

MACROMUNDA

DEATH GUARD

HOUSE BOOK

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FACTION

DEATH GUARD

The wall that will not die and will not hurry

The Death Guard are the plague-legion of Mortarion, the most resilient Heretics in the galaxy — an anvil of rotting ceramite that will not die and will not hurry. The Astartes frame beneath the corrosion is unchanged, Toughness 5 and three Wounds, but Grandfather Nurgle has layered his gifts over it: a swollen, blighted flesh that shrugs aside wounds which would fell any other warrior, so the sons of Mortarion soak punishment no line can match. They advance at a plague-bearer's unhurried pace, slow to the point of seeming patient, and that slowness is the whole price of their endurance. Where a swifter warband strikes and withdraws, the Death Guard grind forward through their own pestilence, sickening all they touch — spreading contagion with every step until the enemy rots from within and the wall simply walks over what remains. To them decay is not death but endurance, and the Grandfather's grim love the only reward they seek.

☠ FACTION SPECIAL RULES

✂ CHAOS BOONS

GANG RULE

Grandfather Nurgle loves his children, and he rewards those who spread his gifts. When a Death Guard fighter wins a notable kill or survives a hard battle, the controlling player may roll for that fighter on the Boon table afterward. Most results are blessings of decay — a swelling of Toughness, another Wound to carry, flesh that knits its own hurts closed, a weapon grown daemonic from the rot — the Grandfather's favour made manifest in blighted meat. The same table carries ruin, but for the Death Guard that slope is gentle: where other Heretics snap into a mindless Chaos Spawn, Nurgle's beloved soften slowly, sinking gift upon gift until the warrior sags into a lumbering Beast of Nurgle, still cherished, still grinning, no longer a man. Reward and ruin are drawn from the same well, and the Grandfather is patient with both.

✂ THE LONG WAR

GANG RULE

The Long War is the standing hatred every son of Mortarion has carried since the Death Guard were cast down and drowned in Nurgle's gifts — a grudge ten thousand years deep, waiting for the Corpse-Emperor's servants to come within reach. When a friendly fighter shoots at or fights a target that is Imperium or loyalist Adeptus Astartes, it may re-roll a single failed Hit for that activation. It is no declared devotion and costs nothing to invoke; it is simply who these plague-warriors are, and it works every round against every loyalist. Against xenos and the unaligned the old grudge lies quiet — the warband will grind them down readily enough, but the re-roll does not apply, and it fights them as merely superhuman rather than as the vengeance of ten millennia. It is the floor the whole rotting phalanx stands upon, beneath the blessings of Nurgle and the mutation of Chaos Boons.

☠ ARMOURY

Weapon	Range		Accuracy		Str	AP	D	Am	Traits
	S	L	S	L					
☠ Autogun	8	18	+1	–	3	–	1	4+	Rapid Fire(1)

⚔ Boltgun	12	24	+1	-	4	-1	2	6+	Rapid Fire(1)
⚔ Combi Bolter	12	24	+1	-	4	-1	2	6+	Rapid Fire(2)
⚔ Bolt Pistol	4	12	+1	-	4	-1	2	6+	Pistol Rapid Fire(1)
⚔ Injector Pistol	3	6	-	-	5	-1	1	6+	Melee Pistol Toxin
⚔ Plague Pistol	4	9	-	-	4	-1	1	5+	Pistol Toxin
⚔ Blight Launcher	12	24	-	-	6	-2	D3	5+	Blast Toxin
⚔ Foul Plague Cannon	6	12	-	-	6	-3	2	4+	Toxin re-roll failed Wounds
⚔ Plague Spewer	T	T	-	-	4	-1	1	5+	Blaze Template Toxin
⚔ Plasma Gun	12	24	-	-	5/7	-1/-2	2/3	5+	Overcharge Unstable
⚔ Rothail Volley Gun	12	24	-	-	4	-1	1	6+	Rapid Fire (2) Toxin
⚔ Baleflamer	T	T	-	-	6	-2	2	5+	Blaze Template Unwieldy
⚔ Demolisher Cannon	9	18	-	-	9	-3	D6	6+	Blast(5") Concussion Unwieldy
⚔ Entropy Cannon	12	30	-	-	6	-2	2	6+	Entropic
⚔ Hades Autocannon	18	36	-	-	7	-1	2	6+	Rapid Fire(3) Unwieldy
⚔ Heavy Blight Launcher	18	36	-	-	6	-2	D3	5+	Blast Toxin
⚔ Heavy Bolter	18	36	-	-	5	-2	2	6+	Rapid Fire(2) Unwieldy
⚔ Plagueburst Mortar	24	48	-	-	5	-1	2	6+	Blast Contagion Indirect
⚔ Predator Autocannon	24	48	-	-	8	-2	3	6+	Knockback Rapid Fire(1) Unwieldy
⚔ Brutal Ccw	-	E	+1	-	+1	-	1	-	Melee
⚔ Bubotic Axe	-	E	-	-	+1	-1	1	-	Melee Rending Toxin
⚔ Chainsword	-	E	+1	-	+1	-1	1	-	Melee Parry Rending
⚔ Fleshmower	-	E	-	-	+2	-2	2	-	Melee Rending Toxin Whirlwind
⚔ Force Stave	-	E	-	-	+1	-1	2	-	Melee Power Psi
⚔ Heldrake Claws	-	E	-	-	+3	-2	3	-	Melee Rending Unwieldy
⚔ Plague Flail	-	E	-	-	+1	-1	1	-	Melee Reach Rending Toxin
⚔ Power Fist	-	E	-1	-	+2	-3	2	-	Melee Power Unwieldy

✂ APOTHECARION VIALS

MEDICAL

COST 30

FEEL NO PAIN 6+ TO THE BEARER ONLY

Apothecarion gene-vials are the plague-legion's own crude physic — pain-balm and blighted stimulants a warrior jabs into his own rotting flesh, for the Death Guard trust no brother to tend them. They grant the bearer alone a Feel No Pain 6+, one last chance to shrug off a wound that should have felled him. There is no aura, no field-surgeon moving down the line; each son of Mortarion mends himself, sealing the hurt with the same corruption that already fills his veins. It is a small mercy, but for a body this stubborn a small mercy is often all it needs.

✂ AUSPEX

ACCESSORY

COST 25

NEGATE AN ENEMY HIDDEN OR INFILTRATED SETUP

An auspex is a battered augur-scanner, its runes clotted with grime, that still pierces the murk well enough to matter. It negates an enemy's hidden or Infiltrated setup, dragging concealed foes into the open before the battle proper begins. The Death Guard have little use for stealth of their own — a wall does not creep — but they dislike surprises, and the plague-marine bearing an auspex denies the ambusher his one advantage, so the slow advance meets the enemy where it can be seen and ground down.

✂ COMBAT SHIELD

FIELD ARMOUR

COST 40

5+ FIELD SAVE IN MELEE

A combat shield is a slab of blessed, pitted warplate strapped to the off-arm — a heretic's buckler, thick with filth and old prayers to the Grandfather. It grants a 5+ field save against blows struck in melee, a last turning-aside that armour alone would not manage. It will not stop a shell or a las-bolt, but in the grinding press of close combat, where the Death Guard mean to be, it buys the bearer the extra heartbeat a rotting body needs to endure and strike back.

✂ COMBAT STIMMS

CHEMS

COST 25

ONE-SHOT COMBAT SURGE

Combat stimms are a one-shot flood of blighted chems, a surge of foul vigour forced through a body that rarely asks for it. Once used, the drug drives the plague-marine to a sudden burst of speed and fury, spent in a single activation and gone. The Death Guard reach for them seldom — the rotting frame endures well enough without a crutch, and a warrior who leans on the needle has forgotten the Grandfather's patience — but when a wall must move fast just once, the stim is there.

✂ DAEMONIC AMMUNITION

ACCESSORY

COST 25

PICK ONE: DAEMONSHELLS (RENDING), PLAGUE ROUNDS (POISON), OR WARP-FIRE (IGNORE COVER)

Daemonic ammunition is a clutch of blessed, muttering shells fed to a warrior's gun before battle. On taking it the bearer chooses one blasphemous load: daemonshells that tear with a Rending edge, plague rounds slick with poison that sickens whatever they graze, or warp-fire that burns through cover as if it were not there. Each is a small caged malice, and the plague-marine picks the one that suits the kill he means to make. The gun fires as ever it did; it is the shell that carries the curse.

✂ DAEMONIC IRON

BIONICS

COST 45

OFFSETS A LASTING INJURY

Daemonic iron is an augmetic graft worked into a maimed son of Mortarion — a replacement limb or organ of dark metal, and sometimes the metal is alive, whispering, hungry. It offsets a Lasting Injury, restoring to the warrior what a wound had taken and letting a veteran keep grinding forward where a mortal would be broken. The Death Guard do not fear such surgery; a body already given over to rot minds little more when a daemon is bolted into the ruin. The iron serves, and asks only to be fed the war it was forged for.

✂ FAMILIAR

STATUS/COMPANION

COST 35

A BOUND WARP-COMPANION CARRYING A MINOR BUFF

A familiar is a small bound thing of the warp — a bloated nurgling or a scuttling plague-imp bonded to a character and trailing at his heel. It carries a minor blessing to its master, a whisper of the Grandfather's favour, and it delights in the filth of the battlefield. It fights little and hides less, content to gambol in the corruption its patron spreads. The plague-marine who keeps one is marked as favoured — the Neverborn do not attend just any warrior, and the little daemon's presence is a sign the gods are watching this one closely.

