Chaos - Death Guard - Stinkers - (1745 pts)

Army Roster (Chaos - Death Guard) (1745 pts)

Configuration	
Battle Size	Strike Force (2000 Point limit)
Detachment Choice	Plague Company Rules: Nurgle's Gift (Aura)
Show/Hide Options	Chaos Knights are visible

Epic Hero (380 pts)	
Mortarion (1) **(300 pts)**	Rules: Nurgle's Gift (Aura), Spread the Sickness, Deadly Demise D6, Feel No Pain 5+, Deep Strike, Lethal Hits, Devastating Wounds, Blast, Psychic, Pistol, Sustained Hits Unit: Mortarion Abilities: Host of Plagues, Lord of the Death Guard (Aura), Damaged: 1-6 wounds remaining, Invulnerable Save[1] Host of Plagues: Miasma of Pestilence (Aura), Diseased Influence (Aura), Toxic Presence (Aura) Ranged Weapons: Rotwind, The Lantern Melee Weapons: Silence - strike, Silence - sweep
Typhus (1) **(80 pts)**	Rules: Nurgle's Gift (Aura), Deep Strike, Leader, Spread the Sickness, Lethal Hits Unit: Typhus Abilities: Leader[1], Invulnerable Save[1], The Destroyer Hive, The Eater Plague Melee Weapons: Master-crafted manreaper - strike, Master-crafted manreaper - sweep

Character (165 pts)	
Biologus Putrifier (1) **(50 pts)**	Rules: Leader, Deadly Demise 1, Nurgle's Gift (Aura), Spread the Sickness, Assault, Lethal Hits, Blast, Pistol Unit: Biologus Putrifier Abilities: Foul Infusion, Explosive Maladies, Leader[2] Ranged Weapons: Hyper blight grenades, Injector pistol Melee Weapons: Plague knives
Death Guard Sorcerer in Terminator Armour (1) **(70 pts)**	Force weapon, Plague combi-bolter Rules: Leader, Nurgle's Gift (Aura), Spread the Sickness, Deep Strike, Hazardous, Psychic, Lethal Hits, Rapid Fire Abilities: Invulnerable Save[1], Leader[3], Putrescent Vitality (Psychic), Pestilent Familiar (Psychic) Unit: Death Guard Sorcerer in Terminator Armour Ranged Weapons: Curse of the Leper - witchfire, Curse of the Leper - focused witchfire, Plague combi-bolter (x2) (x2) Melee Weapons: Force weapon
Tallyman (1) **(45 pts)**	Rules: Leader, Nurgle's Gift (Aura), Spread the Sickness, Hazardous, Pistol Unit: Tallyman Abilities: Malicious Calculations, The Seven-fold Chant, Leader[2] Melee Weapons: Close combat weapon Ranged Weapons: Infected plasma pistol - standard, Infected plasma pistol - supercharge

Battleline (270 pts)	
Plague Marines (5) **(90 pts)**	• 4x Plague Marine w/ boltgun • Plague Champion: Plague knives, Plague boltgun Rules: Nurgle's Gift (Aura), Spread the Sickness, Lethal Hits Unit: Plague Marine (x3) (x3) Abilities: Remorseless Ranged Weapons: Plague boltgun (x6) (x12) Melee Weapons: Plague knives (x6) (x12)
Plague Marines (5) **(90 pts)**	• 4x Plague Marine w/ boltgun • Plague Champion: Plague knives, Plague boltgun Rules: Nurgle's Gift (Aura), Spread the Sickness, Lethal Hits Unit: Plague Marine (x3) (x3) Abilities: Remorseless Ranged Weapons: Plague boltgun (x6) (x12) Melee Weapons: Plague knives (x6) (x12)

Plague Marines (5) (90 pts)	• 4x Plague Marine w/ boltgun • Plague Champion: Plague knives, Plague boltgun Rules: Nurgle's Gift (Aura), Spread the Sickness, Lethal Hits Unit: Plague Marine (x3) (x3) Abilities: Remorseless Ranged Weapons: Plague boltgun (x6) (x12) Melee Weapons: Plague knives (x6) (x12)

