempt to deny one psychic power each enemy Psychic phase. It knows the <i>Smite</i> psychic power and one psychic power from the Contagion discipline.								
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD								
KEYWORDS	CHARACTER, INFANTRY, PLAGUECASTER'S APPRENTICE								

SEEKER OF THE MANTLE

59

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Seeker of The Mantle	4"	3+	3+	4	5	4	4	9	2+
EQUIPMENT	<ul style="list-style-type: none"> - Plaguereaper 								
RULES	<ul style="list-style-type: none"> - Death to the False Emperor - Disgustingly Resilient - Cataphractii Armour - Teleport Strike - Nurgle's Gift: All DEATH GUARD models within 7" of a friendly SEEKER OF THE MANTLE are surrounded by an aura of disease. Roll a dice for each enemy model that is within 1" of any affected friendly models at the start of your turn on a 4+ that enemy model suffers a wound as if hit by a blight grenade 								
OPTIONS	<ul style="list-style-type: none"> - May replace its Plaguereaper with a Manreaper - May take items from the Armoury 								
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD								
KEYWORDS	CHARACTER, INFANTRY, TERMINATOR, SEEKER OF THE MANTLE								

CULTIST CHAMPION

14

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cultist Champion	6"	4+	4+	3	3	3	2	6	6+
EQUIPMENT	- Autogun								
OPTIONS	- May replace his Autogun with a Shotgun or an Auto Pistol and Brutal Assault Weapon. - May take items from the Armoury								
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD								
KEYWORDS	CHARACTER, INFANTRY, CHAOS CULTIST								

POSSESSED

36

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Possessed	7"	3+	3+	5	4	4	*	8	3+
EQUIPMENT	- Horrifying Mutations								
RULES	- Death to the False Emperor - Daemonic - Writhing Tentacles								
OPTIONS	- May take items from the Armoury								
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD								
KEYWORDS	CHARACTER, INFANTRY, DAEMON, POSSESSED								

CORE

CHAOS CULTIST

4

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Cultist	6"	4+	4+	3	3	1	1	5	6+
EQUIPMENT	- Autogun								
OPTIONS	- May replace their Autogun with an Auto Pistol and Brutal Assault Weapon. - For every 10 CHAOS CULTIST models in a team, one Chaos Cultist may replace their Autogun with a Heavy Stubber, or a Flamer.								
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD								
KEYWORDS	INFANTRY, CHAOS CULTIST								

PLAGUE MARINE

17

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Plague Marine	5"	3+	3+	4	5	1	1	7	3+
EQUIPMENT	- Plague Knife - Boltgun - Blight Grenades - Krak Grenades								
RULES	- Death to the False Emperor - Disgustingly Resilient - Vectors of Death and Disease - Icon of Despair								
OPTIONS	- Up to two Plague Marines in a team replace their Boltgun with either Plague Spewer, Plague Belcher, Blight Launcher, Meltagun or a Plasma Gun. - Any Plague Marine can replace their Boltgun with either a second Plague Knife. - Up to two Plague Marines in a team can replace their Boltgun with a Mace of Contagion and a Bubotic Axe. - Up to two Plague Marines in a team can each replace their Boltgun with either a Great Plague Cleaver or a Flail of Corruption. - One Plague Marine in a team with a Boltgun or with two Plague Knives may also take an Icon of Despair.								
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD								
KEYWORDS	INFANTRY, PLAGUE MARINES								

POXWALKERS

6

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Poxwalkers	4"	5+	6+	3	3	1	2	4	7+
EQUIPMENT	- Improvised Weapon								
RULES	- Disgustingly Resilient - Mindless - Curse of the Walking Pox: Each time an enemy INFANTRY model is slain by a friendly POXWALKER during the fight phase, add one Poxwalker model to your team. - Diseased Horde: You can add 1 to all hit rolls for this model in the fight phase if your team contains more than 5 POXWALKERS .								
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD								
KEYWORDS	INFANTRY, POXWALKERS								

PLAGUEBEARER

(Must be summoned through Daemonic Ritual)

7

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Plaguebearer	5"	4+	4+	4	4	1	1	7	6+
EQUIPMENT	- Plaguesword								
RULES	- Daemonic Ritual - Disgustingly Resilient - Daemonic								
FACTION KEYWORDS	CHAOS, NURGLE, DAEMON								
KEYWORDS	INFANTRY, PLAGUEBEARER								