✂ ICON OF CHAOS

STATUS/COMPANION

COST	40
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GANG TOTEM — RE-ROLL A NERVE TEST WITHIN 6 INCHES, MAX 1

An Icon of Chaos is the warband's rotting standard — a mark-icon of Nurgle raised on a pole of bone and gristle, dripping and swarming with flies. A friendly fighter within 6" of the icon may re-roll a failed Nerve test, though the totem steadies only one such test at a time. It is the rallying point of the phalanx, the sign under which the plague-marines endure; where the icon stands, the sons of Mortarion do not break, for the Grandfather's eye is plainly upon them and to falter beneath it is unthinkable.

✂ LEGION RELIC

STATUS/COMPANION

COST	inherent
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NAMED SIGNATURE RELIC; PER-LEGION DELTA

A Legion Relic is the signature treasure of the plague-legion — a named artefact borne out of ten thousand years of the Long War, unique to the sons of Mortarion and unlike anything another Legion fields. For the Death Guard it is the Suppurating Plate, worn by their Lord: warplate so saturated with Nurgle's gifts that it weeps, heals and will not be broken. Its full nature belongs to the Lord's own dossier; here it is only the slot such a relic fills — the place in the warband's armoury kept for the one heirloom no rival can match.

✂ MARK CARAPACE

ARMOUR

COST	inherent
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4+ SAVE (POXWALKER/CULTIST DEFAULT)

Carapace is the armour of the plague-legion's mortal chaff — the flak and filth-caked plate the Poxwalker and Nurgle Cultist wear as they come, granting a 4+ save. It is the standard covering of the shambling horde, no warplate but enough to keep a diseased body upright a little longer as it carries the contagion forward. The Death Guard spend such bodies freely; the carapace is there so the chaff endures a shot or two more than bare flesh would, buying the Marines behind them the time the slow advance needs.

✧ MARK POWER

ARMOUR

COST inherent

3+ SAVE (ASTARTES DEFAULT; A GOOD SAVE, NOT A SUPER-SAVE)

Power armour is the standard warplate of every plague-marine — ancient ceramite gone green and weeping, its seals broken and its innards a nest of rot, yet still granting a solid 3+ save. It is a good defence and no more; the Death Guard's endurance is the body inside the plate, not the plate itself, and the corrosion that would ruin another warband's armour is to the sons of Mortarion merely home. Every rotting Marine walks to war in it as a matter of course, the baseline over which the heavier Terminator anvil is the only step up.

✧ MARK TERMINATOR

ARMOUR

COST 130

2+ SAVE, +1 W, -1 IN MOVE, DEEP STRIKE, 5+ FIELD SAVE; UNLOCKS TERMINATOR WEAPONS

Terminator plate is the elite anvil of the plague-legion — the Deathshroud's and the Blightlord's tomb-heavy warplate, the only armour in the warband that reaches a 2+ save, never bettered. It adds a Wound and costs a step of Movement, grants a 5+ field save against blows that pierce the plate, and lets the wearer Deep Strike out of the warp onto the battlefield. It also unlocks the terminator arsenal — the combi-bolter, the power fist, the chainfist, the reaper autocannon. Reserved for the Marines, Champions and Lords of the legion, it makes its bearer a near-unstoppable killer; there is nothing slower or harder to kill in all the Death Guard than a Blightlord grinding forward under a god's weight of rotted ceramite.

✧ MUTATING GIFT

ACCESSORY

COST inherent

ONE-SHOT: GRANT A CHAOS BOON ROLL

A mutating gift is a phial of the Grandfather's raw favour — a blessed, writhing corruption a warrior swallows or grafts to himself in hope of a greater blessing. Once used, it grants the bearer a roll on the Chaos Boons table then and there, courting mutation in the thick of battle rather than waiting on the campaign's slow reward. It is a gamble on Nurgle's love: the roll may swell the flesh with a gift, or start it down the long soft slope toward the Beast. The Death Guard take such gambles gladly, for to them every mutation is a kindness.

✂ RAPTOR JUMP PACK

MOBILITY

COST 45

GAIN FLY AND A JUMP MOVE

A Raptor jump pack is a roaring, ill-kept assault engine bolted to a warrior's back, spewing greasy smoke as it hurls him over the battlefield. It grants the bearer Fly and a jump move, letting a fighter clear terrain and gaps the plague-legion's grinding advance never could. It is a strange sight among the Death Guard — a son of Mortarion who does not plod — but even a wall keeps a few swift killers to fall upon a fleeing foe or seize the high ground before the rot arrives. The pack is loud, filthy, and merciless in the descent.

✂ SIGIL OF CORRUPTION

FIELD ARMOUR

COST 65

4+ INVULNERABLE FIELD SAVE (IGNORES AP)

The Sigil of Corruption is a character's daemon-ward — a blasphemous device of bound warp-stuff, crusted and weeping, that throws a shimmering field around its bearer. It grants a 4+ invulnerable field save that ignores AP entirely, turning aside the killing blow that armour alone could never stop. Where the rotting plate is a good save and no more, the sigil is the last defence of a Lord the Grandfather still favours, catching the melta and the power blade a breath before they land. It is a rare and coveted ward, and the daemon caged within it feeds quietly on the corruption it is set to guard.

✂ TROPHY RACK

STATUS/COMPANION

COST 30

TERROR TOTEM — THE SPOILS OF THE LONG WAR

A trophy rack is a terror totem raised on a plague-marine's back — a spitted heap of skulls, flayed banners and rotting spoils gathered across the Long War, humming with flies. It marks its bearer as a killer of renown and turns the stomach of any foe made to look upon it, a slow parade of everything the enemy stands to become. It grants no rally of its own; its work is fear, the dawning dread that the thing grinding toward them cannot be stopped and already keeps a tally of the dead it has made.

COST 35

A SHORT TELEPORT REPOSITION (PLAGUECASTER)

Warp-stride is the Malignant Plaguecaster's short passage through the immaterium — a single blink of teleportation that carries the psyker a short way across the field in a reek of warp-smoke. It lets the sorcerer reposition out of a closing trap or into range of a fresh victim, a small grace of mobility for a warband that otherwise only plods. It is no assault leap, merely a step sideways through the veil, but for a plague-caster who must husband his rotting body and his witchery both, a single well-timed stride can decide where the contagion falls next.

☠ WEAPON TRAITS

⌘ BLAST

WEAPON TRAIT

An area attack. Centre a circular blast marker of diameter X" (commonly 3" or 5") over the target point; **every** fighter (friend or foe) fully or partially under it is hit. Blast weapons do **not** roll to-hit against BS in the normal way — a scatter/placement mechanic applies if the shot misses its aim point. The signature trait of frag grenades, frag missiles, plasma cannons.

⌘ CONCUSSION

WEAPON TRAIT

The hit rattles the target: it counts as having **lower Initiative / is dazed** for reaction or knockdown purposes, making follow-up knockdowns/pinning easier. Maces, concussion weapons, some grav.

⌘ KNOCKBACK

WEAPON TRAIT

If the weapon's **Strength** exceeds the target's **Strength** (or simply on a hit, per the weapon), the target is pushed **1"** directly away from the firer. Can shove fighters off ledges or out of cover (stub guns, shotguns, heavy stubbers).

⌘ MELEE

WEAPON TRAIT

The weapon can only be used at **Engagement range** (close combat). Baseline tag for CC weapons.

⌘ PARRY

WEAPON TRAIT

Defensive blade trait. When the fighter is attacked in melee, for each Parry weapon they hold they can **force the attacker to re-roll one successful hit dice** (one of the attacker's hits). Swords, knives. Two Parry weapons can give two re-rolls in some printings.

⌘ POWER

WEAPON TRAIT

A power-field melee weapon. **Ignores the target's armour save entirely** (the save cannot be taken at all — distinct from AP, which merely modifies it). Power swords/axes/mauls/fists. Often paired with other traits (e.g. Power + Unwieldy on a power fist).

⌘ RAPID FIRE

WEAPON TRAIT

The weapon can put out multiple hits. When you make the hit roll you may roll X ****additional**** Firepower/ammo dice; each that would normally hit scores an extra hit (subject to a -1 to-hit per extra dice after the first in some printings). More dice = more hits but more chances to trigger an Ammo check. The classic "spray" trait of autoguns/heavy stubbers/storm weapons.

⌘ RENDING

WEAPON TRAIT

On a ****natural 6 to wound****, the attack improves: it gains additional AP and/or +1 Damage (the "rends armour" effect). Turns a mid-Str weapon into an armour-killer on lucky rolls (needle weapons, some blades).

⌘ TEMPLATE

WEAPON TRAIT

Uses the flame/teardrop ****Flamer template**** instead of a to-hit roll. Place the template with its narrow end touching the firer; every fighter under it is automatically hit (they may get a chance to be hit on a roll, but there is no BS test). Ignores cover positioning to a large degree. The flamer family. Targets hit by a Template count as having been hit by a "guaranteed" attack.

⌘ TOXIN

WEAPON TRAIT

Poison. Instead of using Strength-vs-Toughness, the attack wounds if the target ****fails a Toughness check**** (roll D6, fail if under T-related target). Toxin ****ignores Toughness scaling**** — equally lethal to tough fighters — but is negated by immunity (e.g. some constructs). Needle weapons, toxin blades.

