

# 1000 pts (Warhammer 40,000 10th Edition) [1,000pts]

## Army Roster (Chaos - Death Guard) [1,000pts]

### Configuration

#### Battle Size

Categories: CONFIGURATION

#### Detachment Choice

Selections: Plague Company

Categories: CONFIGURATION

#### Show/Hide Options

Selections: Chaos Knights are visible, Legends are visible, Nurgle Daemons are visible, Unaligned Forces are visible, Unaligned Fortifications are visible

Categories: CONFIGURATION

### Epic Hero [80pts]

#### Typhus [80pts]

Selections: Master-crafted manreaper

Categories: FACTION: DEATH GUARD, INFANTRY, CHARACTER, EPIC HERO, CHAOS, NURGLE, PSYKER, TERMINATOR, TYPHUS

Rules: *Deep Strike, Leader, Lethal Hits, Nurgle's Gift (Aura), Spread the Sickness*

Abilities: *Invulnerable Save, Leader, The Destroyer Hive, The Eater Plague, Melee Weapons: ► Master-crafted manreaper - strike, ► Master-crafted manreaper - sweep, Unit: Typhus*

Abilities	Description	Ref
<b>Invulnerable Save</b>	This model has a 4+ invulnerable save.	
<b>Leader</b>	This model can be attached to the following units: ■ BLIGHTLORD TERMINATORS ■ DEATHSHROUD TERMINATORS ■ POXWALKERS	
<b>The Destroyer Hive</b>	While this model is leading a unit, each time a melee attack targets that unit, subtract 1 from the Hit roll.	
<b>The Eater Plague</b>	In your Shooting phase, you can select one enemy unit within 18" of and visible to this PSYKER and roll one D6: on a 1, this PSYKER's unit suffers D3 mortal wounds; on a 2-5, that enemy unit suffers D6 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
► Master-crafted manreaper - strike	Melee	5	2+	9	-2	3	Lethal Hits	
► Master-crafted manreaper - sweep	Melee	10	2+	6	-1	1	Lethal Hits	

Unit	M	T	SV	W	LD	OC	Ref
Typhus	5"	6	2+	6	6+	1	

### Character [175pts]

## Biologus Putrifier [50pts]

**Selections:** Hyper blight grenades, Injector pistol, Plague knives

**Categories:** FACTION: DEATH GUARD, INFANTRY, CHARACTER, CHAOS, NURGLE, GRENADES, BIOLOGUS PUTRIFIER

**Rules:** Assault, Blast, Deadly Demise 1, Leader, Lethal Hits, Nurgle's Gift (Aura), Pistol, Spread the Sickness

**Abilities:** Explosive Maladies, Foul Infusion, Leader, **Melee Weapons:** Plague knives, **Ranged Weapons:** Hyper blight grenades, Injector pistol, **Unit:** Biologus Putrifier

Abilities	Description	Ref
<b>Explosive Maladies</b>	In your Shooting phase, you can select one model from your army with this ability as the target of the Grenade Stratagem for OCP, and can do so even if you have already targeted a different unit with that Stratagem this phase. Each model can only be selected for this ability once per battle.	
<b>Foul Infusion</b>	While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability. In addition, each time a model in that unit makes an attack, a Critical Hit is scored on an unmodified Hit roll of 5+, instead of only a 6.	
<b>Leader</b>	This model can be attached to the following unit: <ul style="list-style-type: none"> <li>■ PLAGUE MARINES</li> </ul> You can attach this model to a PLAGUE MARINES unit, even if one other Leader unit has already been attached to it (you cannot attach more than one of the same Leader to the same unit). If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Plague knives	Melee	4	3+	4	0	1	Lethal Hits	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Hyper blight grenades	12"	D6	3+	5	-1	2	Assault, Blast, Lethal Hits	
Injector pistol	3"	1	3+	4	-1	3	Pistol	