NURGLINGS

(Must be summoned through Daemonic Ritual)

18

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Nurgling Swarm	5"	4+	4+	2	2	4	4	7	6+
EQUIPMENT	- Diseased Claws and Teeth								
RULES	- Daemonic Ritual - Disgustingly Resilient - Daemonic - Squishable								
FACTION KEYWORDS	CHAOS, NURGLE, DAEMON								
KEYWORDS	SWARM, NURGLING								

SPECIAL

NOXIOUS BLIGHTBRINGER

44

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Noxious Blightbringer	5"	3+	3+	4	5	2	3	8	3+
EQUIPMENT	<ul style="list-style-type: none"> - Plague Bell - Bolt Pistol - Blight Grenades - Krak Grenades 								
RULES	<ul style="list-style-type: none"> - Death to the False Emperor - Disgustingly Resilient - Tocsin of Misery 								
OPTIONS	<ul style="list-style-type: none"> - May replace their Bolt Pistol with a Plasma Pistol - May take items from the Armoury 								
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD								
KEYWORDS	CHARACTER, INFANTRY, NOXIOUS BLIGHTBRINGER								

JOURNEYMAN BLIGHTSPAWN

52

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Foul Blightspawn	5"	3+	3+	4	5	2	3	8	3+
EQUIPMENT	<ul style="list-style-type: none"> - Plague Gusher (See Armoury) - Blight Grenades - Krak Grenades 								
RULES	<ul style="list-style-type: none"> - Death to the False Emperor - Disgustingly Resilient - Unholy Death's Head - Revolting Stench 								
OPTIONS	<ul style="list-style-type: none"> - May take items from the Armoury 								
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD								
KEYWORDS	CHARACTER, INFANTRY, FOUL BLIGHTSPAWN								

BIOLOGUS PUTRIFIER

60

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Biologus Putrifier	5"	3+	3+	4	5	2	3	8	3+
EQUIPMENT	<ul style="list-style-type: none"> - Injector Pistol - Plague Knife - Hyper Blight Grenades - Krak Grenades 								
RULES	<ul style="list-style-type: none"> - Death to the False Emperor - Disgustingly Resilient - Pestilential Explosion - Blight Racks - Blight Grenadier: The Hyper Blight Grenades used by this model are not subject to One Use Only, as such this model may be considered to have an infinite number of Hyper Blight Grenades. 								
OPTIONS	<ul style="list-style-type: none"> - May take items from the Armoury 								
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD								
KEYWORDS	CHARACTER, INFANTRY, BIOLOGUS PUTRIFIER								

DEATHSHROUD TERMINATOR

35

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Deathshroud Terminator	4"	3+	3+	5	5	2	3	8	2+
EQUIPMENT	<ul style="list-style-type: none"> - Manreaper - Plaguespurt Gauntlet 								
RULES	<ul style="list-style-type: none"> - Death to the False Emperor - Disgustingly Resilient - Cataphractii Armour - Eyes of Mortarion - Silent Bodyguard - Teleport Strike 								
OPTIONS	<ul style="list-style-type: none"> - May take items from the Armoury 								
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD								
KEYWORDS	INFANTRY, TERMINATOR, DEATHSHROUD								

BLIGHTLORD TERMINATOR

38

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Blightlord Terminator	4"	3+	3+	4	5	2	2	8	2+
EQUIPMENT	<ul style="list-style-type: none"> - Combi-Bolter - Bubotic Axe 								
RULES	<ul style="list-style-type: none"> - Death to the False Emperor - Disgustingly Resilient - Cataphractii Armour - Aura of Rust - Teleport Strike 								
OPTIONS	<ul style="list-style-type: none"> - Any model may replace its combi-bolter with an item from the Combi-weapons list. - Any model may replace its Bubotic Axe with a Bale Sword - For every three BLIGHTLORD TERMINATOR models in the team, one Blightlord Terminator may replace their Combi-Bolter with a Plague Spewer, Reaper Autocannon or Blight Launcher - For every three BLIGHTLORD TERMINATOR models in the team, one Blightlord Terminator may replace their Combi-Bolter and Bubotic axe, with a Flail of Corruption - May take items from the Armoury 								
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD								
KEYWORDS	INFANTRY, TERMINATOR, BLIGHTLORD TERMINATOR								