⌘ UNSTABLE

WEAPON TRAIT

Risky high-energy weapon (plasma overcharge style). On a particular Ammo/Firepower result the weapon misfires and can injure or knock out the wielder. The price you pay for plasma's punch.

⌘ UNWIELDY

WEAPON TRAIT

Big, heavy, two-handed. The weapon takes ****two hands**** (cannot pair it with another weapon for extra attacks) and imposes a penalty when used (e.g. counts as fewer attacks, or a to-hit/Initiative penalty). The cost balancer on power fists, heavy melee, and some heavy ranged weapons (firing a heavy weapon unbraced).

SKILLS

✧ BOLTER DISCIPLINE HERETIC ASTARTES SET

Bolter Discipline is the drilled trigger-craft the Death Guard kept from their loyal days — a measured rhythm of fire that ten thousand years of rot could not unlearn. When this fighter makes a Shoot (Basic) action with a bolt weapon against a target at half range or less, it makes one extra shot with that weapon. The plague-marine does not spray; it pours a steady double cadence of mass-reactive shells into the foe, each round placed where the last one struck. It rewards the warrior content to stand its ground and let the enemy close, turning the boltgun's short band into a wall of fire the advance walks behind.

✧ TELEPORT ASSAULT HERETIC ASTARTES SET

Teleport Assault is the Deathshroud's and the Blightlord's mode of war — Terminator-armoured plague-marines who step out of the warp already inside the enemy's guard. This fighter may be held in reserve and, from the second round onward, Deep Strike onto the battlefield more than 6" from any enemy, and may charge in the same activation it arrives. Only a fighter in Terminator plate may learn it; lesser armour cannot bear the passage. It trades the slow advance for a single sudden translocation — the rot does not come grinding across the field but blooms, without warning, in the very heart of the foe.

VETERANS ✧ OF THE LONG WAR HERETIC ASTARTES SET

Veterans of the Long War have ground against the Emperor's servants for ten thousand years, and the practice shows in every shot and stroke. When this fighter shoots at or fights a target that is Imperium or loyalist Adeptus Astartes, it may re-roll a single failed Hit roll and re-roll any To Wound rolls of a natural 1 against that target. It is the deepened form of the hatred every son of Mortarion carries — where the raw grudge steadies the aim, the veteran's rotting patience turns a wounding blow into a killing one. The loyalist has been killed a hundred times over in this warrior's memory; the plague-marine simply finishes the work again, unhurried and certain.



DEATH GUARD · HOUSE DOSSIER

THE DEATH GUARD

Death Guard = the wall that will not die and will not hurry

The Death Guard are the most patient killers in the galaxy, and the hardest to kill. Where other Heretic Astartes strike and manoeuvre, this legion simply advances — a slow, rotting tide of bloated warriors who cannot be hurried and will not be stopped. Grandfather Nurgle's gift to them is endurance made flesh: bodies swollen past pain, wounds shrugged aside by the Disgustingly Resilient ward, plague carried in every fouled breath. On the table they are an anvil, not a hammer. They plod forward at a single fixed pace, radiating a Contagion that sickens and weakens all that lingers near them, until the enemy is ground down as much by disease and attrition as by boltgun and bubotic axe. To fight the Death Guard is to face a wall that answers every blow with the same unhurried advance — and to watch one's own strength rot away while theirs never fails. They do not need to win quickly. They only need to endure, and the Grandfather's garden always endures.

☠ GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ Every fighter's price already carries its Nurgle gifts — Disgustingly Resilient and Contagion are innate to the legion, never bought separately
- ♦ Exactly 1 Leader (Death Guard Lord)
- ♦ 0-2 Champions (Plague Champion / Malignant Plaguecaster / Foul Blightspawn)
- ♦ Backbone (hard floor): Plague Marines + Poxwalkers $\geq$ Leaders + Champions (the wall must be a wall)
- ♦ 0-1 each \$5c Vehicle (Helbrute / Defiler / Foetid Bloat-drone / Plagueburst Crawler) — Ash-Wastes vehicle track, no Brute tier remains
- ♦ Summoned Plague Host (Plaguebearers / Nurglings) enters by Reputation via Plague Summons — see Alliances / Support, never a starting roster chassis

A Death Guard warband musters from a fixed pool of 1,500 credits. Every muster is built around a single Death Guard Lord, who commands without exception, and may field up to two Champions drawn from the Plague Champions, Malignant Plaguecasters and Foul Blightspawn. The wall must be a wall: the number of Plague Marines and Poxwalkers fielded together can never fall below the number of Leader and Champions, so the rotting line always outmasses those it protects. A single \$5c war-engine — a Helbrute, a Defiler, a Foetid Bloat-drone or a Plagueburst Crawler, each fielded one at a time on the Ash-Wastes vehicle track rather than the fighter grid — may grind forward alongside them. Every fighter already carries its Nurgle blessings; Disgustingly Resilient and Contagion are innate to the legion and need no separate purchase. The daemon Plague Host never begins on the roster: Plaguebearers and Nurglings answer only later, called down through the warband's standing with Grandfather Nurgle by the rite of Plague Summons.

☠ GANG RULES

✂ CONTAGION

GANG RULE

Contagion is the slow, spreading death that defines the Death Guard. When an enemy fighter ends its activation within 1" of a Death Guard model carrying a Contagion token, it gains a Contagion token of its own — the plague passes from host to host. A fighter carrying one or more Contagion tokens suffers -1 Toughness as its flesh softens and the sickness takes hold. Should a fighter accumulate three Contagion tokens, it takes an automatic Strength 3 hit at the start of each round as the rot turns lethal. The tokens do not fade; they only accumulate, across the whole warband and the whole battle. Against the Death Guard there is no clean way to disengage — every moment spent near the line is another step toward infection, and the enemy that lingers is killed as surely by disease as by any blade or bolt.

✂ DISGUSTINGLY RESILIENT

GANG RULE

Disgustingly Resilient is the gift that makes a Death Guard body so hard to kill. When a fighter fails its save against a wound, it rolls again: on a 6 the wound is ignored entirely, shrugged off by flesh too bloated and corrupt to care. This is a separate layer of durability, resolved after the save and independent of it — armour and ward each get their own chance, and only a wound that beats both actually tells. A fighter who has mastered Foul Endurance deepens the ward, ignoring the wound on a 5 or a 6. Every warrior in the warband carries some measure of it, from the humblest Poxwalker to the Lord itself. It is why the legion can advance so slowly and still endure: the enemy lands blow after blow, and again and again the rotting body simply refuses to fall.

✂ MIASMA OF PESTILENCE

GANG RULE

The Miasma of Pestilence is the droning cloud of flies and spores that hangs about the legion's command. Enemy fighters within 3" of a Plague Champion or a Death Guard Lord suffer -1 to their hit rolls, their aim fouled by swarming insects and the reek of decay. The aura is passive and constant — it needs no action to invoke and cannot be switched off, radiating from the commander wherever it stands. Because the Death Guard advance so slowly, the miasma becomes a creeping zone of degradation the enemy must either endure or retreat from: closing to finish a Champion means fighting half-blind, while backing away cedes ground to the grinding tide. It is a defensive aura for a warband that never hurries, thickening the survival of the very fighters the line forms around.

✂ PLODDING

GANG RULE

Plodding is the burden of the Grandfather's gift, written into every Death Guard body. Each fighter in the warband has a Movement of 4" and can never make a Sprint or a Run — the double-move actions are simply unavailable. Bloated, corrupt and unhurried, the legion crosses the battlefield at a single fixed pace, and no urgency changes it. This shapes everything about how the Death Guard fight: they cannot rush an objective, chase a fleeing enemy or reposition quickly to answer a threat. Instead they choose their ground and advance on it relentlessly, trusting their Contagion and their Disgustingly Resilient ward to make patience lethal. The only sanctioned exception is the Plaguecaster's Warp-stride, a short teleport that lets the sorcerer alone slip the curse. For every other warrior, there is only the slow, certain walk forward.

FIGHTERS

DEATH GUARD LORD

LEADER

✖ 330 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	2+	3+	4	5	4	3+	3	4+	3+	4+	5+

SAVE 3+ POWER

SPECIAL RULES

Disgustingly Resilient (*the deepest wall — W4 body under the FNP ward; the Suppurating Plate caps it at 4+*)

Miasma of Pestilence (*carries the cloud of flies — enemies within 3" suffer -1 to Hit*)

Plodding (*M4", no Sprint/Run — even the Lord only ever walks*)

The Long War (*gang-wide hatred re-roll vs Imperium*)

SEE SPECIAL RULES

Typed Effects

- grant-save feel-no-pain
- -1
- re-roll Hit

PRIMARY

Brawn

Combat

Ferocity

Leadership

Heretic Astartes

SECONDARY

Savant

Shooting

STARTING GEAR Mark Power

FREE SKILL Veterans Of The Long War

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

Plague Pistol 50 credits

✦ Injector Pistol 55 credits

A Foul Blightspawn's viscous-death injector nozzle kitbashed onto a bolt-pistol frame (Codex: Death Guard, Foul Blightspawn wargear).