Infantry   (420 pts)

Deathshroud Terminators (3) (110 pts)	• 2x Deathshroud Terminator • Deathshroud Terminator Champion: Plaguespurt gauntlet Rules: Nurgle's Gift (Aura), Spread the Sickness, Deep Strike, Lethal Hits, Anti-, Pistol, Torrent, Ignores Cover Unit: Deathshroud Terminators (x2) (x2) Abilities: Silent Bodyguard, Invulnerable Save[2] Melee Weapons: Manreaper - strike (x4) (x8), Manreaper - sweep (x4) (x8) Ranged Weapons: Plaguespurt gauntlet (x4) (x8)
Deathshroud Terminators (3) (110 pts)	• 2x Deathshroud Terminator • Deathshroud Terminator Champion: Plaguespurt gauntlet Rules: Nurgle's Gift (Aura), Spread the Sickness, Deep Strike, Lethal Hits, Anti-, Pistol, Torrent, Ignores Cover Unit: Deathshroud Terminators (x2) (x2) Abilities: Silent Bodyguard, Invulnerable Save[2] Melee Weapons: Manreaper - strike (x4) (x8), Manreaper - sweep (x4) (x8) Ranged Weapons: Plaguespurt gauntlet (x4) (x8)
Poxwalkers (20) (100 pts)	• 20x Poxwalker Rules: Feel No Pain 5+, Nurgle's Gift (Aura), Spread the Sickness, Lethal Hits Unit: Poxwalkers (x2) (x2) Abilities: Curse of the Walking Pox Melee Weapons: Improvised weapons (x2) (x2)
Poxwalkers (20) (100 pts)	• 20x Poxwalker Rules: Feel No Pain 5+, Nurgle's Gift (Aura), Spread the Sickness, Lethal Hits Unit: Poxwalkers (x2) (x2) Abilities: Curse of the Walking Pox Melee Weapons: Improvised weapons (x2) (x2)

Vehicle   (270 pts)

Foetid Bloat-drone (1) (90 pts)	Fleshmower Rules: Deadly Demise 1, Nurgle's Gift (Aura), Spread the Sickness, Lethal Hits Unit: Foetid Bloat-drone Abilities: Hovering Death, Invulnerable Save[3] Melee Weapons: Plague probe, Fleshmower
Plagueburst Crawler (1) (180 pts)	2 entropy cannons, Heavy slugger Rules: Deadly Demise D3, Nurgle's Gift (Aura), Spread the Sickness, Blast, Indirect Fire, Lethal Hits Unit: Plagueburst Crawler Abilities: Spore-laced Shock Waves, Invulnerable Save[3], Damaged: 1-4 wounds remaining[1] Melee Weapons: Armoured tracks (x2) (x2) Ranged Weapons: Plagueburst mortar, Heavy slugger, Entropy cannon (x2) (x2)

Dedicated Transport   (75 pts)

Death Guard Rhino (1) (75 pts)	Rules: Deadly Demise D3, Nurgle's Gift (Aura), Firing Deck 2, Lethal Hits, Rapid Fire Unit: Death Guard Rhino Abilities: Self-repair Transport: Death Guard Rhino Melee Weapons: Armoured tracks (x2) (x2) Ranged Weapons: Plague combi-bolter (x2) (x2)

Allied Units   (165 pts)

War Dog Brigand (1) (165 pts)	Diabolus heavy stubber Rules: Deadly Demise D3, Harbingers of Dread, Melta, Rapid Fire Unit: War Dog Brigand Abilities: Brigand, Invulnerable Save[4], Damaged: 1-4 wounds remaining[2] Melee Weapons: Armoured feet Ranged Weapons: Avenger chaincannon, Daemonbreath spear, Diabolus heavy stubber

Rules:

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"
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).
Deadly Demise D6	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").
Feel No Pain 5+	Some models have 'Feel No Pain x+' listed in their abilities. Each time a model with this ability suffers damage and so would lose a wound (including wounds lost due to mortal wounds), roll one D6: if the result is greater than or equal to the number denoted by 'x: that wound is ignored and is not lost. If a model has more than one Feel No Pain ability, you can only use one of those abilities each time that model suffers damage and so would lose a wound.
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. If a unit with the Deep Strike ability arrives from Strategic Reserves, the controlling player can choose for that unit to be set up either using the rules for Strategic Reserves or using the Deep Strike ability.
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.
Devastating Wounds	Weapons with [DEVASTATING WOUNDS] in their profile are known as Devastating Wounds weapons. Each time an attack is made with such a weapon, if that attack scores a Critical Wound, no saving throw of any kind can be made against that attack (including invulnerable saving throws). Such attacks are only allocated to models after all other attacks made by the attacking unit have been allocated and resolved. After that attack is allocated and after any modifiers are applied, it inflicts a number of mortal wounds on the target equal to the Damage characteristic of that attack, instead of inflicting damage normally.
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).
Psychic	Some weapons and abilities can only be used by PSYKERS. Such weapons and abilities are tagged with the word 'Psychic'. If a Psychic weapon or ability causes any unit to suffer one or more wounds, each of those wounds is considered to have been inflicted by a Psychic Attack.
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.
Sustained Hits	Weapons with [SUSTAINED HITS X] in their profile are known as Sustained Hits weapons. Each time an attack is made with such a weapon, if a Critical Hit is rolled, that attack scores a number of additional hits on the target as denoted by 'x'

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. Each time the last model in a Bodyguard unit is destroyed, each CHARACTER unit that is part of that Attached unit becomes a separate unit, with its original Starting Strength. If this happens as the result of an attack, they become separate units after the attacking unit has resolved all of its attacks. Each time the last model in a CHARACTER unit that is attached to a Bodyguard unit is destroyed and there is not another CHARACTER unit attached, that Attached unit's Bodyguard unit becomes a separate unit, with its original Starting Strength. If this happens as the result of an attack, they become separate units after the attacking unit has resolved all of its attacks. Each time a unit that is part of an Attached unit is destroyed, it does not have the keywords of any other units that make up that Attached unit (unless it has those keywords on its own datasheet) for the purposes of any rules that would be triggered when that unit is destroyed.
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").
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.
Hazardous	Weapons with [HAZARDOUS] in their profile are known as Hazardous weapons. Each time a unit is selected to shoot or fight, after that unit has resolved all of its attacks, for each Hazardous weapon that targets were selected for when resolving those attacks, that unit must take one Hazardous test. To do so, roll one D6: on a 1, that test is failed. For each failed test you must resolve the following sequence (resolve each failed test one at a time): % If possible, select one model in that unit that has lost one or more wounds and weapons. % Otherwise, if possible, select one model in that unit (excluding CHARACTER m weapons. % Otherwise, select one CHARACTER model in that unit equipped with one or mo If a model was selected, that unit suffers 3 mortal wounds and when allocating those mortal wounds, they must be allocated to the selected model. If a unit from a player's army is selected as the target of the Fire Overwatch Stratagem in their opponent's Charge phase, any mortal wounds inflicted by Hazardous tests are allocated after the charging unit has ended its Charge move.
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'.
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.
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.
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.
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").
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, an unmodified Hit roll of 1-3 always fails, and the target has the Benefit of Cover against that attack. Weapons with the [TORRENT] ability cannot be fired using the [INDIRECT FIRE] ability.
Firing Deck 2	Some TRANSPORT models have 'Firing Deck x' listed in their abilities. Each time such a model is selected to shoot in the Shooting phase, you can select up to 'x' models embarked within it whose units have not already shot this phase. Then, for each of those embarked models, you can select one ranged weapon that embarked model is equipped with (excluding weapons with the [ONE SHOT] ability). Until that TRANSPORT model has resolved all of its attacks, it counts as being equipped with all of the weapons you selected in this way, in addition to its other weapons. Until the end of the phase, those selected models' units are not eligible to shoot.

| Harbingers of Dread | If your Army Faction is CHAOS KNIGHTS, each model from your army with this ability has the following Dread abilities:

DESPAIR (AURA)
While an enemy unit is within 12" of this model, each time that enemy unit takes a Battle-shock or Leadership test, subtract 1 from that test.

