

The background of the entire page is a detailed illustration of a Plague Legion Remnant. In the foreground, a large, heavily armored warrior with a green and gold helmet and a dark, spiked pauldron is shown in a dynamic pose. Behind him, a massive, dense horde of similar warriors fills the landscape, which is shrouded in a thick, greenish mist. The overall tone is dark and atmospheric, typical of Warhammer 40,000 artwork.

WARHAMMER

40,000

Army of Renow:

Plague Legion Remnant



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The Plague Legion Remnants

The Deathguard have maintained the Logistics and warcraft of the great Astartes Legions better than most of the other Traitor Legions. Lessons burned into ancestral memory of the XIVth resurface even in the 41st millennium. Echos of Crusade era tactics are visible though the viscera, pus and slime of Nurgle's burdens.

The Remnants of the Plague Legions are not here to conqueror, or even seed new life for Nurgle's garden. They are true agents of entropy, here to grind progress into ash.

They leave nothing but pitted bone and rad soaked wastelands inimical to life. They are a dark parody of the once loyal XIVth Legion, marching implacably to undo civilization and leave no stone on stone.

Their Lords of Pox are adept at fanning the winds of plague so that their opponents have no choice but to engage them in battle or else suffer a worse fate.

Inevitably, the Remnant is dug in and well coordinated. Havoc squads provide close support squads, Breacher squads stand ready to rebuff assault with their boarding shields and Serried ranks of Plague Legionnaires trudge forward, spitting poisoned bolts at an enemy presumptuous enough to prevent the cancerous scouring of their world.

RESTRICTIONS

- All units in your army must be **BUBONIC ASTARTES** or **BUILDINGS**
- You cannot include more **VEHICLES** units than **INFANTRY** units in each **DEATH GUARD** Detachment in your army.
- You cannot use the **VANGUARD**, **SPEARHEAD** or **OUTRIDER** Detachment types
- Any unit with the **Dedicated Transport** Battlefield Role, instead have the **Fast Attack** Battlefield Role
- If any **PLAGUE LEGION REMNANT** units fall back, they immediately fail a Morale check
- You cannot use the Plague Marines Troops entry (it is replaced with the Plague Legionnaires entry)

BENEFITS

- You gain access to the following units:
 - Lord of Poxes
 - Seneschal of Rot
 - Plague Legionnaires
 - Deathguard Breachers
 - Deathguard Destroyers
 - Deathguard Havocs
 - Deathguard Rapier Carriers
- Foetid Verion Characters may be taken as HQ choices
- **BUBONIC ASTARTES VEHICLES** without the **Relentless Hatred** ability gain the **Disgustingly Resilient** ability
- If your Army is Battleforged
 - **PLAGUE LEGIONNAIRES** and **DEATHGUARD BREACHER** units in **DEATH GUARD** Detachments gain the Objective Secured ability.



RULES of the XIVth Legion

Rules of the XIVth Legion

CONTAGIONS

The Spreading of Plague

In some scenarios, the weapons and abilities of the Deathguard may apply **Contagions** to enemy models and units. In this scenario, The affected enemy unit is treated as a source of **Contagion**, both in terms of effect (eg: Nurgle's Rot), and whether or not other enemy models are within Contagion range. The enemy unit remains both affected by the Contagion and a source of Contagion.

Destroying Objectives?

Unit List

The units and models valid for the Plague Legion Remnant are spready across multiple Soures. Refer to each individual Source for Unit datacards and Points costs.

Do note that the Battlefield role here supercedes any Battlefield Role in the Source Book

Unit

Source

HQ

Lord of Pox.....Plague Legion Remnant
Lord of Contagion.....Codex Deathguard
Lord of Virulence.....Codex Deathguard
Death Guard Chaos Lord.....Codex Deathguard
Death Guard Chaos Lord.....Codex Deathguard
In Terminator Armour
Death Guard Daemon Prince.....Codex Deathguard
Death Guard Sorcerer..... Codex Deathguard
In Terminator Armour
Malignant Plaguecaster.....Codex Deathguard
Seneschal of Rot.....Plague Legion Remnant
Biologus Putrifier.....Codex Deathguard
Foul Blightspawn.....Codex Deathguard
Noxious Blightbringer.....Codex Deathguard
Plague Surgeon.....Codex Deathguard
Tallyman.....Codex Deathguard

Troops

Plague Légionnaires.....Plague Legion Remnant
Deathguard Breachers.....Plague Legion Remnant

Elites

Blightlord Terminators.....Codex Deathguard
Death Guard Possessed.....Codex Deathguard
Deathshroud Terminators.....Codex Deathguard
Helbrute.....Codex Deathguard
Chaos Contemptor Dreadnought...Imperial Armour Compendium
Chaos Deredeo Dreadnought.....Imperial Armour Compendium
Chaos Leviathan Dreadnought.....Imperial Armour Compendium
Decimator.....Imperial Armour Compendium

Fast Attack

Deathguard Destroyers.....Plague Legion Remnant
Dreadclaw Drop Pod.....Imperial Armour Compendium
Chaos Rhino.....Codex Deathguard
Chaos Terrax-pattern Termite.....Imperial Armour Compendium