SPECIAL

Plasma Gun 100 credits

Blight Launcher 120 credits

CLOSE-COMBAT

Bubotic Axe 40 credits

Power Fist 60 credits

ARMOUR

Sigil Of Corruption 75 credits

Mark Terminator 130 credits

Mark Power

included

PERSONAL

Plague Brew 25 credits

STATUS

Death Head Standard 40 credits

The Death Guard Lord is the deepest stone in the wall — an armoured apex with four Wounds beneath the Disgustingly Resilient ward, and the relic Suppurating Plate hardens that ward until nearly every wound is

shrugged aside. Around it hangs a Miasma of Pestilence, a droning cloud of flies that leaves every enemy within 3" fighting at a penalty to hit. Like all its legion it is Plodding — Movement 4", never a Sprint, never a Run — so it leads from the front by the simple refusal to fall. With WS 2+ and three Attacks it fights capably with boltgun, bolt pistol and bubotic axe alike, but its true weapon is presence: an all-but-unkillable anchor the warband forms around. Its command carries The Long War to every fighter it leads, sharpening their hatred of the Imperium. The Lord does not chase and it does not flee. It arrives, it stays, and the battle rots around it.

PLAGUE CHAMPION

CHAMPION

✖ 270 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	2+	3+	4	5	3	3+	3	5+	4+	5+	6+

SAVE 3+ POWER

SPECIAL RULES Disgustingly Resilient (*Foul Endurance deepens the ward to 5+*)

Miasma of Pestilence (*carries the cloud of flies — enemies within 3" suffer -1 to Hit*)

Plodding (*M4", no Sprint/Run*)

The Long War (*gang-wide hatred re-roll vs Imperium*) SEE SPECIAL RULES

Typed Effects

- grant-save feel-no-pain
- -1
- re-roll Hit

PRIMARY

Brawn

Combat

Ferocity

Leadership

Heretic Astartes

SECONDARY

Savant

Shooting

STARTING GEAR Mark Power

FREE SKILL Foul Endurance

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

Plague Pistol 50 credits

✧ *Injector Pistol* 55 credits

A Foul Blightspawn's viscous-death injector nozzle kitbashed onto a bolt-pistol frame (Codex: Death Guard, Foul Blightspawn wargear).

SPECIAL

Plasma Gun 100 credits

Blight Launcher 120 credits

Foul Plague Cannon 145 credits

CLOSE-COMBAT

Bubotic Axe 40 credits

✧ *Plague Flail* 45 credits

Built from Poxwalker censer-chains and a Nurgle icon-flail — the Foetid Virion's plague censer (Codex: Death Guard).

Power Fist 60 credits

ARMOUR

Sigil Of Corruption 75 credits

Mark Terminator 130 credits

Mark Power

included

PERSONAL

Plague Brew 25 credits

STATUS

Death Head Standard 40 credits

Cloud Of Flies Swarm

in kit

A Plague Champion is a command-tier wall, one step below the Lord and every bit as hard to put down. Its Disgustingly Resilient ward runs deep, and its mastery of Foul Endurance improves that ward so more wounds still are shrugged away. Like the Lord it trails a Miasma of Pestilence — enemies within 3" strike at a penalty to hit — and like all its legion it is Plodding, fixed at Movement 4" with no Sprint or Run. WS 2+ and three Attacks make it a dependable close fighter with the bubotic axe, while the boltgun and bolt pistol keep the advance honest at range. The Champion is where a Death Guard line is reinforced: a durable command node that both fights and shields those around it, carrying The Long War's hatred of the Imperium and holding the centre of the wall while the plague does its slow work.

PLAGUECASTER

CHAMPION

✖ 250 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	3+	4	5	3	4+	2	5+	3+	4+	6+

SAVE 3+ POWER

SPECIAL RULES Disgustingly Resilient (*a durable psyker*)

Plodding (*M4", no Sprint/Run; Warp-stride is its one legal cheat*)

The Long War (*gang-wide hatred re-roll vs Imperium*)

SEE SPECIAL RULES

PSYKER (*manifests the Contagions of Nurgle + Smite; the warband's sole caster*)

A fighter with the **Psyker** keyword may manifest the Wyrd Powers of any psychic discipline it has access to. In the Death Guard the keyword belongs to the Malignant Plaguecaster alone — no Marine, mortal or war-engine of the legion touches the warp — and through it the caster draws upon the Contagions of Nurgle and the universal witch-blast of Smite. Each attempt is made using the standard psyker rules, and every working risks the warp turning on the one who calls it. The powers are drawn free at creation: the gift is baked into the Plaguecaster's cost, not bought a working at a time.

Typed Effects

- grant-save feel-no-pain
- re-roll Hit

PRIMARY

Savant

Heretic Astartes

Contagions of Nurgle

SECONDARY

Cunning

Ferocity

Leadership

Shooting

Smite

STARTING GEAR Mark Power

FREE SKILL Plague Summons

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Plague Pistol 50 credits

CLOSE-COMBAT

Force Stave 45 credits

ARMOUR

Mark Terminator 130 credits

Mark Power

included

PERSONAL

Plague Brew 25 credits

Warp Stride 35 credits

STATUS

Familiar 35 credits

✧ *Nurgling Familiar* 40 credits

Built from Nurgling models as a bound familiar (Nurgle daemon range) — the Malignant Plaguecaster's plague-imps.

The Malignant Plaguecaster is the warband's sorcerer of rot — a durable psyker whose Disgustingly Resilient ward keeps it upright long enough to work its curses. It fights at range with the plague pistol and up close with a force stave, but its worth lies in the warp: it comes with Plague Summons already mastered, letting it call a retinue of daemons into the fighting. Like all Death Guard it is Plodding, fixed at Movement 4" and forbidden the Sprint or

Run — its one sanctioned escape from that curse is Warp-stride, the short teleport that lets the caster reposition when the slow tide alone will not serve. WS and BS 3+ with two Attacks make it a middling fighter in its own right; the point of the Plaguecaster is the summoning, the psychic pressure, and one more body that refuses to die at the heart of the advancing line, hatred of the Imperium fixed by The Long War.

PLAGUE MARINE

GANGER

✖ 195 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	3+	4	5	3	4+	2	6+	4+	5+	7+

SAVE 3+ POWER

SPECIAL RULES Disgustingly Resilient (every Plague Marine carries the FNP ward)

Contagion (carries a Contagion token)

Plodding (M4", no Sprint/Run)

The Long War (gang-wide hatred re-roll vs Imperium) SEE SPECIAL RULES

Typed Effects

- grant-save feel-no-pain
- re-roll Hit

PRIMARY

Brawn

Shooting

SECONDARY

Combat

Ferocity

Heretic Astartes

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

Plague Pistol 50 credits

SPECIAL

Plasma Gun 100 credits

Blight Launcher 120 credits

✦ Rothail Volley Gun 125 credits

From the Blightlord Terminators' rothail volley gun (Codex: Death Guard, Blightlord datasheet) — kitbash onto a Terminator-mark Plague Marine.

Plague Spewer 130 credits

CLOSE-COMBAT

Chainsword 25 credits

Bubotic Axe 40 credits

✦ Plague Flail 45 credits

Built from Poxwalker censer-chains and a Nurgle icon-flail — the Foetid Virion's plague censer (Codex: Death Guard).

ARMOUR

Filth Encrusted Plating 30 credits

Mark Terminator 130 credits

Mark Power

included

PERSONAL

Nurgles Rot Vials 20 credits

Rebreather Bio Filter 20 credits

Plague Brew 25 credits

Apothecarion Vials 30 credits

Grandfathers Blessing Graft

in kit

The Plague Marine is the wall itself — the rank-and-file body that makes a Death Guard warband an exercise in attrition. Toughness 5, three Wounds and the Disgustingly Resilient ward mean each one soaks punishment that

would fell a lesser fighter twice over. Every Plague Marine carries a Contagion token: any enemy that ends its activation within 1" catches the plague, and from there the disease does its own slow killing. Armed as standard with boltgun, bolt pistol and bubotic axe, it is competent at every range and lethal in a grinding melee, though it is fielded for its bulk rather than its speed — Plodding fixes it at Movement 4" with no Sprint or Run. A line of them advances like a slow, rotting tide, sharing The Long War's hatred of the Imperium, and the enemy that cannot break that line quickly finds itself infected, outmassed and ground down.

POXWALKER

JUVE

✖ 35 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	5+	6+	3	4	1	5+	1	8+	6+	8+	9+

SAVE 4+ FLAK

SPECIAL RULES

Contagion (carries a Contagion token)

Plodding (M4", no Sprint/Run)

The Long War (gang-wide hatred re-roll vs Imperium)

SEE SPECIAL RULES

Typed Effects

- re-roll Hit

PRIMARY

Cunning

Heretic Astartes

SECONDARY

Combat

Ferocity

STARTING GEAR Mark Carapace

EQUIPMENT LIST	
BASIC	ARMOUR
Autogun	Mark Carapace
CLOSE-COMBAT	included
Brutal Ccw	

The Poxwalker is the cheapest body in the legion and the most expendable — a shambling plague-victim reanimated to carry disease into the enemy. One Wound, Toughness 4 and a 4+ save make it fragile on its own, and its WS 5+ marks it no duellist. Its purpose is the Contagion token it carries: the plague rides the cheap body, and any enemy that ends within 1" of it is infected as surely as by a Plague Marine. Poxwalkers are Plodding like all Death Guard, shuffling forward at Movement 4", armed only with an autogun and improvised close-combat weapons. Fielded in numbers they thicken the wall, screen the heavier fighters and blanket the ground with contagion — a tide of rotting chaff whose deaths matter little and whose disease matters greatly, every shambling one of them carrying The Long War's hatred of the Imperium.

