

Typhus 1k (Warhammer 40,000 9th Edition) [50 PL, 5CP, 1,000pts]

Patrol Detachment OCP (Chaos - Death Guard) [50 PL, 5CP, 1,000pts]

Rules: Contagion Abilities, Plague Weapon

Configuration [6CP]

Battle Size [6CP]

Selections: 2. IncurSION (51-100 Total PL / 501-1000 Points) [6CP]

Categories: CONFIGURATION

Detachment Command Cost

Categories: CONFIGURATION

Plague Company

Selections: The Ferryman

Categories: CONFIGURATION

No Force Org Slot [4 PL, 70pts]

Tallyman [4 PL, 70pts]

Selections: Blight grenades, Krak grenades, Plasma pistol

Categories: FACTION: CHAOS, CHARACTER, FACTION: DEATH GUARD, FACTION: HERETIC ASTARTES, INFANTRY, FACTION: NURGLE, BUBONIC ASTARTES, NO FORCE ORG SLOT, FOETID VIRION, TALLYMAN, FACTION: FERRYMAN

Rules: Contagions of Nurgle, Inexorable Advance

Abilities: Disgustingly Resilient, Malicious Calculation, The Seven-fold Chant, Unit: Tallyman, Weapon: Blight grenade, Krak grenades, Plasma pistol, Standard, Plasma pistol, Supercharge

Abilities	Description	Ref
Disgustingly Resilient	Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).	
Malicious Calculation	In your Command phase, this model can tally for one friendly <PLAGUE COMPANY> CORE unit within 6" of it. Until the start of your next Command phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll. Each unit can only be tallied for once per turn.	
The Seven-fold Chant	At the start of the Command phase, if this model is on the battlefield, roll 2D6, on a 7+ you gain 1 Command point.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Tallyman	5"	3+	3+	4	5	4	4	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Blight grenade	6"	Grenade D6	4	0	1	Plague Weapon. Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Plasma pistol, Standard	12"	Pistol 1	7	-3	1	-	
Plasma pistol, Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.	

HQ [9 PL, 165pts]

Typhus [9 PL, 165pts]

Selections: 1. Miasma of Pestilence, 4. Putrescent Vitality, Blight grenades, Master-crafted manreaper, Shamblerot, Smite, Warlord

Categories: HQ, CHARACTER, INFANTRY, PSYKER, TERMINATOR, FACTION: DEATH GUARD, FACTION: NURGLE, FACTION: HERETIC ASTARTES, FACTION: CHAOS, LORD OF CONTAGION, TYPHUS, BUBONIC ASTARTES, LORD OF THE DEATH GUARD, WARLORD

Rules: *Contagions of Nurgle, Inexorable Advance*

Abilities: *Diseased Terminator Armour, Disgustingly Resilient, Herald of Nurgle, Host of the Destroyer Hive, Lord of the Death Guard (Aura), Master of the Dead Who Walk (Aura), Shamblerot (Contagion), Teleport Strike, Vector of Disease, **Psychic Power:** Miasma of Pestilence, Putrescent Vitality, Smite, **Psyker:** Typhus, **Unit:** Typhus, **Weapon:** Blight grenade, Master-crafted manreaper, Master-crafted manreaper - Cleave, Master-crafted manreaper - Scythe*

Abilities	Description	Ref
Diseased Terminator Armour	Models in this unit have a 4+ invulnerable save.	
Disgustingly Resilient	Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).	
Herald of Nurgle	This model can be included in any Death Guard Detachment, even though you cannot normally include units from two different plague companies in the same Detachment, without preventing other units in that Detachment from carrying a Plague Company Contagion. This model can only carry a Plague Company Contagion if it is in a Harbingers Detachment.	
Host of the Destroyer Hive	In your Command phase, you can select one enemy unit within 6" of this model and roll a D6; on a 2+, that unit suffers D3 mortal wounds.	
Lord of the Death Guard (Aura)	While a friendly DEATH GUARD CORE unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.	
Master of the Dead Who Walk (Aura)	While a friendly POXWALKERS unit is within 6" of this model, each time a model in that unit makes an attack, add 1 to the Strength characteristic of that attack.	
Shamblerot (Contagion)	While an enemy unit (excluding VEHICLE units) is within Contagion Range of this unit, at the start of your opponent's Movement phase, roll one D6, subtracting 1 if that enemy unit has the CHARACTER keyword: on a 4+, that enemy unit suffers 1 mortal wound; on a 6, that enemy unit suffers D3 mortal wounds.	
Teleport Strike	During deployment, if every model in this unit has this ability, then you can set up this unit in a teleportarium chamber instead of setting it up on the battlefield. If you do, then in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.	
Vector of Disease	Add 3" to the Contagion range of all Contagion abilities this model has (to a maximum of 12").	