Heavy Support

Deathguard Havocs.....Plague Legion Remnant
Chaos Land Raider.....Codex Deathguard
Chaos Predator Annihilator.....Codex Deathguard
Chaos Predator Destructor.....Codex Deathguard
Deathguard Rapier Carri.....Plague Legion Remnant
Chaos Sicaran Battle Tank.....Imperial Armour Compendium
Chaos Sicaran Punisher.....Imperial Armour Compendium
Chaos Sicaran Venator.....Imperial Armour Compendium
Chaos Vindicator Laser Destroyer.....Imperial Armour Compendium
Chaos Whirlwind Scorpius.....Imperial Armour Compendium
Chaos Deimos Predator.....Imperial Armour Compendium

Lords of War

Mortarion.....Codex Deathguard
Chaos Cerberus.....Imperial Armour Compendium
Chaos Falchion.....Imperial Armour Compendium
Chaos Fellblade.....Imperial Armour Compendium
Chaos Mastodon.....Imperial Armour Compendium
Chaos Spartan.....Imperial Armour Compendium
Chaos Typhon.....Imperial Armour Compendium
Kharybdis Assault Claw.....Imperial Armour Compendium



DEADLY PATHOGENS

DEADLY PATHOGENS

If your army is Battle-forged and includes any **DEATH GUARD** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary and Fortification Network Detachments), then when you are mustering your army, you can upgrade any of the following models in your army by giving them a Deadly Pathogen:

- **DEATHGUARD CHARACTER**
- **BUBONIC ASTARTES CORE INFANTRY**

DEATH GUARD CHARACTERS

Death Guard Characters follow the same Rules for Deadly pathogens as located on page XX of Codex Deathguard.

Deadly Pathogen	Cost for Characters	Cost for Units
Acidic Malady	+10	+5
Explosive Outbreak	+10	+5
Virulent Fever	+10	+10
Befouling Runoff	+3	+2
Unstable Sickness	+10	+5
Corrosive Filth	+5	+3
Viscous Death	+5	+5
Nurgle's Favour	+10	-
Sloughing Fleshrot	+3	+3
Itching madness	+5	+2
Retching stink	+2	+2
Atrophying Vigour	+5	+3
Spore-Puff Blossoms	+5	+3

BUBONIC ASTARTES CORE INFANTRY

When a deadly pathogen is applied to a unit, select one plague or bolt weapon that the unit is equipped with to upgrade (this cannot be a Grenade weapon or a Relic). The Deadly Pathogen is then applied to all instances of that specific weapon in the unit.

In addition to the effects listed for that Deadly Pathogen (see below), Apply the Plague weapon ability if it is not already present and add 1 to the Strength characteristic of that weapon. The Power Rating of the unit is increased by 1.

If you are playing a matched play game, or a game that uses a points limit, then the points value of the Deadly Pathogen is applied per instance of the weapon. (eg: a Squad of 5 Destroyers with Plague Belchers are upgraded with the *Corrosive Filth* Deadly Pathogen (+3 points.) This adds +15 points total to the units cost. Refer to the table to the left for the cost to apply for units as well as characters. Make a note on your army roster each time you give a unit a Deadly Pathogen, as well as which of that model's equipped weapons has been upgraded with it.

Each unit can only have one Deadly Pathogen. An army (or a Crusade force) cannot include the same Deadly Pathogen more than once. Deadly Pathogens are not considered to be Relics for any rules purposes - this means a model can be equipped with both a Relic and a Deadly Pathogen.



DEADLY PATHOGENS

In addition to the Deadly Pathogens found in Codex:Deathguard, The Plague Legion Remnants may make use of the following, additional, Deadly Pathogens.

Nurgle's Favor

A dreaded soul virus. A enemy overcome by this dreaded weapon is reborn in a from more pleasing to grandfather.

If an **INFANTRY** or **MONSTER** model with 4 or more wounds is slain by this weapon, replace the slain model with a Deathguard Chaos Spawn model under the Deathguard players control.

Spore-puff Blossoms

Spore blossoms inflate at a grotesque rate, rapidly growing out from the unfortunate host before violently bursting with corrosive shards. Fresh spores find fresh hosts, restarting the cycle.

Add 1 to the number of attacks made by this weapon.

Sloughing Fleshrot

The unfortunate victims of Sloughing fleshrot visibly decay, rottay away before their comrades very eyes.

Each time a model is destroyed as a result of an attack made with this weapon, that model counts as two destroyed models for the purposes of Morale tests this turn.

Retching Stink

A choice selection of miasmic bacterium infect the weapon. Any struck by it find their wounds emit such a putrefying stink the become ostracised by their comrades.

An enemy unit wounded by this weapon incurs a -1 Ld Penalty to itself and other enemy units with 6" of it for the remainder of the game

Itching Madness

A swarm of mites, burrowing maggots and other parasites are carried by this weapon and rapidly burrow inot the flesh of the unfortunate host, driving them mad with distraction.

An enemy unit wounded by this weapon in Melee incurs a -1 WS penalty for the remainder of the game

Atrophying Vigour

This disease eats away at the mind, devouring a warriors motivation to fight. Those inflicting are increasingly listless, eventually unable to muster the will to live.

An enemy unit wounded by this weapon may no longer consolidate for the remainder of the game.