VEHICLES

CHAOS PREDATOR

VEHICLE

✖ 210 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	8	7	6	7	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Predator Autocannon — Turret arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Chaos Predator is the Legion's main battle tank, the Rhino hull up-armoured and up-gunned into a dedicated killer. Its heavy front facing shrugs off fire that would gut a transport, and it trades the Rhino's speed for that protection and a turret that hits like a falling wall. The turret autocannon reaches out to crack light armour and the toughest infantry, throwing struck bodies reeling, while a heavy bolter on each sponson lets the machine engage across three arcs at once — nothing on its flanks goes unanswered. Slow, front-heavy and dear, it anchors a battle-line rather than flanking, grinding forward at the same patient pace as the marching dead behind it and sitting deliberately below the superheavy tier. One to a gang, corroded and unhurried, it plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

CHAOS RHINO

TRANSPORT

✖ 110 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

♦ Combi Bolter — Front arc (Crew)

SPECIAL RULES

♦ 0-1 per gang

♦ Transport (10 fighters)

The Chaos Rhino is the corrupted workhorse of the Legion — the same fast, thin-skinned Tracked transport the loyalists still ride, only ten thousand years weathered, its hull streaked green and weeping at every rivet. It carries a squad of plague-marines across open ground and shrugs small-arms behind six Hull Points and its Movement, trading armour for the speed to close the gap the wall itself would take an age to cross. A pintle combi-bolter lets the crew hose down infantry as the transport grinds forward, though the box relies on getting bodies into the fight rather than trading blows once there. Every Legion fields the pattern in some rusted form, one to a gang. It resolves its handling, its facing armour and its Loss of Control through the Ash-Wastes vehicle rules, the same rolling coffin the whole plague-legion learns to ride.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

CHAOS VINDICATOR

VEHICLE

✖ 195 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	8	7	6	7	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ◆ Demolisher Cannon — Turret arc (Crew)
- ◆ Combi Bolter — Front arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang

The Chaos Vindicator is the siege bombard built on the Rhino hull — the cargo bay torn out and replaced with one monstrous demolisher cannon that flattens cover and cracks armour at close range. It keeps the transport's durable body, thick to the front and slow to steer, and exists to do a single terrible thing: crawl into range and drop an apocalyptic shell where the enemy thought a wall kept them safe. Past its short reach the gun falls blind, so the machine must grind straight into the teeth of the foe to speak — a natural artillery piece for a legion that never intended to hurry. A pintle combi-bolter guards the approach as it lumbers forward. Rhino-durable in body, one devastating gun in purpose, it is fielded one to a gang, resolving its handling, facing Toughness and Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DEFILER

VEHICLE

✖ 400 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	9	8	7	8	6+	3+	4+	7+	5+	6+	7+

LOCOMOTION Walker

HARDPOINTS

- ◆ Demolisher Cannon — Front arc (Crew)
- ◆ Reaper Autocannon — Front arc (Crew)
- ◆ Power Fist — Front arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang

The Defiler is the superheavy daemon-engine that crowns the Death Guard vehicle roster — a spider-limbed \$5c war-engine, no fighter but a Walker resolved through the Ash-Wastes vehicle rules. Thick front armour (Toughness 9 to the front, 8 flank, 7 rear) shields eight Hull Points under a Sv 3+ hull, and unusually for the plague legion it is fast: Movement 7" carries it ahead of the grinding wall rather than with it. It hammers the board from three fixed Front hardpoints — a demolisher/battle cannon that flattens cover and cracks armour, a reaper autocannon that saws through lighter targets, and a great scourge-claw power fist that tears apart anything that closes. Facing matters: all three arms fire forward, so the Defiler must front its prey. The top of the DG vehicle track and still under the 450 gatekeeper, its price is provisional — re-derived from durability, offence and mobility per \$5c, not ported from the Brute chassis it left behind; a bad Loss of Control roll can still wreck the whole spider-limbed horror.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

FOETID BLOAT DRONE

VEHICLE

✖ 230 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	6	6	5	6	5+	5+	4+	6+	4+	5+	7+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Heavy Blight Launcher — Front arc (Crew)
- ♦ Fleshmower — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Foetid Bloat-drone is the one fast thing the plague-legion fields — a droning daemon-engine of bloated flesh and rusted iron that hovers over the grinding wall as a Skimmer, unbound by the Plodding curse that fixes everything else in place. It is a harasser, not an anchor: a glassy hull of only six Hull Points and a weak 5+ save that trades durability for reach, darting ahead of the infantry to spray blight and mow flesh. Its heavy blight launcher scatters toxin-shells across the enemy while the fleshmower savages anything the drone drifts low over. Fielded one at a time, it does its killing in the space the wall cannot cross quickly, then relies on speed to stay alive — for a single bad turn of Loss of Control, as the Ash-Wastes vehicle rules resolve it, is enough to bring the whole rotting thing crashing down.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

HELBRUTE

VEHICLE

✖ 300 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
4"	8	7	6	6	6+	3+	3+	6+	4+	5+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Lascannon — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Helbrute is the legion's rotting mad walker — a tormented Dreadnought entombing a fallen champion, no longer a fighter on the gang grid but a \$5c war-engine resolved through the Ash-Wastes vehicle rules. Sv 3+ dreadnought plate armours six Hull Points behind a front-weighted hull (Toughness 8 to the front, 7 flank, 6 rear), and it grinds forward at the same Plodding Movement 4" as the infantry it towers over — a Walker that anchors a flank rather than leads a charge. Its lascannon cracks armour at range while the great power fist tears apart anything that closes; both are fixed Front hardpoints, so the Helbrute must face its prey to bring its guns to bear. Crazy and slow to steer, it is a durable heavy that shrugs off fire which would fell a lesser hull, its damage and handling — and every catastrophic Loss of Control — reckoned through the Ash-Wastes vehicle rules. Its re-derived price is provisional, priced from the profile rather than ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

HELDRAKE

GUNSHIP

✖ 235 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	6+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Baleflamer — Front arc (Crew)
- ♦ Heldrake Claws — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

The Heldrake is the apex of the Legion's airspace — a Crazy daemon-engine flyer, a mechanical raptor with a bound daemon shrieking in its hull, that owns the sky above a battle and nothing else. It carries no cargo and cannot land: with no Hover capability it holds no station, so it must make its minimum move every round, screaming across the field at Low or High altitude before wheeling back for another pass. A fixed baleflamer washes daemon-fire over massed infantry as it stoops, leaving a clinging blaze in its wake, and on the swoop its great claws rake apart whatever it overflies. Eight Hull Points and a keen handling let it survive the odd hit, but its true defence is velocity and altitude — a target it has already overflown cannot easily answer. Fielded one to a gang, the Legion's sole flyer, it plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules (Flying Mechanics) for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PLAGUEBURST CRAWLER

VEHICLE

✖ 340 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
4"	9	8	7	8	7+	4+	4+	6+	4+	5+	7+

LOCOMOTION Tracked

HARDPOINTS

- ◆ Plagueburst Mortar — Front arc (Crew)
- ◆ Entropy Cannon — Left arc (Crew)
- ◆ Entropy Cannon — Right arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang

The Plagueburst Crawler is the siege-anchor of the legion — a lumbering Tracked war-engine of thick front armour and eight Hull Points, grinding forward at the same unhurried Movement 4" as the infantry it escorts. It is the wall made mechanical: heavily armoured to the front, slow and hard to steer, built to endure and to bombard. Its hull-mounted plagueburst mortar lobbs contagion-shells over cover, seeding Contagion tokens across the board long before the crawler itself arrives, while a pair of flanking entropy cannons rot the armour off anything that tries to trade fire with it. Fielded one at a time, it is a centrepiece rather than a spearhead: a rolling fortress that punishes the enemy from range and shrugs off return fire, resolving its damage and its handling through the Ash-Wastes vehicle rules as it creeps toward the fight it will eventually crush.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

☠ PSYCHIC DISCIPLINES

✖ THE CONTAGIONS OF NURGLE

PSYCHIC DISCIPLINE

The Contagions of Nurgle are the witchery of the Malignant Plaguecaster — the plague-legion's single school of sorcery, breathed rather than blasted. Where another warp-caster commands lightning and flame, the Plaguecaster cultivates rot: it looses the Grandfather's sickness onto the enemy, softens and withers what stands before the wall, and pours endurance into the brothers grinding at its side. Each working is a Wyrd power, and every one courts the warp's price. The Death Guard field but one caster, no sorcerous cabal, so this lone discipline is the whole of their psychic art. At creation a Plaguecaster with access picks or rolls one power from the table below.