POSSESSED

22

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Possessed	7"	3+	3+	5	4	2	*	8	3+
EQUIPMENT	<ul style="list-style-type: none"> - Horrifying Mutations 								
RULES	<ul style="list-style-type: none"> - Death to the False Emperor - Daemonic - Writhing Tentacles 								
OPTIONS	<ul style="list-style-type: none"> - One model in a team may take a Chaos Icon - May take items from the Armoury 								
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD								
KEYWORDS	INFANTRY, DAEMON, POSSESSED								

CHAOS SPAWN

33

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaos Spawn	7"	4+	-	5	5	4	D6	9	5+
EQUIPMENT	- Hideous Mutations								
RULES	- Fearsome - Mutated Beyond Reason								
FACTION KEYWORDS	CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD								
KEYWORDS	BEAST, CHAOS SPAWN								

BEAST OF NURGLE

(Must be summoned through Daemonic Ritual)

38

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Beast of Nurgle	6"	4+	-	4	5	5	D6	7	6+
EQUIPMENT	- Putrid Appendages								
RULES	- Daemonic Ritual - Disgustingly Resilient - Daemonic - Attention Seeker - Deadly Slime Trail								
FACTION KEYWORDS	CHAOS, NURGLE, DAEMON								
KEYWORDS	BEAST, BEAST OF NURGLE								

PLAGUE DRONE

(Must be summoned through Daemonic Ritual)

34

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Plague Drone	10"	4+	4+	4	5	4	1	7	6+
EQUIPMENT	- Plaguesword - Prehensile Proboscis								
RULES	- Daemonic Ritual - Disgustingly Resilient - Daemonic								
FACTION KEYWORDS	CHAOS, NURGLE, DAEMON								
KEYWORDS	CAVALRY, FLY, PLAGUE DRONE								

ARMOURY

ITEM	DESCRIPTION
Bloodrot Rounds	Non- CHAOS CULTIST Leaders Only. 5 pts. A virulent disease that has found its perfect vector in the form of bolter rounds, the Bloodrot Disease is a useful tool in the hands of a Death Guard marksman. All models with 3" of the bearer treat bolt weapons as Plague Weapons . Bolt Weapons are any weapons with Bolt in the name.
Crown of the Pox Plague	Leaders Only. 10 pts. The Crown of the Pox Plague is a rusted ring with a single crooked horn extending upward. Acting as a macabre mirror of the distinct protrusion found on the Poxwalkers it summons. When a CHAOS CULTISTS dies within 7" of this model roll a D6, on a 5+ put a POXWALKER exactly where the CHAOS CULTISTS died.
Covenant of Plague	Leader only. 10 pts. The Father of Disease seeds many sicknesses in his champions, perhaps to help, perhaps to test. At the beginning of any battle round this model may take a mortal wound. If it does so, it and friendly models within 3" of it are targeted at -1 to hit for that battle round. The mortal wound can be discarded by an ability such as Disgustingly Resilient.
Cursed Carillon	NOXIOUS BLIGHTBRINGER Only. 10 pts. A Set of bells that herald plague and madness, always shrouded by clouds of green smog, the Carillon's bells ring gently even in utterly still air. Over time, the noise builds to a nauseating barrage capable of sending the sanest man into a pit of despair and madness. Roll a D6 for each model with 7 inches of the bearer and add the turn number to the result. On a result of 7+ that model must end its next movement phase closer to the bearer than it began.
Icon of Seeping Decay	Non-CHAOS CULTIST Models Only. 10 pts. Once-proud banners, badges, or other mighty totems of faith, the Icons of Seeping Decay have long since lost any regal visage and instead drip with the corruption of Nurgle. Models that are within 6" of any friendly models with an Icon of Seeping Decay must add 1 to their Leadership characteristic.
Plague Cauldron	JOURNEYMAN BLIGHTSPAWN Only. 5 pts. The plague cauldrons are not only deadly instruments of war they are artefacts of profane worship and dedication for the followers of the Lord of Decay. You MAY reroll one die when determining the profile of this models Plague Gusher.
Plague Claw	BIOLOGUS PUTRIFIER Only. 10 pts. A twisted fusion of rotting flesh and corroded machinery, a Plague Claw launches a pulsating tube with a barbed claw at the end that punches through armour and flesh and spews all manner of toxins directly into the target's body. This model may make one of its close combat attacks in the fight phase using the Injector Pistol Profile as if it was Type: Melee.
Scab	PLAGUE SURGEON Only. 5 pts. Scab is a favourite drug for those who follow the Lord of Plagues. Each dose of the thick purplish liquid worms into the user's body with the sickening sensation that the gelatinous mess is somehow alive. If a model ignores a wound as a result of the Tainted Narthecium rule. Increase that models toughness by 1 until the end of the Phase.
Familiars	<i>A Team Leader may take up to two familiars in any combination, but having more than one of the same kind does not confer the same bonus twice. Other models may take a maximum of one familiar. Familiars can be represented by small</i>