Unit	M	T	SV	W	LD	OC	Ref
Biologus Putrifier	5"	5	3+	4	6+	1	

## Lord of Virulence [80pts]

**Selections:** Heavy plague fist, Twin plague spewer

**Categories:** FACTION: DEATH GUARD, INFANTRY, CHARACTER, CHAOS, NURGLE, TERMINATOR, LORD OF VIRULENCE

**Rules:** Anti-, Deep Strike, Ignores Cover, Leader, Lethal Hits, Nurgle's Gift (Aura), Spread the Sickness, Torrent, Twin-linked

**Abilities:** Blight Bombardment, Invulnerable Save, Leader, Master of Destruction, **Melee Weapons:** Heavy plague fist, **Ranged Weapons:** Twin plague spewer, **Unit:** Lord of Virulence

Abilities	Description	Ref
<b>Blight Bombardment</b>	Each time a friendly DEATH GUARD model makes an attack with a Blast weapon that targets a unit that is visible to this model, add 1 to the Hit roll and that attack has the [IGNORES COVER] ability.	
<b>Invulnerable Save</b>	This model has a 4+ invulnerable save.	
<b>Leader</b>	This model can be attached to the following units: <ul style="list-style-type: none"> <li>■ BLIGHTLORD TERMINATORS</li> <li>■ DEATHSHROUD TERMINATORS</li> </ul>	
<b>Master of Destruction</b>	While this model is leading a unit, each time a model in that unit makes a ranged attack, you can re-roll the Wound roll.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Heavy plague fist	Melee	5	3+	8	-2	2	Lethal Hits	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Twin plague spewer	12"	D6	N/A	5	-1	1	Anti-INFANTRY 2+, Ignores Cover, Torrent, Twin-linked	

Unit	M	T	SV	W	LD	OC	Ref
Lord of Virulence	4"	6	2+	6	6+	1	

## Tallyman [45pts]

**Selections:** Close combat weapon, Infected plasma pistol

**Categories:** FACTION: DEATH GUARD, INFANTRY, CHARACTER, CHAOS, NURGLE, TALLYMAN

**Rules:** *Hazardous, Leader, Nurgle's Gift (Aura), Pistol, Spread the Sickness*

**Abilities:** *Leader, Malicious Calculations, The Seven-fold Chant*, **Melee Weapons:** *Close combat weapon*, **Ranged Weapons:** *➤ Infected plasma pistol - standard, ➤ Infected plasma pistol - supercharge*, **Unit:** *Tallyman*

Abilities	Description	Ref
	This model can be attached to the following unit: ■ <b>PLAGUE MARINES</b>	
<b>Leader</b>	You can attach this model to a PLAGUE MARINES unit, even if one other Leader unit has already been attached to it (you cannot attach more than one of the same Leader to the same unit). If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.	
<b>Malicious Calculations</b>	While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll.	
<b>The Seven-fold Chant</b>	In your Command phase, if this model is on the battlefield, roll 2D6: on a 7+, you gain 1CP.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
<b>Close combat weapon</b>	Melee	4	3+	4	0	1	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
➤ <b>Infected plasma pistol - standard</b>	12"	1	3+	7	-2	1	Pistol, Sustained Hits D3	
➤ <b>Infected plasma pistol - supercharge</b>	12"	1	3+	8	-3	2	Hazardous, Pistol, Sustained Hits D3	

Unit	M	T	SV	W	LD	OC	Ref
<b>Tallyman</b>	5"	5	3+	4	6+	1	

## Battleline [180pts]

### Plague Marines [90pts]

**Categories:** FACTION: DEATH GUARD, INFANTRY, CHAOS, NURGLE, GRENADES, BATTLELINE, PLAGUE MARINES

**Rules:** *Nurgle's Gift (Aura), Spread the Sickness*

**Abilities:** *Remorseless*, **Unit:** *Plague Marine*

#### Plague Champion

**Selections:** Plague boltgun, Plague knives

**Rules:** *Lethal Hits*

**Melee Weapons:** *Plague knives*, **Ranged Weapons:** *Plague boltgun*

#### 4x Plague Marine w/ boltgun

**Selections:** 4x Plague boltgun, 4x Plague knives

**Rules:** *Lethal Hits*

**Melee Weapons:** *Plague knives*, **Ranged Weapons:** *Plague boltgun*

Abilities	Description	Ref
<b>Remorseless</b>	While this unit is within range of an objective marker you control, each time you take a Battle-shock test for this unit, add 1 to that test.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
<b>Plague knives</b>	Melee	3	3+	4	0	1	Lethal Hits	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
<b>Plague boltgun</b>	24"	2	3+	4	0	1	Lethal Hits	