ROLL	POWER
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1	Nurgle's Rot. The Plaguecaster breathes the Grandfather's signature plague onto a chosen enemy within range. That fighter, and every other fighter within 2" of it, suffers an automatic Strength 3 hit with the Toxin trait — a wave of rot that finds friend and foe alike wherever they are packed close. Any fighter taken Out of Action by the power dies as a new seedbed: a Contagion token is placed on the nearest enemy, so the disease finds fresh hosts as it kills. It is the discipline's workhorse damage, most vicious against a clustered enemy line and the surest way to start the plague spreading where none of the warband's bodies can yet reach.
2	Gift of Contagion. The Plaguecaster lets the wind of the warp carry a gift of sickness into the enemy ranks. The chosen enemy fighter within range, and every enemy within 1" of it, gains a Contagion token and suffers -1 Toughness until the end of the round — softened and marked in a single working. It is a spread-and-soften power rather than a killing one: it seeds the plague across a knot of foes at once and thins their resilience just as the wall closes to grind them down. Where Nurgle's Rot burns a cluster, Gift of Contagion infects it, turning a bunched enemy into a field of hosts for the disease to work through.
3	Blades of Putrefaction. The Plaguecaster wreathes a comrade's weapons in weeping corruption. While this power is sustained, the target friendly fighter's close-combat attacks gain the Toxin trait, and it re-rolls Wound rolls of 1 in melee — its blades drip contagion and bite deeper for it. It is the discipline's one offensive buff, turning a chosen Champion or Plague Marine into a far more lethal fighter for as long as the caster holds the working. Because it is continuous, it costs the Plaguecaster its attention round after round, so it is spent on the model whose melee will decide the grind — the anvil the caster wants to become a hammer.
4	Curse of the Leper. The Plaguecaster fixes a single enemy in its gaze and withers it from within. While the target enemy fighter remains in line of sight of the Plaguecaster, it suffers -1 Strength and -1 Toughness — its flesh sloughing, its limbs weakening as the leper's curse takes hold. It is a single-target sap, distinct from the spreading Gift of Contagion: no token, no cluster, just one dangerous foe made weaker for as long as the caster keeps eyes on it. A Plaguecaster reaches for it to blunt an enemy champion or brute before the wall grinds into contact, breaking the strongest thing on the far side down to something the line can absorb.
5	Putrescent Vitality. The Plaguecaster pours the Grandfather's endurance into one chosen warrior. While this power is sustained, the target friendly Death Guard fighter improves its Disgustingly Resilient ward by a step — a fighter with no ward gains a 6+, and the deepening caps at 4+ as everywhere else in the legion. It is the discipline's defence buff, making an already unkillable anchor very nearly impossible to shift. Being continuous, it consumes the caster's action each round and touches only a single model, so a Plaguecaster that over-tanks one champion pays for it in tempo — the price that keeps the endurance from stacking without limit across the wall.
6	Miasma of Flies. The Plaguecaster draws a droning swarm of flies about itself, a living veil of buzzing corruption. While this power is sustained, enemies suffer -1 to Hit the caster with both ranged and melee attacks, their aim spoiled by the churning haze. It is the caster's own shroud — a self-protection that keeps the warband's one psyker alive at the heart of the slow advance, distinct from the Champion's cloud that debuffs enemies pressing near a command model. A Plaguecaster with no immediate curse to work will often hold this instead, wrapping itself in flies and grinding forward under a cloud that no shooter can quite pin down.



GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Cloud Of Flies. Play at any time. A dense cloud of flies boils up around one of your fighters until the end of the round. Enemies shooting at it count it as being in partial cover, their aim spoiled by the droning, biting swarm.	DURING BATTLE
12	Revoltng Resilience. Play at any time. One of your fighters' flesh grows briefly, revoltingly hard: until the end of the round it improves its Disgustingly Resilient ward by one step, ignoring wounds it has no right to survive.	DURING BATTLE
13	Curse Of The Leper. Play when an enemy fighter is within 1" of one of your fighters. That enemy is cursed with weeping sores and swollen joints: until the end of the battle it suffers -1 to its own melee hit rolls, its split hands too clumsy to strike true.	DURING BATTLE
14	Putrid Detonation. Play when one of your Plague Marines is taken Out of Action. Its corroded war-plate ruptures under the pressure of its own rot: every enemy within 2" suffers an automatic Strength 3 hit as filth and shrapnel burst outward. A son of Mortarion does not fall quietly.	WHEN A PLAGUE MARINE IS TAKEN OUT OF ACTION
15	The Tally Begins. Play before the battle. Your keeper of the count opens the ledger early: your gang's Tally of Pestilence begins this battle already credited with a single kill, the reckoning started before the first shot is fired.	PRE-BATTLE
16	Grandfathers Blessing. Play at any time. The Grandfather's favour settles on one of your fighters: until the end of the round it re-rolls all failed Disgustingly Resilient rolls, shrugging aside wounds that should by rights have felled it.	DURING BATTLE
21	Relentless Advance. Play at the start of one of your fighters' activations. Bound by Plodding it can never Sprint, but this activation it grinds a little further: after it acts, it may make a single short move of up to 2" toward the nearest enemy. The tide never stops, even if it never hurries.	DURING BATTLE
22	Wall Of Rot. Play at any time. Your fighters close ranks into a rotting bulwark: until the end of the round, every one of your fighters in base contact with another friendly fighter gains +1 Toughness, the wall thickening wherever the bodies press together.	DURING BATTLE
23	Seeping Contagion. Play at any time. The plague seeps outward from your line: choose one of your fighters carrying a Contagion token, and every enemy within 2" of it gains a Contagion token as the sickness leaches through the air between them.	DURING BATTLE
24	The Plague Quickens. Play at the start of a round. For that round, whenever an enemy fighter would gain a Contagion token, it gains two instead — the plague suddenly quickening in the tainted air. What crept a moment ago now races.	DURING BATTLE
25	Unkillable. Play when your Leader would be taken Out of Action. It refuses to fall: instead it remains on the board on a single Wound, Prone and Pinned, the rot dragging it back from death one final time this battle.	WHEN THE LEADER WOULD BE TAKEN OUT OF ACTION
26	Miasmic Surge. Play at the start of a round. The cloud of flies boils outward: until the end of the round, every one of your fighters carrying a Miasma of Pestilence aura extends its reach to 6", fouling the aim of enemies across a far wider stretch of the line.	DURING BATTLE

31	They Do Not Fear. Play when one of your fighters must take a Nerve test. It passes automatically — a body this far gone in the Grandfather's gift feels neither fear nor doubt, only the patient urge to grind forward.	DURING BATTLE
32	Shrug It Off. Play when one of your fighters suffers a Flesh Wound. It simply shrugs the injury off, ignoring that Flesh Wound entirely — a body this corrupt scarcely notices one more tear in its rotting hide.	DURING BATTLE
33	Pox Burst. Play when one of your Poxwalkers is taken Out of Action. The bloated body ruptures in a spray of filth: every enemy fighter within 1" gains a Contagion token. The disease-chaff spreads the plague even as it falls — which is all it was ever for.	WHEN A POXWALKER IS TAKEN OUT OF ACTION
34	Grinding Halt. Play when an enemy fighter moves within 3" of one of your fighters. The mire of rot around your line drags at its feet: that enemy reduces its Movement by 2" for that action, mired in filth and slowed toward the legion's own crawl.	DURING BATTLE
35	Corrosive Spray. Play when one of your fighters makes a ranged attack. The shot sprays corrosive filth as well as fire: if it hits, the target gains a Contagion token in addition to any wound it suffers, its armour fouled and its flesh seeded with rot. The plague eats what the shot does not.	DURING BATTLE, SHOOTING
36	The Slow Tide. Play before the battle. The Death Guard advance in an unbroken line: for the first round, every one of your fighters counts as being in partial cover while a friendly fighter is within 2" of it. The wall shields itself as it grinds forward.	PRE-BATTLE
41	Endless Patience. Play at the start of one of your fighters' activations. Taking the long view, it stays where it stands: if it makes no move this activation, it gains +1 to all its hit rolls until its next activation, sighting patiently down the barrel. The Death Guard are never in a hurry.	DURING BATTLE
42	Festering Wounds. Play when one of your fighters wounds an enemy in close combat. The wound festers around the blade: that enemy gains a Contagion token as the diseased edge does its slow work beneath the armour, long after the blow itself has landed.	DURING BATTLE
43	Blessing Of Decay. Play after a battle. The Grandfather blesses your survivors' scars: choose one fighter that went Out of Action during the battle and reduce its recovery time, the rot tending its wounds where a clean body would only rot away. What Nurgle marks, he keeps.	POST-BATTLE
44	Host Answers. Play once per battle. The garden answers its own: one of your fighters immediately recovers a single lost Wound as the rot knits it back together, the Grandfather unwilling to let a favoured son fall just yet.	DURING BATTLE
45	Immovable. Play when one of your fighters would be moved by an enemy effect — a Knockback, a charge, or any forced movement. That fighter is immovable: it ignores the movement entirely and holds its ground, rooted like something grown up out of the earth.	DURING BATTLE
46	The Reek. Play when an enemy fighter activates within 3" of one of your fighters. The reek of rot rolls over it: it suffers -1 to its Cool for that activation, gagging and retching on the stench as it tries to act.	DURING BATTLE
51	Second Wind Of Rot. Play when one of your fighters becomes Seriously Injured. A second wind of rot surges through it: it may immediately make a free Recovery test, the Grandfather's gift refusing to let a favoured son lie down while there is still killing to be done.	DURING BATTLE
52	Toxic Cloud. Play at any time. A cloud of toxic spores billows around one of your fighters until the end of the round. Any enemy that ends its activation within 2" of it suffers an automatic Strength 2 hit as the poison sears its lungs.	DURING BATTLE