STRATAGEMS

STRATAGEMS

Breaching Charge

1CP

Plague Legion Remnant - Battle Tactic Stratagem

Contemptuously waiting to the last moment, Breachers will hurl breaching chargers at onrushing foes, replying on their Shields to shelter them from the shrapnel and viscera

Use this Stratagem during the enemy Charge Phase. Select one **BUBONIC ASTARTES BREACHERS** unit from your army that is the target of a charge. The charging enemy unit suffers D6 Strength 8. AP -3 D2 Blast hits. Each Breacher Squad may only use this once

Burn with me

1CP

Plague Legion Remnant - Battle Tactic Stratagem

Knowing they are outclassed, Destroyers will sabotage their equipment immolating themselves and those nearby

Use this Stratagem during the Fight Phase. Select one **PLAGUE LEGION REMNANT DESTROYERS** unit from your army that is in engagement range. Destroy any number of Destroyer models. For each model destroyed, the enemy unit suffers 2 Mortal Wounds, and the Destroyer unit suffers 1 S5 AP-2 D1 hit.

Feel no Pain

1CP/2CP

Plague Legion Remnant – Battle Tactic Stratagem

The Deathguard can can disregard even my most gruesome injuries.

Use this Stratagem in any phase, when a **BUBONIC ASTARTES CORE INFANTRY** unit from your army is selected as the target of an attack. Until the end of the phase, each time an attack is made against that unit, Each time a Model in this unit would lose a wound, roll one D6: on a 5+, that wound is not lost. If that unit contains 5 or fewer models, this Stratagem costs 1CP; otherwise, it costs 2CP.

True Grit

2CP

Plague Legion Remnant – Battle Tactic Stratagem

Once the Deathguard have captured a site of strategic importance, they dig in and hold their position no matter what the enemy hurls at them.

Use this Stratagem at the end of your Morale phase. Select one **BUBONIC ASTARTES CORE INFANTRY** unit from your army that is within 3" of any objective markers. Until the start of your next turn, add 1 to the Attacks characteristic of models in that unit, and when resolving an attack made against that unit, add 1 to the saving throw (excluding invulnerable saves).



STRATAGEMS

Relic of the past

0CP

Plague Legion Remnant – Requisition Stratagem

The Armouries of the Remnant are replete with vehicles not seen for millennia.

Select one **BUBOTIC ASTARTES** Vehicle with the *Martial Legacy* Ability. You do not need to pay the CP cost to include that vehicle in your army.

Bubonic Vehicle

1CP

Plague Legion Remnant – Requisition Stratagem

Although the Daemon powered vehicles of the Deathguard are less common among the Remnant, there remains a few examples

Select one **DEATHGUARD** Vehicle without the **Bubonic Astartes** Keyword. It now has the **Bubonic Astartes** keyword applied to it.

Deny Ground

2CP

Plague Legion Remnant – Strategic Ploy Stratagem

The ability to hose your foe in bolter fire while battling toe to toe has proven vital across countless trenches and battlements.

Use this Stratagem in your Shooting phase, when you choose an **BUBONIC ASTARTES CORE INFANTRY** unit from your army to shoot with. Until the end of that phase, bolt weapons models in that unit are equipped with have the Pistol type instead of their normal type (e.g. a Rapid Fire 2 bolt weapon becomes Pistol 2).

Scorched Earth

1CP

Plague Legion Remnant– Strategic Ploy Stratagem

If the Deathguard cannot have it, then let nothing but ash and bone be left.

Use this Stratagem in your Command phase when you are scoring Objectives. Before your score points for a given objective you control; Instead the unit must complete the **Action: Salt the earth**. If this action is successful, the objective is destroyed and removed from the game.



RELICS OF DECAY

RELICS OF DECAY

Dolorous Note

The Bell of the Dolorous note Emboldens the Deathguard to hold their ground to the bitter end

NOXIOUS BLIGHTBRINGER model only.
<PLAGUE COMPANY> CORE INFANTRY units within 6" count as two models for the purposes of holding Objectives.

Hypertoxic Tinctures

This foul plague-Alchemist anoints his comrades' weapons with his latest batches of infections toxins

PLAGUE SURGEON model only. Reroll wound rolls of 1 or 2 for attacks made with plague weapons by models in friendly **<PLAGUE COMPANY> CORE** units within 6" of this model.

The Disorienting Din

The clanging disharmony of the Bell distracts the opponents of the Deathguard

NOXIOUS BLIGHTBRINGER model only.
Enemy units within 6" must reroll 6's to hit

Relics of a Bygone Age

The vast armouries of the Deathguard do not keep to linear time, and upon occasion caches of weapons long lost to the imperium can be found and raised in anger in the Long War.

As a Singular honour, the Warlord gifts a thrice blessed squad with the option to replace all of the weapons of a single type with their Relic equivalents. One unit may select to replace all instances of a given weapon with the Relic version.

Screeching Nurglings

The Tallyman's directives and calculations are carried far across the battle by a loyal, if somewhat noisy band of Nurgling messengers

TALLYMAN model only. The Tallyman may apply the *Malicious Calculation* ability to two different friendly **<PLAGUE COMPANY> CORE** units instead of one.

Relic Weapon Replaced weapons

Volkite Chargers.....Combi-bolters

Volkite Calivers.....Plasma Guns,
Plague Spewers,
Blight Launchers

Volkite Culverins.....Rothail Guns

Graviton Blaster.....Meltaguns,
Plasma guns,
Plague Spewers

Lascutters.....Meltaguns

Volkite Serpentas.....Plasma Pistols
Plaguespurt Gauntlets



UNIT DESCRIPTIONS

UNIT DESCRIPTIONS

Lord of Poxes

Lords of Poxes are one of the 7 sacred Mantles of Corruption bestowed upon the Lords of the Deathguard by the Primarch Mortarion.