Unit	M	T	SV	W	LD	OC	Ref
<b>Plague Marine</b>	5"	5	3+	2	6+	2	

## Plague Marines [90pts]

**Categories:** FACTION: DEATH GUARD, INFANTRY, CHAOS, NURGLE, GRENADES, BATTLELINE, PLAGUE MARINES

**Rules:** *Nurgle's Gift (Aura)*, *Spread the Sickness*

**Abilities:** *Remorseless*, **Unit:** *Plague Marine*

### Plague Champion

**Selections:** Plague boltgun, Plague knives

**Rules:** *Lethal Hits*

**Melee Weapons:** *Plague knives*, **Ranged Weapons:** *Plague boltgun*

### 4x Plague Marine w/ boltgun

**Selections:** 4x Plague boltgun, 4x Plague knives

**Rules:** *Lethal Hits*

**Melee Weapons:** *Plague knives*, **Ranged Weapons:** *Plague boltgun*

Abilities	Description	Ref
Remorseless	While this unit is within range of an objective marker you control, each time you take a Battle-shock test for this unit, add 1 to that test.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Plague knives	Melee	3	3+	4	0	1	Lethal Hits	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Plague boltgun	24"	2	3+	4	0	1	Lethal Hits	

Unit	M	T	SV	W	LD	OC	Ref
Plague Marine	5"	5	3+	2	6+	2	

## Infantry [285pts]

### Blightlord Terminators [165pts]

**Categories:** FACTION: DEATH GUARD, INFANTRY, CHAOS, NURGLE, TERMINATOR, BLIGHTLORD TERMINATORS

**Rules:** *Deep Strike*, *Nurgle's Gift (Aura)*, *Spread the Sickness*

**Abilities:** *Blistering Fusillade*, *Invulnerable Save*, **Unit:** *Blightlord Terminators*

### 5x Terminator w/ plague combi-bolter

**Selections:** 5x Bubotic blade, 5x Plague combi-bolter

**Rules:** *Lethal Hits*, *Rapid Fire*

**Melee Weapons:** *Bubotic blade*, **Ranged Weapons:** *Plague combi-bolter*

Abilities	Description	Ref
Blistering Fusillade	Each time a model in this unit makes a ranged attack, if it targets the closest eligible enemy unit, re-roll a Wound roll of 1.	
Invulnerable Save	Models in this unit have a 4+ invulnerable save.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Bubotic blade	Melee	4	3+	5	-2	1	Lethal Hits	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Plague combi-bolter	24"	2	3+	4	0	1	Lethal Hits, Rapid Fire 2	