53	Bloated Vigour. Play before the battle. One fighter of your choice swells with fresh corruption, its flesh bloating with the Grandfather's gift: for the duration of the battle it gains +1 Toughness. The wall grows a little harder to breach.	PRE-BATTLE
54	Creeping Doom. Play at the start of a round. The sickness spreads unbidden through those already touched: every enemy fighter that currently carries a Contagion token immediately gains another. Doom creeps outward, one host to the next.	DURING BATTLE
55	The Long Grind. Play during a campaign step. The Death Guard endure where others tire: one fighter recovering from a lasting injury heals a step faster this cycle, the slow rot mending it in its own grim and patient time.	CAMPAIGN STEP
56	Plague Wind. Play at the start of a round. A foul wind carries the plague across the field: pick one of your fighters and a direction; every enemy fighter in a straight line out from it gains a Contagion token as the reek rolls over them. The Grandfather's breath goes where it wills.	DURING BATTLE
61	Nurglings Underfoot. Play when an enemy fighter charges one of your fighters. A knot of Nurglings boils up underfoot at the worst moment: the charging enemy suffers -1 to its hit rolls for that combat, stumbling and cursing over the capering little horrors.	DURING BATTLE
62	Defiant Rot. Play when one of your fighters is taken Out of Action. Its body bursts with pent-up rot as it falls: every enemy fighter within 2" immediately gains a Contagion token. Even in death, a son of Mortarion serves the plague.	WHEN A FIGHTER IS TAKEN OUT OF ACTION
63	The Tally Of Pestilence. Play during a campaign step. Take stock of the ledger: for each set number of enemies your gang has taken Out of Action by Contagion or Toxin across the campaign so far, gain a measure of campaign renown. The Grandfather rewards a count kept faithfully.	CAMPAIGN STEP
64	Sickened Ground. Play before the battle. Your warband has fouled the field in advance: choose one piece of terrain near the centre of the board. For the whole battle, any enemy that ends an activation on or within 1" of it gains a Contagion token. The ground itself is turned against them.	PRE-BATTLE
65	Grandfathers Gaze. Play during a campaign event. The Grandfather turns his rheumy eye upon your warband: re-roll one dice you have just rolled for the event, whether for a boon, a lasting injury or a chance encounter. His gaze bends fortune toward the plague's liking.	DURING A CAMPAIGN EVENT
66	The Wall Endures. Play when your gang would take a Bottle test. The wall does not break: your gang automatically passes that Bottle test, the sons of Mortarion too stubborn and too slow to grasp when they ought to run.	DURING BATTLE

ALLIANCES

THE KIN OF THE LONG WAR

ALLIANCE

WHO	a fellow Heretic Astartes gang — a cult legion or renegade warband of the Long War (generic, any Chaos Space Marine gang the pact is struck with; never a fixed named gang)
TERMS	campaign-only map-level non-aggression: while the pact holds, the two gangs will not contest the same world in the same campaign phase and may each grant the other one Contagion-immunity or a shared advance in a mutually-declared battle. Wary rather than warm — the Death Guard distrust the faster gods' impatience — it dissolves the moment either gang's god demands the ground, and never merges rosters

The Death Guard will, on occasion, strike a wary pact with a fellow warband of the Long War — a cult legion or renegade band of Heretic Astartes that shares their ten-thousand-year hatred of the Imperium. The alliance is campaign-only and map-level: while it holds, the two forces will not contest the same world in the same phase, and each may grant the other a single boon in a mutually declared battle — a measure of Contagion-immunity, or a shared advance. It is never warm. The Death Guard distrust the faster gods and their impatience, and the pact dissolves the moment either warband's god demands the ground. Rosters never merge; this is a truce struck between rivals, not a brotherhood.

THE PLAGUE HOST

ALLIANCE

WHO	a Nurgle daemon gang — the Plague Host (nurgle.md, any Nurgle-aligned daemon warband the pact is struck with; generic, never a fixed named gang)
TERMS	campaign-only, phase-gated Grandfather's-garden pact: once the campaign reaches its declared middle phase, while both gangs hold ground on the same world the Death Guard may summon the Plague Host via Plague Summons — a Plaguebearer/Nurgling retinue deep-strikes into a shared battle and fights under its own Plague Host rules. No shared roster and no daemon fighters enter a normal battle list except by that summon; this is the garden lent to its favoured mortals, not a combined gang

The deepest bond the Death Guard hold is with the Plague Host itself — a warband of Nurgle's daemons, the teeming children of the Grandfather's garden. The pact is campaign-only and phase-gated: once the campaign reaches its declared middle phase, wherever both forces hold ground on the same world, the Death Guard may call the Plague Host to battle through the rite of Plague Summons. A retinue of Plaguebearers and Nurglings deep-strikes into the shared fight and serves under its own Plague Host rules. No daemon joins a normal battle list except by that summoning, and the rosters never merge — this is the garden lent to its favoured mortals, not a single combined force.

ROLL	FAVOUR	PATRON
2	A Nurglings Gift. Grandfather Nurgle sends one of his capering children as a small token of affection. For your next battle, a single Nurgling attaches itself to a fighter of your choice, scuttling underfoot and fouling the ground around it — any enemy drawn into close combat with that fighter finds the footing treacherous and the little horror always in the way. The Grandfather's gifts begin small, but they are always freely given.	GRANDFATHER NURGLE AND THE PLAGUE HOST (THE DAEMON-GARDEN THE DEATH GUARD ANSWER TO — NURGLE.MD)
3	The Tallymans Count. The Grandfather takes a personal interest in your ledger of deaths. In your next battle, the first enemy your gang takes Out of Action by Contagion or Toxin counts twice toward your Tally of Pestilence, the kill weighed doubly in his great reckoning. Keep counting — he is always watching the numbers climb.	GRANDFATHER NURGLE AND THE PLAGUE HOST (THE DAEMON-GARDEN THE DEATH GUARD ANSWER TO — NURGLE.MD)
4	A Draught Of Pox. Nurgle blesses your apothecaries with a fresh brewing of pox. Before your next battle, one fighter of your choice may drink deep: for that battle it gains a Feel-No-Pain ward as the blessed rot floods its blood. The draught is potent and short-lived, but for one battle that fighter shrugs aside wounds that should have felled it.	GRANDFATHER NURGLE AND THE PLAGUE HOST (THE DAEMON-GARDEN THE DEATH GUARD ANSWER TO — NURGLE.MD)
5	The Gardeners Favour. The Grandfather tends his garden, and your wounded are part of it. One fighter of your gang currently Seriously Injured or In Recovery heals as though the rot itself were mending it — reduce its recovery time, restored by Nurgle's grim and patient care. What festers in his garden does not easily die.	GRANDFATHER NURGLE AND THE PLAGUE HOST (THE DAEMON-GARDEN THE DEATH GUARD ANSWER TO — NURGLE.MD)
6	Loaned Plaguebearers. Grandfather Nurgle lends you a measure of his tallybearers. For your next battle you may field a small retinue of Plaguebearers, deploying alongside your gang and fighting under their own Plague Host rules before returning to the garden when the battle ends. They are loaned, not given — the Grandfather always counts back what is his.	GRANDFATHER NURGLE AND THE PLAGUE HOST (THE DAEMON-GARDEN THE DEATH GUARD ANSWER TO — NURGLE.MD)

7	Grandfathers Embrace. The Grandfather draws your whole warband closer to his rotting heart. For your next battle, every fighter in your gang deepens its Disgustingly Resilient ward, shrugging aside wounds more readily as his blessing settles over the line. It is the fullest measure of his affection — the wall made, for one battle, very nearly unbreakable.	GRANDFATHER NURGLE AND THE PLAGUE HOST (THE DAEMON-GARDEN THE DEATH GUARD ANSWER TO – NURGLE . MD)
8	The Blessing Of Flies. A droning cloud of Nurgle's flies descends where you will it. For your next battle, choose one fighter that does not already carry it to gain a Miasma of Pestilence aura, fouling the aim of every enemy that comes within 3". The swarm spreads the Grandfather's blessing wider through the line, and closing on your fighters becomes a half-blind ordeal.	GRANDFATHER NURGLE AND THE PLAGUE HOST (THE DAEMON-GARDEN THE DEATH GUARD ANSWER TO – NURGLE . MD)
9	The Unclean Hour. The Grandfather grants you one unclean hour of triumph. Once during your next battle, at a moment of your choosing, you may unleash a surge of contagion across the field: every enemy fighter within 3" of one of your gang immediately gains a Contagion token. For that one hour the plague spreads faster than any wall could carry it — and then it settles back into its patient, grinding work.	GRANDFATHER NURGLE AND THE PLAGUE HOST (THE DAEMON-GARDEN THE DEATH GUARD ANSWER TO – NURGLE . MD)

SUB-PLOTS

THE ROT THAT REMAINS

SUB-PLOT

Reward: That fighter becomes touched by the Grandfather's gift: it may take the Unkillable legendary name at half the usual XP cost, or permanently improve its Disgustingly Resilient ward by one step. Claimable once per campaign.

Some fighters the Grandfather simply will not release. If a single fighter is reduced to its last Wound and survives the battle without being taken Out of Action in two separate games across the campaign, the rot has plainly refused to let it fall. That fighter becomes touched by the Grandfather's gift: it may take the Unkillable legendary name at half the usual XP cost, or permanently deepen its Disgustingly Resilient ward by one step. This may be claimed once per campaign — the rot remembers the ones it kept.

✂ THE TALLY FULFILLED

SUB-PLOT

Reward: Grandfather Nurgle acknowledges the count: one fighter gains the Foul Endurance skill for free, OR the gang unlocks a one-off free Plague Summons in its next battle. Claimable once each time the threshold is crossed.