Lords of Poxes favour the spreading of airborne miasmas and the merciless, attritional erosion of the enemy.

These lords are blessed with a warp enhanced sense to fan the flames of Disease and corruption, making use of Miasmatic Malignifiers, Rad-weaponry and local conditions to waft the contagions of Nurgle over the enemy at an alarming rate.

The Lord of Poxes are often found observing and co-ordinating the application of contagion. Consulting with Biologis Putrifier and Plague Surgeon alike to bring about the most delightful effect.

While effective warriors in their own right, they find their skills best applied spreading nurgles gifts as widely as possible.

Seneschal of Rot

As all Lords must, the Lords of the Deathguard rely on Trusted advisors and regents to execute their will. Away from the battlefield the Seneschals of the Deathguard coordinate the many vying interests for their Lord. The various intrigues of the Foetid Veirons must be managed lest they consume the Lord's worthy attention.

On the battlefield, the Seneschal ensures the correct application of the Lord's strategy, directing squads into position and timing counter attacks to break the back of the enemy.

Deathguard Legionaries

Always and forever the core of the XIVth legion were the implacable ranks of its legionnaires. Dogged and resilient, they would be relied to push on through the worst the galaxy could throw at them.

The attitude has not shifted among the Plague Legion Remnants, The bulk of any force is comprised of Nurgle-Blessed Legionnaires, raking their foes with co-ordinated volleys of plague-tainted bolter fire.

Deathguard Breachers

The Breacher Siege Squads of the Remnant are used not only in their original application, that of forlorn hope assaults, but also as an force nigh impossible to shift once dug in.

These Legionnaires take delight in the increasingly desperate assaults made against them, repulsing demoralised foes and firing into their retreating forms.

Breachers often take positions of strategic value to the enemy for the sheer purpose of destroying whatever it is the enemy holds dear.

The sheer despair in their foe seeing great works undone, Librariums burnt, and archeotech cast down, brings them a mirth only the follows of Nurgle can appreciate.



Deathguard Rapier Carriers

The Remnant make extensive use of modified Rapier carriers. Their creeping pace keeps up with the Legion Line infantry, providing heavier support weapons embedded within the infantry formations.

Many Rapier carriers have been heavily modified to carry Entropy cannons or Heavy blight launchers. This is an advantage of the durable weapon carriers as they can be readily refit for a variety of weapon systems.

Another common use of them is to launch rad shells from quad mortars, weakening and sickening the foe ahead of the main line infantry.

Vehicles of the Remnant

Though the Remnants of the XIVth maintain a pool of ancient vehicles, aircraft, battle automata and other assets, none survive the millennia untouched by the hand of Nurgle.

Predators sprout coral growths or fleshy protuberances. Once noble Spartans yaw open to reveal necrotic gullets.

As with all blessings of the Plague God, this warp born taint imbues them with an unnatural resilience even if the unnatural force of entropy rots away their original forms.

Deathguard Destroyers

Some men just want to watch the world burn.

The Destroyers of the Plague Legion Remnants are a misfit of true nihilists and those censured by the Lords of the Deathguard for one transgressions or another to serve as Destroyers.

In either case, Destroyers take to their short existence with a nihilistic glee. Seeing themselves as sacred agents of that entropic aspect of the Plague God. No cultivating gardens or rebirth for the destroyers, only the scouring of life and progress. Their every step drags humanity closer to Old Night.

Equipped with volatile Toxic, Radioactive or Plague weapons, Destroyers inevitably succumb to their own weapons even as they dissolve the enemy into unrecognizable slurry. Under their assault flesh melts, plasteel corrodes and even adamantium succumbs to entropy, crumbling to dust.

There is little The Destroyers of the Deathguard cannot reduce to a reeking, unidentifiable sludge.

Deathguard Havocs

The Deathguard have long maintained close support squads of heavily equipped Legionnaires.

These Havocs employ the various entropic and plague ridden weapons of their kind, offering fire support for the serried ranks of the legionnaires.



Lord of Poxes

7 POWER

No.	Name	M	Ws	Bs	S	T	W	A	Ld	Sv
1	Lord of Poxes	5"	2+	2+	4	5	6	5	9	2+

A Lord of Poxes is equipped with a Toxic Blight Launcher, Mace of Contagion, Blight Grenades, Krak Grenades

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Toxic Blight Launcher	24"	Assault 2	6	-3	2	Plague Weapon
Mace of Contagion	Melee	Melee	+2	-1	3	Plague Weapon. Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

ABILITIES

Disgustingly Resilient, Contagions of Nurgle, Teleportstrike (Deathguard codex pg 62-63)

Diseased Terminator Armour. This model has a 4+ Invulnerable Save

Lord of the Deathguard (Aura): While a Friendly **PLAGUE LEGION REMNANT CORE** unit is within 6" of this model each time a model in that unit makes an attack, reroll a hit roll of 1.

Conductor of the Pox choir: While the Lord of Poxes is on the battlefield, count the battle round number as one higher than the current battle round number for the purpose of determining the Contagion range of all Contagion abilities

Reaping the plague winds: The Lord of Pox must complete an **Action**, *Reaping the Plague winds*.

If this action is successful, then if there are any units with a **Contagion** Ability on the battlefield, then you may apply that **Contagion** to any unit on the battlefield with the **Contagion of Nurgle** Keyword.