	<i>separate models that have no effect on the game, or by modelling them onto existing miniatures.</i>
Reloader Familiar	10 pts. Frantically squirting ichor into fuel tanks or teleporting fresh bolt shells into depleted magazines, this tiny bound daemon helps its master keep up a torrent of firepower. This model re-rolls 1s to Wound when firing ranged weapons.
Linkdevil Familiar	5 pts. A daemon bound into a long and horribly animated chain, that strikes snakelike at those it perceives as weak. If an enemy model or models falls back from the bearer, the bearer may immediately make a single melee attack or pistol shot against one of them
Combat Familiar	X pts. X=double the bearer's unmodified Strength. A portion of the bearer's martial pride made manifest. At the end of the Fight phase, if this model is still alive, it makes 2 additional attacks as though it were armed only with a close combat weapon (S: user AP: 0 DMG: 1)
Spell Familiar	PSYKER only. 5 pts. A minor warp entity has made a deal with this Sorcerer and entered the material realm. You may reroll a single die per friendly psychic phase, but if it shows the same result again, it counts as a double (ie. If you reroll a 1 and get another 1, you suffer Perils of the Warp, even if the other die was not a 1.)
Regeneration Familiar	Leader only. 13 pts. This Heretic Astartes has made a pact with a powerful dark entity, of which this familiar is but a tiny part. It keeps him from harm, but at what cost? At the beginning of each friendly turn, you may roll a D6. On a 5+, this model regains a wound lost earlier in the game. On a 1, it takes a mortal wound.
Nurgling Familiar	Leader Only. 10 pts. Before your opponent rolls to wound this model use this item. Your Nurgling is instantly wounded and all the damage is allocated onto the Nurgling. You may only uses this once per battle.
<i>Armour Upgrades</i>	<i>Upgrades to armour can be taken in any combination, but must follow all the relevant keyword restrictions.</i>
Pox-Crusted Adamantium	Non-TERMINATOR Only. 14 pts. Unspeakable filth covers the warrior almost entirely, gumming up joints and weak points alike. This model always moves and charges as though through terrain, but improves its Toughness by 1 and gains a 6+ invulnerable save
Spiky Bits	10 pts. It's what it sounds like... If this model charged successfully in the preceding phase, roll a D6 at the beginning of the Fight phase. On a 6 the enemy player allocates a single mortal wound to one of their models within 1" of this model.
Oculi Maledictum	Leader and Special Models Only. 5 pts. Through lenses tinted with the blood of heroes, the champion of Chaos perceives his prey wherever it skulks. Any Hidden enemy model within 12" of this model is immediately revealed.
Haunted Adamantium	Leader and Special Models Only. 10 pts. Emitting clouds of exhaust smoke that screech obscenities, sprouting incessantly arguing faces or followed eternally by a tiny freak weather system, this armour is extremely unnerving to its wearer's foes. This model may never hide, but enemy models within 6" suffer a -1 penalty to Leadership. If this model has Inspiring Presence, the distance is increased to the extent of its Inspiring Presence.
<i>Weapon Upgrades</i>	<i>The following items replace a weapon of your choice unless otherwise stated.</i>
The Death Toll	Leader Only. 15 pts. Ask not for whom the bell tolls. The peal of this rusted, dripping bell brings waves of nausea and despair to the hardest of warriors, and has made whole civilian settlements give themselves to Nurgle without a shot being fired. Profile below.