The Grandfather counts, and when the count runs high enough he answers. When the gang's Tally of Pestilence crosses a declared campaign threshold — a set number of enemies taken Out of Action by Contagion or Toxin across the campaign so far — Nurgle acknowledges the offering. One fighter gains the Foul Endurance skill for free, or the gang unlocks a single free Plague Summons in its next battle. This may be claimed each time the threshold is crossed anew; the ledger is never truly closed.

💀 LEGENDARY NAMES

✂ THE TALLYMAN ETERNAL

PLAGUE CHAMPION / MALIGNANT PLAGUECASTER

XP cost (random): 5

XP cost (chosen): 10

The Tallyman Eternal is the keeper of the count that pleases the Grandfather — a Champion-tier legend borne by a Plague Champion or Malignant Plaguecaster who has made a ritual of numbering the dead. Every enemy this fighter or a friendly within 6" takes Out of Action by Contagion or Toxin adds double to the gang's Tally of Pestilence, and once per battle the Tallyman may spend that Tally to grant a friendly fighter a free Foul Endurance for the round. But the count must be kept perfectly. The Tallyman may never make a Charge action — it must observe and record, not brawl — and if it is taken Out of Action the gang cannot add to its Tally of Pestilence for the rest of the battle. The ledger is lost with the one who kept it.

✂ THE UNKILLABLE

PLAGUE MARINE

XP cost (random): 4

XP cost (chosen): 8

The Unkillable is the body the rot would not let die — a ganger-tier legend borne by a Plague Marine that simply refuses to fall. The first time each battle it would be taken Out of Action, it instead remains on the board on a single Wound, prone, and it re-rolls all failed Disgustingly Resilient rolls for the whole game. It is the wall's own wall, the fighter every enemy remembers failing to kill. But the rot has taken its mind along with its mortality: the Unkillable suffers -1 to all Intelligence-based tests, and may never be given the Leader or Champion role or carry the gang's Icon. It is a magnificent corpse that grinds forward and endures — it cannot be trusted to lead or to think. It knows only how not to die.

✧ TYPHUS HERALD OF THE PLAGUE

DEATH GUARD LORD

XP cost (random): 6

XP cost (chosen): 12

This Lord is the Herald of the Plague, Master of the Destroyer Hive — the named apex of the legion, borne only by a Death Guard Lord. It spreads Contagion freely: every enemy that ends within 2" of it, not merely 1", gains a Contagion token, and its Disgustingly Resilient ward is a flat 4-in-6 chance of ignoring each wound before any Suppurating Plate. Once per battle it may summon a Plague Host retinue as though it carried Plague Summons, whether or not it is a psyker. Yet the Herald is a beacon of rot the enemy cannot ignore: it may never be held in reserve and must always deploy on the board, and if it is taken Out of Action the gang immediately loses its Miasma auras for the rest of the battle as the Destroyer Hive scatters. The plague is wound so tightly around this one warrior that its fall unmakes the swarm.

☠ TERRAIN

✧ THE FESTERING SUMP

TERRAIN

This is the Death Guard's signature holding — a rotted, fortified strongpoint they infect and deepen across a whole campaign. Held as a territory, it grants the gang one free Chaos Boon re-roll each campaign cycle and lets its Tally of Pestilence bank one step faster, the festering ground itself feeding the count. Brought onto the battlefield as a board feature, it is difficult, contagious terrain: any enemy that ends an activation within it gains a Contagion token, while Death Guard fighters treat it as cover and move through it untroubled. It is a stronghold and a hazard both — the legion's rotten heart, dragged wherever they choose to make their stand.

✧ THE PLAGUE PIT

TERRAIN

The Plague-Pit is a Death Guard signature: a crater of pooled filth and corpse-rot the legion drags onto its battlefields and pours out like a wound in the ground. Any enemy fighter that ends an activation within 2" of it, or inside it, gains a Contagion token as the reek and rot take hold. Death Guard fighters are immune to its filth and may treat the pit as partial cover, fighting from within their own contagion. It spreads plague and nothing else — a hazard the enemy must go around, and one the legion is glad to fight beside.

SCENARIOS

THE FESTERING SIEGE

SCENARIO

ATTACKER	the opposing gang (which must storm a fortified plague-sump and burn out the Death Guard before the siege grinds it to nothing)
DEFENDER	Death Guard (dug into a Festering Sump they have held and rotted for a hundred battles, in no hurry and hard to shift)
DEPLOY	the Death Guard deploy anywhere within the central sump zone, dug in among contagious terrain; the attacker deploys along the outer edges and must break in
OBJECTIVE	the attacker wins by seizing the sump's central objective and taking the Death Guard Leader Out of Action; the Death Guard win by simply enduring — holding the sump and grinding the attacker down through attrition and plague
VICTORY	the Death Guard win if they still hold the central objective at the end of the game with the Leader alive; the attacker wins if it holds the objective and has taken the Death Guard Leader Out of Action, or has reduced the Death Guard to fewer than half their starting fighters
REWARDS	the Death Guard gain a Revolting Resilience boon and add the siege's Contagion-kills to their Tally; the attacker gains renown scaled to the Death Guard fighters destroyed and the sump territory if it is seized
CONTROL TRACK	an attacker win seizes the Death Guard's Control-Track claim on the sump district; a Death Guard win holds the marker fast — the wall did not break, and the ground stays septic and theirs

The Death Guard have held this rotted strongpoint for a hundred battles, fortifying it and turning the ground septic beneath them. Now an enemy has come to burn them out before the siege grinds on forever.

ATTACKER The opposing gang, which must storm the fortified plague-hold and break the Death Guard before the endless siege wears it to nothing.

DEFENDER The Death Guard, dug into a festering mire they have held and rotted for a hundred battles — in no hurry, and very hard to shift.

BATTLEFIELD The board is centred on the Death Guard's contagious stronghold, thick with difficult, diseased terrain. The defenders treat that ground as cover.

DEPLOYMENT The Death Guard deploy first, anywhere within the central mire-zone, dug in among the contagious terrain. The attacker deploys along the outer board edges and must break inward to reach them.

THE ENDLESS SIEGE The Death Guard's Contagion and Miasma auras run as normal. Every activation the attacker spends close to the wall is another step toward infection.

ENDING THE BATTLE The game ends when one side achieves its victory condition, or the attacker is broken and flees.

VICTORY The Death Guard win if they still hold the central objective at the end of the game with their Leader alive. The attacker wins if it holds that objective and has taken the Death Guard Leader Out of Action, or has reduced the Death Guard to fewer than half their starting fighters.

REWARDS The Death Guard gain a Revolting Resilience boon and add the siege's Contagion-kills to their Tally of Pestilence. The attacker gains renown scaled to the Death Guard fighters destroyed, and seizes the plague-hold

territory if it takes the ground.

CONTROL TRACK An attacker win seizes the Death Guard's claim on the district. A Death Guard win holds the marker fast — the wall did not break, and the ground stays septic and theirs.

ATTACKER	Death Guard (the grinding tide — it chose to hold this ground and spread its plague across the district, and it does not intend to leave)
DEFENDER	the opposing gang (which must break the wall and escape the contagion before the tokens stack and the ground itself turns against it)
DEPLOY	the Death Guard deploy first, spread in a broad line across the centre with the objective ground behind them; the defender deploys second, along one board edge, and must come to the wall or be ground down from range
OBJECTIVE	the Death Guard win by holding the central ground and spreading Contagion across the enemy gang while the plague does its slow work; the defender wins by burst-killing enough of the wall and seizing the centre before it is too infected to hold
VICTORY	the Death Guard win if, at the end of the game, they hold the central objective AND at least half the surviving enemy fighters each carry two or more Contagion tokens; the defender wins if it holds the centre with more standing fighters than the Death Guard, or takes the Death Guard Leader Out of Action
REWARDS	the Death Guard add every enemy Out of Action by Contagion or Toxin to their Tally of Pestilence and gain campaign renown scaled to it, within the cap; the defender gains a reward for breaking the wall or escaping the district uninfected
CONTROL TRACK	a Death Guard win advances its Control-Track claim on the contested district (the ground is theirs to rot); a defender win pushes the marker back toward the defender, the plague having failed to take root

The Death Guard chose this ground, and they mean to spread their plague across the whole district. They do not intend to leave.

ATTACKER The Death Guard — the grinding tide, advancing to hold the ground and infect everything upon it.

DEFENDER The opposing gang, which must break the wall and escape the contagion before the tokens stack and the ground itself turns against it.

BATTLEFIELD An open, contested district, the objective ground toward the centre.

DEPLOYMENT The Death Guard deploy first, spread in a broad line across the centre with the objective ground behind them. The defender deploys second along one board edge, and must come to the wall or be ground down from range.

THE PLAGUE SPREADS Contagion runs as normal, and as the game wears on the tokens accumulate on the enemy across the whole board.

ENDING THE BATTLE The game ends when one side meets its victory condition, or a side is broken.

VICTORY The Death Guard win if, at the end of the game, they hold the central objective and at least half the surviving enemy fighters each carry two or more Contagion tokens. The defender wins if it holds the centre with more standing fighters than the Death Guard, or takes the Death Guard Leader Out of Action.

REWARDS The Death Guard add every enemy taken Out of Action by Contagion or Toxin to their Tally of Pestilence and gain renown scaled to it, within the campaign cap. The defender gains a reward for breaking the wall or escaping the district uninfected.

CONTROL TRACK A Death Guard win advances their claim on the contested district — the ground is theirs to rot. A defender win pushes the marker back, the plague having failed to take root.