FACTION KEYWORDS: CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>

KEYWORDS: INFANTRY, CHARACTER, BUBONIC ASTARTES, TERMINATOR, LORD OF THE DEATH GUARD, LORD OF POXES



Senechal of Rot

5 POWER

No.	Name	M	Ws	Bs	S	T	W	A	Ld	Sv
1	Seneschal of Rot	5"	2+	2+	4	5	5	4	9	3+

A Seneschal of Rot is equipped with a Boarding Shield, Mace of Contagion, Blight Grenades, Krak Grenades

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Mace of Contagion	Melee	Melee	+2	-1	3	Plague Weapon. Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Flail of Corruption	Melee	Melee	+1	-1	2	Plague Weapon. Each time an attack is made with this weapon, make 2 hit rolls instead of 1.
Great Plague Cleaver	Melee	Melee	x2	-3	D6	Plague Weapon. Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Other Wargear Abilities

Boarding Shield

Each time this Model would lose a wound, roll one D6: on a 5+, that wound is not lost. In Addition Add 1 to saving throws for the bearer. The Boarding shield also grants the **Repulse Charge** Ability.

Wargear Options

- This Model's Mace of Contagion and Boarding Shield may be replaced with 1 Flail of Corruption or 1 Great Plague Cleaver
- This model may take a 1 Unholy Death's Head

ABILITIES

Disgustingly Resilient, Contagions of Nurgle,

Mark of Corruption This model has a 5+ Invulnerable Save

Repulse charge: If this model is equipped with a **Boarding Shield**. Any enemy unit never counts as having made a charge move against this Model, irrespective of any abilities that unit may have

Missives of the Lords of Corruption: In your Command phase select 1 **BUBONIC ASTARTES CORE** unit within 9" of this model. Until the end of the turn, that unit is eligible Heroically intervene.

FACTION KEYWORDS: CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>
PLAGUE LEGION REMNANT

KEYWORDS: INFANTRY, CHARACTER, BUBONIC ASTARTES, SENESCHAL OF ROT

Deathguard Legionnaires

6 POWER

No.	Name	M	Ws	Bs	S	T	W	A	Ld	Sv
4-19	Deathguard Legionnaires	5"	3+	3+	4	5	2	2	7	3+
1	Deathguard Legionnaire Champion	5"	3+	3+	4	5	2	3	8	3+

If this unit contains 6 to 10 models, it has Power Rating 12. If this unit contains 11 to 15 models, it has Power Rating 18. If this unit contains 16 to 20 models, it has Power Rating 24. Every model is equipped with: boltgun; plague knife; blight grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blight Launcher	24"	Assault 2	6	-2	2	Plague Weapon
Boltgun	24"	Rapid Fire 1	4	0	1	
Plague Belcher	12"	Assault D6	4	0	1	Plague Weapon. Each time an attack is made with this weapon, that attack automatically hits
Plague Spewer	12"	Heavy D6	5	-1	1	Plague Weapon. Each time an attack is made with this weapon, that attack automatically hits
Meltagun	12"	Assault 1	8	-4	D6	An attack made with this weapon that targets a unit within half range, has a Damage characteristic of D6+2.
Plasma Gun (standard)	24"	Rapid Fire 1	7	-3	1	
Plasma Gun (Overcharge)	24"	Rapid Fire 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed
Plague Knife	Melee	Melee	User	-1	1	Plague Weapon
Power Fist	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Flail of Corruption	Melee	Melee	+2	-2	2	Plague Weapon Each time an attack is made with this weapon, make 2 hit rolls instead of 1.
Great Plague Cleaver	Melee	Melee	x2	-3	D6	Plague Weapon. Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

Other Wargear Abilities

Icon of Despair	In your Morale phase, roll one D6 for each enemy unit within Engagement Range of the bearer's unit: on a 4+, that enemy unit suffers 1 mortal wound.
Sigil of Decay	Each time an attack is made with a bolt weapon by a model in the bearer's unit, an unmodified hit roll of 6 automatically wounds the target.

Wargear Options

- The Legionnaire Champion's plague knife can be replaced with 1 Balesword or Power Fist
- The Legionnaire Champion's boltgun can be replaced with one of the following: 1 bolt pistol,; 1 plasma pistol.
- 1 Legionnaires' boltgun can be replaced with one of the following: 1 meltagun; 1 plague belcher; 1 plasma gun.
- 1 Legionnaires' boltgun can be replaced with one of the following: 1 blight launcher or Plague Spewer.
- 1 Legionnaires' boltgun can be replaced with 1 flail of corruption or 1 great plague cleaver.
- 1 Legionnaire that is equipped with a boltgun can be equipped with 1 icon of despair. That boltgun cannot be replaced.
- 1 Legionnaires that is equipped with a boltgun can be equipped with 1 sigil of decay. That boltgun cannot be replaced.