Psychic Power	Warp Charge	Range	Details	Ref
Miasma of Pestilence	6	18"	Blessing: If manifested, select one friendly DEATH GUARD unit within 18" of this PSYKER. Until the start of your next Psychic phase, each time an attack is made against that unit, subtract 1 from that attack's hit roll.	
Putrescent Vitality	7	18"	Blessing: If manifested, select one friendly DEATH GUARD INFANTRY unit within 18" of this PSYKER. Until the start of your next Psychic phase, add 1 to the Strength and Toughness characteristics of models in that unit.	
Smite	5	18"	Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.	

Psyker	Cast	Deny	Powers Known	Other	Ref
Typhus	2	1	Smite and 2 powers from the Contagion discipline	-	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Typhus	5"	2+	2+	4	5	6	6	9	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Blight grenade	6"	Grenade D6	4	0	1	Plague Weapon. Blast.	
Master-crafted manreaper	-	-	-	-	-	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.	
Master-crafted manreaper - Cleave	Melee	Melee	+3	-3	3	Plague Weapon. Each time an attack is made with this weapon profile, subtract 1 from that attack's hit roll.	
Master-crafted manreaper - Scythe	Melee	Melee	+1	-1	1	Plague Weapon. Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.	

Troops [16 PL, 350pts]

Plague Marines [12 PL, 250pts]

Categories: FACTION: NURGLE, FACTION: HERETIC ASTARTES, INFANTRY, FACTION: CHAOS, FACTION: DEATH GUARD, TROOPS, PLAGUE MARINES, CORE, BUBONIC ASTARTES, FACTION: FERRYMEN

Rules: *Contagions of Nurgle, Inexorable Advance, Malicious Volleys, Objective Secured*

Abilities: *Disgustingly Resilient, Remorseless, Vectors of Death*, **Unit:** *Plague Marine*

Plague Champion [21pts]

Selections: Blight grenades, Boltgun, Krak grenades, Plague knife

Unit: *Plague Champion*, **Weapon:** *Blight grenade, Boltgun, Krak grenades, Plague knife*

2x Plague Marine w/ blight launcher [62pts]

Selections: 2x Blight grenades, 2x Blight launcher [20pts], 2x Krak grenades, 2x Plague knife

Weapon: *Blight grenade, Blight launcher, Krak grenades, Plague knife*

5x Plague Marine w/ boltgun [105pts]

Selections: 5x Blight grenades, 5x Boltgun, 5x Krak grenades, 5x Plague knife

Weapon: *Blight grenade, Boltgun, Krak grenades, Plague knife*

2x Plague Marine w/ flail [62pts]

Selections: 2x Blight grenades, 2x Flail of corruption [20pts], 2x Krak grenades, 2x Plague knife

Weapon: *Blight grenade, Flail of corruption, Krak grenades, Plague knife*

Abilities	Description	Ref
Disgustingly Resilient	Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).	
Remorseless	Each time a Combat Attrition test is taken for this unit, ignore any or all modifiers.	
Vectors of Death	A Plague Marine equipped with 2 melee plague weapons has an Attacks characteristic of 3.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Plague Champion	5"	3+	3+	4	5	2	3	8	3+	
Plague Marine	5"	3+	3+	4	5	2	2	7	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Blight grenade	6"	Grenade D6	4	0	1	Plague Weapon. Blast.	
Blight launcher	24"	Assault 2	6	-2	2	Plague Weapon	
Boltgun	24"	Rapid Fire 1	4	0	1	-	
Flail of corruption	Melee	Melee	+1	-2	2	Plague Weapon. Each time an attack is made with this weapon, make 2 attack rolls instead of 1.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Plague knife	Melee	Melee	User	-1	1	Plague Weapon	

Poxwalkers [2 PL, 50pts]

Categories: TROOPS, INFANTRY, FACTION: NURGLE, FACTION: DEATH GUARD, FACTION: CHAOS, POXWALKERS, FACTION: FERRYMEN

Rules: *Contagions of Nurgle, Objective Secured*

Abilities: *Curse of the Walking Pox, Fodder, Mindless Horde, Unending Horde*

10x Poxwalker [50pts]