Unit	M	T	SV	W	LD	OC	Ref
Blightlord Terminators	4"	6	2+	3	6+	1	

## Deathshroud Terminators [120pts]

**Categories:** FACTION: DEATH GUARD, INFANTRY, CHAOS, NURGLE, TERMINATOR, DEATHSHROUD TERMINATORS

**Rules:** *Deep Strike, Nurgle's Gift (Aura), Spread the Sickness*

**Abilities:** *Invulnerable Save, Silent Bodyguard*, **Unit:** *Deathshroud Terminators*

### 2x Deathshroud Terminator

**Selections:** 2x Manreaper, 2x Plaguespurt gauntlet

**Rules:** *Anti-, Ignores Cover, Lethal Hits, Pistol, Torrent*

**Melee Weapons:** ➤ *Manreaper - strike*, ➤ *Manreaper - sweep*, **Ranged Weapons:** *Plaguespurt gauntlet*

### Deathshroud Terminator Champion

**Selections:** Manreaper, Plaguespurt gauntlet

**Rules:** *Anti-, Ignores Cover, Lethal Hits, Pistol, Torrent*

**Melee Weapons:** ➤ *Manreaper - strike*, ➤ *Manreaper - sweep*, **Ranged Weapons:** *Plaguespurt gauntlet*

Abilities	Description	Ref
<b>Invulnerable Save</b>	Models in this unit have a 4+ invulnerable save.	
<b>Silent Bodyguard</b>	While a CHARACTER model is leading this unit, each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic, subtract 1 from the Wound roll.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
➤ <i>Manreaper - strike</i>	Melee	4	2+	8	-2	2	Lethal Hits	
➤ <i>Manreaper - sweep</i>	Melee	6	2+	5	0	1	Lethal Hits	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
<i>Plaguespurt gauntlet</i>	12"	D6	N/A	3	0	1	Anti-INFANTRY 4+, Ignores Cover, Pistol, Torrent	

Unit	M	T	SV	W	LD	OC	Ref
<i>Deathshroud Terminators</i>	4"	6	2+	3	6+	1	

## Vehicle [280pts]

### Myphitic Blight-haulers [100pts]

**Categories:** FACTION: DEATH GUARD, VEHICLE, CHAOS, NURGLE, DAEMON, SMOKE, MYPHITIC BLIGHT-HAULERS

**Rules:** *Deadly Demise 1, Nurgle's Gift (Aura), Spread the Sickness*

**Abilities:** *Invulnerable Save, Tank Hunters*, **Unit:** *Myphitic Blight-haulers*

### Myphitic Blight-hauler [100pts]

**Selections:** *Bile spurt, Gnashing maw, Missile launcher, Multi-melta*

**Rules:** *Blast, Lethal Hits, Melta*

**Melee Weapons:** *Gnashing maw*, **Ranged Weapons:** *Bile spurt, Multi-melta, ► Missile launcher - frag, ► Missile launcher - krak*

Abilities	Description	Ref
<b>Invulnerable Save</b>	Models in this unit have a 5+ invulnerable save.	
<b>Tank Hunters</b>	Each time a model in this unit makes a ranged attack that targets a VEHICLE unit, add 1 to the Wound roll.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
<b>Gnashing maw</b>	Melee	4	3+	6	-1	1	Lethal Hits	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
<b>Bile spurt</b>	12"	3	3+	5	0	1	Lethal Hits	
<b>Multi-melta</b>	18"	2	3+	9	-4	D6	Melta 2	
<b>► Missile launcher - frag</b>	48"	D6	3+	4	0	1	Blast	
<b>► Missile launcher - krak</b>	48"	1	3+	9	-2	D6	-	

Unit	M	T	SV	W	LD	OC	Ref
<b>Myphitic Blight-haulers</b>	10"	9	3+	10	6+	3	

## Plagueburst Crawler [180pts]

**Selections:** Armoured tracks, Heavy slugger, Plagueburst mortar

**Categories:** FACTION: DEATH GUARD, VEHICLE, CHAOS, NURGLE, DAEMON, PLAGUEBURST CRAWLER

**Rules:** *Blast, Deadly Demise D3, Indirect Fire, Lethal Hits, Nurgle's Gift (Aura), Spread the Sickness*

**Abilities:** *Damaged: 1-4 wounds remaining, Invulnerable Save, Spore-laced Shock Waves*, **Melee Weapons:** *Armoured tracks*, **Ranged Weapons:** *Heavy slugger, Plagueburst mortar*, **Unit:** *Plagueburst Crawler*

### 2 entropy cannons

**Selections:** 2x Entropy cannon

**Rules:** *Lethal Hits*

**Ranged Weapons:** *Entropy cannon*

Abilities	Description	Ref
<b>Damaged: 1-4 wounds remaining</b>	While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.	
<b>Invulnerable Save</b>	This model has a 5+ invulnerable save.	
<b>Spore-laced Shock Waves</b>	In your Shooting phase, after this model has shot, if one or more of those attacks made with its Plagueburst mortar scored a hit against an enemy Infantry unit, that Infantry unit must take a Battle-shock test.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
<b>Armoured tracks</b>	Melee	3	4+	6	0	1	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
<b>Entropy cannon</b>	24"	1	3+	10	-3	D6+1	Lethal Hits	
<b>Heavy slugger</b>	36"	4	3+	5	-1	1	-	
<b>Plagueburst mortar</b>	48"	D6+3	3+	8	-1	2	Blast, Indirect Fire, Lethal Hits	