ABILITIES

Malicious Volleys, Remorseless,Disgustingly Resilient, Contagions of Nurgle

FACTION KEYWORDS: CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>
PLAGUE LEGION REMNANT

KEYWORDS: INFANTRY, CORE, BUBONIC ASTARTES, PLAGUE MARINES, DEATHGUARD LEGIONNAIRES

Deathguard Breachers

8 POWER

No.	Name	M	Ws	Bs	S	T	W	A	Ld	Sv
4-9	Deathguard Breachers	4"	3+	3+	4	5	2	2	7	3+
1	Deathguard Breacher Champion	4"	3+	3+	4	5	2	3	8	3+

If this unit contains 6 to 10 models, it has Power Rating 16. Every model is equipped with: Boltgun, Boarding Shield, Blight & Krak Grenades

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Boltgun	24"	Rapid Fire 1	4	0	1	
Plague Belcher	12"	Assault D6	4	0	1	Plague Weapon. Each time an attack is made with this weapon, that attack automatically hits
Meltagun	12"	Assault 1	8	-4	D6	An attack made with this weapon that targets a unit within half range, has a Damage characteristic of D6+2.
Plague Knife	Melee	Melee	User	-1	1	Plague Weapon
Mace Of Contagion	Melee	Melee	+2	-1	3	Plague Weapon. Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Bubotic Axe	Melee	Melee	+2	-2	1	Plague Weapon
Chain Fist	Melee	Melee	x2	-4	D3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll, and if that attack is allocated to a VEHICLE model, that attack has a Damage characteristic of 3.

Other Wargear Abilities

Icon of Despair	In your Morale phase, roll one D6 for each enemy unit within Engagement Range of the bearer's unit: on a 4+, that enemy unit suffers 1 mortal wound.
Sigil of Decay	Each time an attack is made with a bolt weapon by a model in the bearer's unit, an unmodified hit roll of 6 automatically wounds the target.
Boarding Shield	Each time a Model in this unit would lose a wound, roll one D6: on a 5+, that wound is not lost. In Addition Add 1 to saving throws for the bearer. The Boarding shield also grants the Repulse Charge Ability.

Wargear Options

- The Champion's boltgun can be replaced with one of the following: 1 bolt pistol; 1 Meltagun, 1 plasma pistol, 1 power fist, 1 Chain fist, 1 Mace of Contagion, 1 Balesword
- Any model may replace its boltgun with a Bubotic Axe or single Plague Knife
- 1 Model may replace its boltgun with 1 Meltagun, 1 Plague Sprayer or 1 Mace of Contagion
- If this unit contains 10 models, 1 additional Breacher's boltgun can be replaced with a Meltagun, Plague Belcher or Mace of Contagion
- 1 Breacher that is equipped with a plague knife or Bubotic axe can be equipped with 1 icon of despair.
- 1 Breacher that is equipped with a boltgun can be equipped with 1 sigil of decay. That boltgun cannot be replaced.

ABILITIES

Malicious Volleys, Remorseless, Disgustingly Resilient, Contagions of Nurgle

Repulse charge: Any enemy unit never counts as having made a charge move against this unit, irrespective of any abilities that unit may have

FACTION KEYWORDS: CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY> PLAGUE LEGION REMNANT

KEYWORDS: INFANTRY, CORE, BUBONIC ASTARTES, PLAGUE MARINES, DEATHGUARD BREACHERS



FAST ATTACK

Deathguard Destroyers

8 POWER

No.	Name	M	Ws	Bs	S	T	W	A	Ld	Sv
4	Deathguard Destroyers	5"	3+	3+	4	5	2	2	7	3+
1	Deathguard Plague Master	5"	3+	3+	4	5	2	3	8	3+

Every model is equipped with: Plague Belcher, Plague Knife, Blight & Krak Grenades

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blight Launcher With Rad Shells	18"	Assault 2D3	3	-4	1	Blast, Plague weapon. Any unit hit with a Rad shell has the Contagions of Nurgle keyword Applied to it for the remainder of the game
Plague Belcher	12"	Assault D6	4	0	1	Plague Weapon. Each time an attack is made with this weapon, that attack automatically hits
Plague Spewer	12"	Heavy D6	5	-1	1	Plague Weapon. Each time an attack is made with this weapon, that attack automatically hits
Twin Plague Spurt Gauntlets	12"	Pistol 2D6	3	0	1	Plague Weapon. Each time an attack is made with this weapon, that attack automatically hits
Unholy Death's Head Grenade	6"	Grenade 2D6	5	-1	1	Plague Weapon. Single Use
Flail of Corruption	Melee	Melee	+2	-2	2	Plague Weapon Each time an attack is made with this weapon, make 2 hit rolls instead of 1.
Great Plague Cleaver	Melee	Melee	x2	-3	D6	Plague Weapon. Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Power Fist	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Plague Knife	Melee	Melee	User	-1	1	Plague Weapon

Other Wargear Abilities

Chimes of Nurgle

Add 3" to the Contagion Range of all Contagion abilities that the bearer's unit has (to a maximum of 12").