Bone Maul	Leader Only. 10 pts. The dull grey bone maul is covered with runic etchings. With each bloody impact the maul becomes cleaner and brighter than when the battle began, until its foe is dead and it appears as gleaming ivory. After the battle it slowly tarnishes again, until it returns to its original dull grey. Profile below.
Epidemia	Leader Only. 18 pts. So prolific are the daemon-bacteria infesting this plague weapon that the body of any foe struck down by its filth-stream swells into a quivering, pus-bloated blister, before bursting amongst its kin in a spray of deadly contagions. Profile below.
An'garrach	CHAOS CULTIST Leader Only. 5 pts. A Legion chainsword containing the bound essence of one or more Nurglings, An'garrach exists to spread illness, and is too stupid a creature to realise the indignity of its situation. Profile below.
<i>Plagues of Nurgle</i>	<i>A Leader may take only one plague of Nurgle.</i>
Aleynikov's Bane	5 pts. A particularly mutagenic, insidious disease native to Sideria II, the strain known as Aleynikov's Bane is characterised by a seemingly idiopathic pooling of blood in various parts of the body. Models in base contact with this model do not count as alive for the purposes of Rout Thresholds
Flyblown Palsy	5 pts. When shrouded in flies that survive by devouring the nerves that allow you to walk, retreat ceases to be an option. Enemy units within 7 inches of this model reduce any movement by 1 inch.
Brain Fever	5 pts. Psykers suffering the Brain Fever battle to draw on even the most basic powers of the immaterium, rendered unable to think and slow to respond. Enemy PSYKERS within 7 inches increase the warp change value of all powers by 1
<i>Miscilaneous Gear</i>	<i>The following items do not replace anything, but represent additional wargear carried by your team.</i>
Smoke Grenade	8 points. One use only. You may purchase more than one of this item per model. Instead of Shooting, you may choose a point within 8" of the bearer. Until the start of your next turn, all models (friend and foe) within 3" of the chosen point are targeted at -1 to hit by attacks in the Shooting phase. Models can draw line of sight into and out of the affected area, but not through it.
Hypercharger	5 points. Choose one of the bearer's ranged weapons which does not hit automatically. When firing that weapon, you may increase its Strength by up to +2. For each +1 increase in Strength, the bearer takes a -1 penalty to their rolls to Hit. As this requires some careful calibration, you may not use it when firing Overwatch
Bloodseeker Ammunition	Leader and Special Models Only. 8 points. Choose one of the bearer's ranged weapons. You may not choose a weapon that hits automatically. When you roll a 6 to Wound with this weapon, that shot's AP is improved by 3. (E.g. AP -1 becomes AP -4.)
Personal Teleporter	TERMINATOR Only. 5 points. Instead of moving, the model may teleport. If you decide to teleport, roll 2D6 and move the model that number of inches in any direction as though it had the FLY keyword (though it still may not fall back and shoot) This counts as Moving for any relevant purposes.
Targeter	5 points. If the bearer did not move in the preceding Movement phase, it may reroll to Hit rolls of 1 in the Shooting phase.
Hungering Grimoire	PSYKER Only. 10 points. If the bearer kills an enemy model in the Fight phase, roll a D6. On a 5+ the bearer regains a wound lost earlier in the game.
Daemonic Visage	7 points. Reduce the result of Charge distance rolls against this model by 1.

ARMOURY WEAPON PRIFILES

Name	Type	Range	Strength	AP	Damage	Abilities
The Death Toll	Pistol D6	12"	3	-1	1	This weapon hits automatically. Any enemy model that takes an unsaved Wound from this weapon reduces its Weapon Skill by 1 for the rest of the battle round.
An'garrach	Melee	Melee	User	-2	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Bone Maul	Melee	Melee	+2	0	3	Plague Weapon. When attacking with this weapon, you must subtract 1 from the hit roll. Each time you make a wound roll of 6+ for one of this weapons attacks, increase the AP of that weapon by 1 (e.g. AP -2 becomes AP -3) to a max of AP -3.
Epidemia	Assault D6	9"	5	-1	1	Plague Weapon (pg. 68). This weapon automatically hits its target
Plague Gusher	Assault D6	9"	D6+1	-2	D3	Plague Weapon (pg. 68). This weapon automatically hits its target. Roll to determine the strength of this weapon after selecting a target but before determining the number of shots.