Unit	M	T	SV	W	LD	OC	Ref
<b>Plagueburst Crawler</b>	10"	10	2+	12	6+	4	

## Selection Rules

**Anti-:** Weapons with [ANTI-KEYWORD X+] in their profile are known as Anti weapons. Each time an attack is made with such a weapon against a target with the keyword after the word 'Anti-', an unmodified Wound roll of 'x+' scores a Critical Wound. (10th Edition Core Rules p28)

**Assault:** Weapons with [ASSAULT] in their profile are known as Assault weapons. If a unit that Advanced this turn contains any models equipped with Assault weapons, it is still eligible to shoot in this turn's Shooting phase. When such a unit is selected to shoot, you can only resolve attacks using Assault weapons its models are equipped with. (10th Edition Core Rules p25)

**Blast:** Weapons with [BLAST] in their profile are known as Blast weapons, and they make a random number of attacks. Each time you determine how many attacks are made with a Blast weapon, add 1 to the result for every five models that were in the target unit when you selected it as the target (rounding down). Blast weapons can never be used to make attacks against a unit that is within Engagement Range of one or more units from the attacking model's army (including its own unit). (10th Edition Core Rules p26)

**Deadly Demise 1:** Some models have 'Deadly Demise x' listed in their abilities. When such a model is destroyed, roll one D6 before removing it from play (if such a model is a TRANSPORT, roll before any embarked models disembark). On a 6, each unit within 6" of that model suffers a number of mortal wounds denoted by 'x' (if this is a random number, roll separately for each unit within 6"). (10th Edition Core Rules p23)

**Deadly Demise D3:** Some models have 'Deadly Demise x' listed in their abilities. When such a model is destroyed, roll one D6 before removing it from play (if such a model is a TRANSPORT, roll before any embarked models disembark). On a 6, each unit within 6" of that model suffers a number of mortal wounds denoted by 'x' (if this is a random number, roll separately for each unit within 6"). (10th Edition Core Rules p23)

**Deep Strike:** During the Declare Battle Formations step, if every model in a unit has this ability, you can set it up in Reserves instead of setting it up on the battlefield. If you do, in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" horizontally away from all enemy models. (10th Edition Core Rules p39)

**Hazardous:** Weapons with [HAZARDOUS] in their profile are known as Hazardous weapons. Each time a unit is selected to shoot or fight, if one or more models attack with Hazardous weapons, then after that unit has resolved all of its attacks, you must take one Hazardous test for each Hazardous weapon that was just used by rolling one D6. For each roll of 1, that test is failed and one model in that unit equipped with a Hazardous weapon is destroyed (selected by the controlling player), unless that model is a Character, Monster or Vehicle, in which case it suffers 3 mortal wounds instead. Note that if you selected a Character model in an Attached unit, the mortal wounds suffered must be allocated to that model first, even if there is another model in that unit that has lost one or more wounds or has had attacks allocated to it this phase. (10th Edition Core Rules p28)

**Ignores Cover:** Weapons with [IGNORES COVER] in their profile are known as Ignores Cover weapons. Each time an attack is made with such a weapon, the target cannot have the Benefit of Cover against that attack. (10th Edition Core Rules p25)

**Indirect Fire:** Weapons with [INDIRECT FIRE] in their profile are known as Indirect Fire weapons, and attacks can be made with them even if the target is not visible to the attacking model. These attacks can destroy enemy models in a target unit even though none may have been visible to the attacking unit when you selected that target.