Wargear Options

- The Plague Master's plague Knife can be replaced with 1 Power fist, or 1 Great Plague Cleaver
- The Plague Master can be equipped with 1 Unholy Death's head Grenade
- All models may replace their Plague Belchers with twin Plaguespurt Gauntlets
- 2 Models may be equipped with 1 Unholy Death's head Grenade each
- 2 models may replace their Plague Belcher with 1 Plague Spewer, Flail of Corruption, Great Plague Cleaver or Blight Launcher with Rad shells

ABILITIES

Remorseless, Disgustingly Resilient, Contagions of Nurgle

All for Nurgle's Glory: Any wound rolls made with a weapon that has been upgraded with a Deadly Pathogen, that result in a natural 1 to wound roll causes 1 mortal wound to the bearer

Masters of Entropy: All Plague Belchers, Plague Spewers and twin Plagueburst gauntlets MUST be upgraded with a Deadly Pathogens. A single chosen Deadly pathogen applies to all Plague Belchers, Plague Spewers and twin Plagueburst gauntlets in this unit

FACTION KEYWORDS: CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY> PLAGUE LEGION REMNANT

KEYWORDS: INFANTRY, CORE, BUBONIC ASTARTES, PLAGUE MARINES, DEATHGUARD DESTROYERS



Deathguard Havocs

8 POWER

No.	Name	M	Ws	Bs	S	T	W	A	Ld	Sv
4	Deathguard Havocs	5"	3+	3+	4	5	2	2	7	3+
1	Deathguard Havoc Champion	5"	3+	3+	4	5	2	3	8	3+

Every model is equipped with: 1 Blight Launcher, Blight & Krak Grenades, Plague Knife

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blight Launcher	24"	Assault 2	6	-2	2	Plague Weapon
Rothail Volley gun	24"	Rapid Fire 3	6	-1	1	
Meltagun	12"	Assault 1	8	-4	D6	An attack made with this weapon that targets a unit within half range, has a Damage characteristic of D6+2.
Plasma Gun (standard)	24"	Rapid Fire 1	7	-3	1	
Plasma Gun (Overcharge)	24"	Rapid Fire 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed
Entropy Cannon	36"	Heavy 1	8	-4	D3+3	Plague Weapon
Plague Knife	Melee	Melee	User	-1	1	Plague Weapon

Wargear Options

- Any Model may replace its Blight Launcher with 1 Rothail Volley gun, 1 Meltagun or 1 Plasma gun
- The Havoc Champion may replace their Blight Launcher with an entropy cannon

ABILITIES

Malicious Volleys, Remorseless,
Disgustingly Resilient, Contagions of Nurgle

FACTION KEYWORDS: CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>
PLAGUE LEGION REMNANT

KEYWORDS: INFANTRY, CORE, BUBONIC ASTARTES, PLAGUE MARINES, DEATHGUARD HAVOCS



Deathguard Rapier Carriers

5 POWER

No.	Name	M	Ws	Bs	S	T	W	A	Ld	Sv
1-3	Deathguard Rapier Carriers	4"	3+	3+	4	5	5	2	7	3+

If this unit contains 1 model, it has Power Rating 5. If this unit contains 2 models, it has Power Rating 10. If this unit contains 3 models, it has Power Rating 15. Every model is equipped with: Quad Heavy Bolters, bolters

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Boltgun	24"	Rapid Fire 1	4	0	1	
Quad Heavy Bolter	36"	Heavy 12	5	-1	2	
Graviton Gun	36"	Heavy D6	6	-3	2	Blast. When resolving an attack made with this weapon against a unit with a Save characteristic of 3+ or better, this weapon has a Damage characteristic of 3 instead of 2.
Twin Heavy Blight Launchers	36"	Heavy 12	6	-3	2	
Tri-Entropy cannon	36"	Heavy 3	8	-4	D3+3	Plague Weapon
Remnant Quad Launcher						Before Selecting a target, chose a firing mode below:
Shatter Shells	24"	Heavy 4	8	-2	3	
Rad Shells	24"	Heavy 4D3	3	-4	1	Blast, Plague weapon. This weapon can target units that are not visible to the bearer. Any unit hit with a Rad shell has the Contagions of Nurgle keyword Applied to it for the remainder of the game

Wargear Options

- Any Model may replace its quad heavy bolters with a Graviton Gun, Twin Heavy Blight Launchers, Quad Launcher or Tri-Entropy Cannon.

ABILITIES

Malicious Volleys, Remorseless, Disgustingly Resilient, Contagions of Nurgle

Artillery and Crew: Each Rapier Carrier and its crew are treated as a single model for all rules purposes (crew models must remain within 1" of their Rapier Carrier model). This means that the crew models cannot be targeted or attacked separately and that visibility and all ranges are measured to and from the Rapier Carrier's model, not the crew models. This unit cannot Advance, is never eligible to charge or Heroically Intervene, and cannot make pile-in or consolidation moves.