DOOM AND DARKNESS
- Each time this model makes an attack, if the target is Battle-shocked, add 1 to the Wound roll.
- Each time an attack targets this model, if the attacking model's unit is Battle-shocked, subtract 1 from the Hit roll. |
|---|---|
| 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'. |

Unit	M	T	SV	W	LD	OC
Mortarion	10"	12	2+	16	5+	6
Typhus	5"	6	2+	6	6+	1
Biologus Putrifier	5"	5	3+	4	6+	1
Death Guard Sorcerer in Terminator Armour	4"	6	2+	5	6+	1
Tallyman	5"	5	3+	4	6+	1
Plague Marine (x3) (x3)	5"	5	3+	2	6+	2
Deathshroud Terminators (x2) (x2)	4"	6	2+	3	6+	1
Poxwalkers (x2) (x2)	4"	4	7+	1	8+	1
Foetid Bloat-drone	10"	9	3+	10	6+	3
Plagueburst Crawler	10"	10	2+	12	6+	4
Death Guard Rhino	12"	9	3+	10	6+	2
War Dog Brigand	12"	10	3+	12	7+	8

Abilities
Host of Plagues
At the start of the battle round, select one of the abilities in the Host of Plagues section. Until the start of the next battle round, this model has that ability.
Lord of the Death Guard (Aura)
While a friendly DEATH GUARD unit is within 6" of this model, that unit can ignore any or all modifiers to its characteristics and to any roll or test made for it (excluding modifiers to saving throws).
Damaged: 1-6 wounds remaining
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
Invulnerable Save[1]
This model has a 4+ invulnerable save.
Leader[1]
This model can be attached to the following units: % BLIGHTLORD TERMINATORS % DEATHSHROUD TERMINATORS % POXWALKERS
The Destroyer Hive
While this model is leading a unit, each time a melee attack targets that unit, subtract 1 from the Hit roll.
The Eater Plague
In your Shooting phase, you can select one enemy unit within 18" of and visible to this PSYKER (excluding units with the Lone Operative ability that are not part of an Attached unit and are not within 12" of 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.
Foul Infusion
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.
Explosive Maladies
Once per battle round, you can target one unit from your army with this ability with the Grenade Stratagem for 0CP.
Leader[2]
This model can be attached to the following unit: % PLAGUE MARINES 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.
Leader[3]
This model can be attached to the following units: % BLIGHTLORD TERMINATORS % DEATHSHROUD TERMINATORS
Putrescent Vitality (Psychic)
At the start of the Fight phase, you can roll one D6: on a 1, this PSYKER's unit suffers D3 mortal wounds; on a 2+, until the end of the phase, each time an attack is allocated to a model in this PSYKER's unit, subtract 1 from the Damage characteristic of that attack.
Pestilent Familiar (Psychic)
Once per battle, after selecting targets for a Psychic weapon equipped by this model, until the end of the phase, improve the Strength and Damage characteristics of that weapon by 2.
Malicious Calculations
While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll.
The Seven-fold Chant
In your Command phase, if this model is on the battlefield, roll 2D6: on a 7+, you gain 1CP.
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.

Silent Bodyguard

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.

Invulnerable Save[2]

Models in this unit have a 4+ invulnerable save.

Curse of the Walking Pox

Each time a model in this unit makes an attack that destroys an enemy model (excluding MONSTER and VEHICLE models), you can return one destroyed Poxwalker model to this unit.

While TYPHUS is leading this unit, enemy models destroyed as a result of TYPHUS' The Eater Plague ability count as enemy models destroyed by an attack made by a model in this unit for the purposes of this ability.

Hovering Death

This model is eligible to shoot and declare a charge in a turn in which it Fell Back.

Invulnerable Save[3]

This model has a 5+ invulnerable save.

Spore-laced Shock Waves

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.

Damaged: 1-4 wounds remaining[1]

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Self-repair

At the start of your Command phase, this model regains 1 lost wound.