If no models in a target unit are visible to the attacking unit when you select that target, then each time a model in the attacking unit makes an attack against that target using an Indirect Fire weapon, subtract 1 from that attack's Hit roll and the target has the Benefit of Cover against that attack. (10th Edition Core Rules p26)

**Leader:** While a Bodyguard unit contains a Leader, it is known as an Attached unit and, with the exception of rules that are triggered when units are destroyed (pg 12), it is treated as a single unit for all rules purposes. Each time an attack targets an Attached unit, until the attacking unit has resolved all of its attacks, you must use the Toughness characteristic of the Bodyguard models in that unit, even if a Leader in that unit has a different Toughness characteristic. Each time an attack successfully wounds an Attached unit, that attack cannot be allocated to a Character model in that unit, even if that Character model has lost one or more wounds or has already had attacks allocated to it this phase. As soon as the last Bodyguard model in an Attached unit has been destroyed, any attacks made against that unit that have yet to be allocated can then be allocated to Character models in that unit. (10th Edition Core Rules p39)

**Lethal Hits:** Weapons with [LETHAL HITS] in their profile are known as Lethal Hits weapons. Each time an attack is made with such a weapon, a Critical Hit automatically wounds the target. (10th Edition Core Rules p25)

**Melta:** Weapons with [MELTA X] in their profile are known as Melta weapons. Each time an attack made with such a weapon targets a unit within half that weapon's range, that attack's Damage characteristic is increased by the amount denoted by 'x'. (10th Edition Core Rules p26)

**Nurgle's Gift (Aura):** If your Army Faction is Death Guard, while an enemy unit is within Contagion Range of this unit, subtract 1 from the Toughness characteristic of models in that enemy unit. Contagion Range changes over the course of the battle, as shown below.

#### CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9" (Index - Death Guard p1)

**Pistol:** Weapons with [PISTOL] in their profile are known as Pistols. If a unit contains any models equipped with Pistols, that unit is eligible to shoot in its controlling player's Shooting phase even while it is within Engagement Range of one or more enemy units. When such a unit is selected to shoot, it can only resolve attacks using its Pistols and can only target one of the enemy units it is within Engagement Range of. In such circumstances, a Pistol can target an enemy unit even if other friendly units are within Engagement Range of the same enemy unit.

If a model is equipped with one or more Pistols, unless it is a MONSTER or VEHICLE model, it can either shoot with its Pistols or with all of its other ranged weapons. Declare whether such a model will shoot with its Pistols or its other ranged weapons before selecting targets. (10th Edition Core Rules p25)

**Rapid Fire:** Weapons with [RAPID FIRE X] in their profile are known as Rapid Fire weapons. Each time such a weapon targets a unit within half that weapon's range, the Attacks characteristic of that weapon is increased by the amount denoted by 'x'. (10th Edition Core Rules p25)

**Spread the Sickness:** During the Declare Battle Formations step, select one of the Sicknesses below. Until the end of the battle, all units from your army with the Nurgle's Gift ability gain the selected Sickness.

■ **Skullsquirm Blight (Aura):** While an enemy unit is within Contagion Range of this unit, worsen the Ballistic Skill and Weapon Skill characteristics of weapons equipped by models in that enemy unit by 1.

■ **Rattlejoint Ague (Aura):** While an enemy unit is within Contagion Range of this unit, worsen the Save characteristic of models in that enemy unit by 1.

■ **Scabrous Soulrot (Aura):** While an enemy unit is within Contagion Range of this unit, worsen the Leadership and Objective Control characteristics of models in that enemy unit by 1 (to a minimum of 1).'

If you control an objective marker at the end of your Command phase and a DEATH GUARD unit from your army is within range of that objective marker, that objective marker is said to be Infected and remains under your control even if you have no models within range of it, until your opponent controls it at the start or end of any turn. In addition, while an objective marker is Infected and under your control, it has the Nurgle's Gift ability as if it were a unit from your army (so enemy units within Contagion Range of it will have their characteristics modified). (Index - Death Guard p2)

**Torrent:** Weapons with [TORRENT] in their profile are known as Torrent weapons. Each time an attack is made with such a weapon, that attack automatically hits the target. (10th Edition Core Rules p25)

**Twin-linked:** Weapons with [TWIN-LINKED] in their profile are known as Twin-linked weapons. Each time an attack is made with such a weapon, you can re-roll that attack's Wound roll. (10th Edition Core Rules p25)

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