FACTION KEYWORDS: CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD, <PLAGUE COMPANY>
PLAGUE LEGION REMNANT

KEYWORDS: VEHICLE, ARTILLERY, DEATHGUARD RAPIER CARRIER, BUBONIC ASTARTES



Armoury of The Remnant: Ranged

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Toxic Blight Launcher	24"	Assault 2	6	-3	2	Plague Weapon
Entropy Cannon	36"	Heavy 1	8	-4	D3+3	Plague Weapon
Blight Launcher	24"	Assault 2	6	-2	2	Plague Weapon
Boltgun	24"	Rapid Fire 1	4	0	1	
Plague Belcher	12"	Assault D6	4	0	1	Plague Weapon. Each time an attack is made with this weapon, that attack automatically hits
Plague Spewer	12"	Heavy D6	5	-1	1	Plague Weapon. Each time an attack is made with this weapon, that attack automatically hits
Meltagun	12"	Assault 1	8	-4	D6	An attack made with this weapon that targets a unit within half range, has a Damage characteristic of D6+2.
Plasma Gun (standard)	24"	Rapid Fire 1	7	-3	1	
Plasma Gun (Overcharge)	24"	Rapid Fire 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed
Blight Launcher With Rad Shells	18"	Assault 2D3	3	-4	1	Blast, Plague weapon. Any unit hit with a Rad shell has the Contagions of Nurgle keyword Applied to it for the remainder of the game
Twin Plague Spurt Gauntlets	12"	Pistol 2D6	3	0	1	Plague Weapon. Each time an attack is made with this weapon, that attack automatically hits
Unholy Death's Head Grenade	6"	Grenade 2D6	5	-1	1	Plague Weapon. Single Use
Blight Grenade	6"	Grenade D6	4	0	1	Plague Weapon
Quad Heavy Bolter	36"	Heavy 12	5	-1	2	
Graviton Gun	36"	Heavy D6	6	-3	2	Blast. When resolving an attack made with this weapon against a unit with a Save characteristic of 3+ or better, this weapon has a Damage characteristic of 3 instead of 2.
Twin Heavy Blight Launchers	36"	Heavy 12	6	-3	2	
Tri-Entropy cannon	36"	Heavy 3	8	-4	D3+3	Plague Weapon
Remnant Quad Launcher						Before Selecting a target, chose a firing mode below:
Shatter Shells	24"	Heavy 4	8	-2	3	
Rad Shells	24"	Heavy 4D3	3	-4	1	Blast, Plague weapon. This weapon can target units that are not visible to the bearer. Any unit hit with a Rad shell has the Contagions of Nurgle keyword Applied to it for the remainder of the game



Armoury of The Remnant: Melee

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Great Plague Cleaver	Melee	Melee	x2	-3	D6	Plague Weapon. Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Mace of Contagion	Melee	Melee	+2	-1	3	Plague Weapon. Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Flail of Corruption	Melee	Melee	+1	-1	2	Plague Weapon. Each time an attack is made with this weapon, make 2 hit rolls instead of 1.
Plague Knife	Melee	Melee	User	-1	1	Plague Weapon
Power Fist	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Balesword	Melee	Melee	+1	-3	1	Plague Weapon
Mace Of Contagion	Melee	Melee	+2	-1	3	Plague Weapon. Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Bubotic Axe	Melee	Melee	+2	-2	1	Plague Weapon
Chain Fist	Melee	Melee	x2	-4	D3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll, and if that attack is allocated to a VEHICLE model, that attack has a Damage characteristic of 3.

Armoury of The Remnant: Reliquary

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Volkite Charger	20"	Heavy 2	5	0	2	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal on the target in addition to any normal damage
Volkite Charger	30"	Heavy 2	5	0	2	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal on the target in addition to any normal damage
Volkite Culverin	45"	Heavy 4	6	0	2	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal on the target in addition to any normal damage
Volkite Serpenta	12"	Pistol 2	5	0	2	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal on the target in addition to any normal damage
Graviton Blaster	18"	Assault 2	5	-3	1	Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.
Lascutter	Melee	Melee	9	-5	D3+3	Each time the bearer fights, it can make no more than 1 attack with this weapon



Points Values

POINTS COSTS

HQ

Lord of Poxes

Unit size.....1
Unit price.....130 pts

Seneschal of Rot

Unit size.....1
Unit price.....80 pts

- Great Plague Cleaver.....20 pts
- Flail of Corruption.....20 pts
- Unholy Death's head Grenade, 10 Pts

TROOPS

Plague Legionnaires

Unit size.....5 - 20 Models
Unit price.....19 pts / model

- Balesword.....5 pts
- Power Fist.....10 pts
- Plasma Pistol.....5 pts
- Meltagun.....10 pts
- Plague Belcher.....5 pts
- Plasma Gun.....10 pts
- Blight Launcher.....10 pts
- Plague Spewer.....10 pts
- Great Plague Cleaver.....10 pts
- Flail of Corruption.....10 pts
- Icon of Despair.....5 pts
- Sigil of Decay.....5 pts

Deathguard Breachers

Unit size.....5 - 10 Models
Unit price.....28 pts / model

- Bolt Pistol.....0 pts
- Plague Knife.....0 pts
- Balesword.....5 pts
- Power Fist.....10 pts
- Plasma Pistol.....5 pts
- Meltagun.....10 pts
- Plague Belcher.....5 pts
- Plasma Gun.....10 pts
- Bubotic Axe.....3 pts
- Mace of Corruption.....10 pts
- Chainfist.....10 pts
- Icon of Despair.....10 pts
- Sigil of Decay.....10 pts

FAST ATTACK

Deathguard Destroyers

Unit size.....5 Models
Unit price.....26 pts / model

- Powerfist10 pts
- Great Plague Cleav.....10 pts
- Twin plaguespurt gauntlets.....0 pts
- Unholy Deaths Head Grenade.....5 pts
- Plague Spewer.....5 pts
- Flail of Corruption.....5 pts
- Blight Launcher w. Rad Shell.....15 pts
- Chimes of Nurgle.....15 pts

HEAVY SUPPORT

Deathguard Havocs

Unit size.....5 Models
Unit price.....31 pts / model

- Meltagun.....0 pts
- Plasma Gun.....0 pts
- Rothail Volley Gun.....5 pts
- Entropy Cannon.....10 pts

Deathguard Rapier Carrier

Unit size.....1 - 3 Models
Unit price.....80 pts / model

- Graviton Gun.....0 pts
- Twin Heavy Blight Launcher.....15 pts
- Remnant Quad Gun.....35 pts
- Tri-Entropy Cannon.....35 pts