Brigand

Each time this model makes a ranged attack that targets the closest eligible enemy unit, improve the Armour Penetration characteristic of that attack by 1.

Invulnerable Save[4]

This model has a 5+ invulnerable save against ranged attacks.

Damaged: 1-4 wounds remaining[2]

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Host of Plagues

Miasma of Pestilence (Aura)

While a friendly DEATH GUARD unit is within 6" of this model, each time a ranged attack targets that unit, models in that unit have the Benefit of Cover against that attack.

Diseased Influence (Aura)

While a friendly DEATH GUARD unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a Wound roll of 1.

Toxic Presence (Aura)

While a friendly DEATH GUARD unit is within 12" of this model, add 3" to the Contagion Range of that unit.

Ranged Weapons	Range	A	BS	S	AP	D
Rotwind	18"	D6+3	2+	7	-2	1
Blast, Devastating Wounds, Lethal Hits, Psychic						
The Lantern	18"	1	2+	9	-3	3
Pistol, Sustained Hits D3						
Hyper blight grenades	12"	D6	3+	5	-1	2
Assault, Blast, Lethal Hits						
Injector pistol	3"	1	3+	4	-1	3
Pistol						
Curse of the Leper - witchfire	24"	D6	3+	6	-1	1
Psychic						
Curse of the Leper - focused witchfire	24"	2D6	3+	6	-2	1
Hazardous, Psychic						
Plague combi-bolter (x2) (x2)	24"	2	3+	4	0	1
Lethal Hits, Rapid Fire 2						
Infected plasma pistol - standard	12"	1	3+	7	-2	1
Pistol, Sustained Hits D3						
Infected plasma pistol - supercharge	12"	1	3+	8	-3	2
Hazardous, Pistol, Sustained Hits D3						
Plague boltgun (x6) (x6)	24"	2	3+	4	0	1
Lethal Hits						
Plaguespurt gauntlet (x4) (x4)	12"	D6	N/A	3	0	1
Anti-INFANTRY 4+, Ignores Cover, Pistol, Torrent						
Plagueburst mortar	48"	D6+3	3+	8	-1	2
Blast, Indirect Fire, Lethal Hits						
Heavy slugger	36"	4	3+	5	-1	1
-						
Entropy cannon (x2) (x2)	24"	1	3+	10	-3	D6+1
Lethal Hits						
Avenger chaincannon	24"	12	2+	6	-1	1
-						
Daemonbreath spear	24"	2	2+	12	-4	D6
Melta 4						
Diabolus heavy stubber	36"	3	2+	5	0	1
Rapid Fire 3						

Melee Weapons	Range	A	WS	S	AP	D	Keywords
Silence - strike	Melee	5	2+	14	-3	4	Lethal Hits
Silence - sweep	Melee	15	2+	7	-1	1	Lethal Hits
Master-crafted manreaper - strike	Melee	5	2+	9	-2	3	Lethal Hits
Master-crafted manreaper - sweep	Melee	10	2+	6	-1	1	Lethal Hits
Plague knives	Melee	4	3+	4	0	1	Lethal Hits
Force weapon	Melee	4	3+	6	-1	D3	Psychic
Close combat weapon	Melee	4	3+	4	0	1	-
Plague knives (x6) (x6)	Melee	3	3+	4	0	1	Lethal Hits
Manreaper - strike (x4) (x4)	Melee	4	2+	8	-2	2	Lethal Hits
Manreaper - sweep (x4) (x4)	Melee	6	2+	5	0	1	Lethal Hits
Improvised weapons (x2) (x2)	Melee	2	5+	3	0	1	Lethal Hits
Plague probe	Melee	3	3+	6	-1	1	Lethal Hits
Fleshmower	Melee	10	3+	7	-1	2	Lethal Hits
Armoured tracks (x2) (x2)	Melee	3	4+	6	0	1	-
Armoured feet	Melee	4	3+	6	0	1	-

Transport
Death Guard Rhino
This model has a transport capacity of 12 DEATH GUARD INFANTRY models. It cannot transport TERMINATOR, CULTIST or POXWALKER models.