Selections: 10x Improvised weapon

Unit: *Poxwalker*, **Weapon:** *Improvised weapon*

Abilities	Description	Ref
Curse of the Walking Pox	Each time a melee attack is made by a model in this unit, if an enemy model is destroyed (excluding VEHICLE or MONSTER models), one of this unit's destroyed models is added back to it with 1 wound remaining. Models added back to this unit in this way can be set up within Engagement Range of enemy units that are already within Engagement Range of this unit.	
Fodder	Each time a Morale test is taken for this unit, it is automatically passed.	
Mindless Horde	This unit cannot perform actions (excluding the Spread the Sickness action).	
Unending Horde	Each time a model in this unit would lose a wound, roll one D6; on a 6, that wound is not lost.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Poxwalker	4"	4+	-	3	4	1	2	4	7+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Improvised weapon	Melee	Melee	User	0	1	-	

Poxwalkers [2 PL, 50pts]

Categories: TROOPS, INFANTRY, FACTION: NURGLE, FACTION: DEATH GUARD, FACTION: CHAOS, POXWALKERS, FACTION: FERRYMEN

Rules: *Contagions of Nurgle, Objective Secured*

Abilities: *Curse of the Walking Pox, Fodder, Mindless Horde, Unending Horde*

10x Poxwalker [50pts]

Selections: 10x Improvised weapon

Unit: *Poxwalker*, **Weapon:** *Improvised weapon*

Abilities	Description	Ref
Curse of the Walking Pox	Each time a melee attack is made by a model in this unit, if an enemy model is destroyed (excluding VEHICLE or MONSTER models), one of this unit's destroyed models is added back to it with 1 wound remaining. Models added back to this unit in this way can be set up within Engagement Range of enemy units that are already within Engagement Range of this unit.	
Fodder	Each time a Morale test is taken for this unit, it is automatically passed.	
Mindless Horde	This unit cannot perform actions (excluding the Spread the Sickness action).	
Unending Horde	Each time a model in this unit would lose a wound, roll one D6; on a 6, that wound is not lost.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Poxwalker	4"	4+	-	3	4	1	2	4	7+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Improvised weapon	Melee	Melee	User	0	1	-	

Elites [14 PL, -1CP, 280pts]

Blightlord Terminators [10 PL, 205pts]

Categories: FACTION: CHAOS, FACTION: DEATH GUARD, ELITES, FACTION: HERETIC ASTARTES, FACTION: NURGLE, INFANTRY, TERMINATOR, BLIGHTLORD TERMINATORS, BUBONIC ASTARTES, CORE, FACTION: FERRYMEN

Rules: *Contagions of Nurgle, Inexorable Advance, Malicious Volleys*

Abilities: *Diseased Terminator Armour, Disgustingly Resilient, Remorseless, Teleport Strike*

Blightlord Champion [40pts]

Selections: Bubotic Axe, Combi-bolter

Unit: *Blightlord Champion*, **Weapon:** *Bubotic axe, Combi-bolter*

Blightlord Terminator [40pts]

Selections: Bubotic Axe, Combi-bolter

Unit: *Blightlord Terminator*, **Weapon:** *Bubotic axe, Combi-bolter*

Blightlord Terminator [40pts]

Selections: Bubotic Axe, Combi-bolter

Unit: *Blightlord Terminator*, **Weapon:** *Bubotic axe, Combi-bolter*

Blightlord Terminator [40pts]

Selections: Bubotic Axe, Combi-bolter

Unit: *Blightlord Terminator*, **Weapon:** *Bubotic axe, Combi-bolter*

Blightlord Terminator [45pts]

Selections: Flail of corruption [5pts]

Unit: *Blightlord Terminator*, **Weapon:** *Flail of corruption*

Abilities	Description	Ref
Diseased Terminator Armour	Models in this unit have a 4+ invulnerable save.	
Disgustingly Resilient	Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).	
Remorseless	Each time a Combat Attrition test is taken for this unit, ignore any or all modifiers.	
Teleport Strike	During deployment, if every model in this unit has this ability, then you can set up this unit in a teleportarium chamber instead of setting it up on the battlefield. If you do, then in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Blightlord Champion	5"	3+	3+	4	5	3	4	9	2+	
Blightlord Terminator	5"	3+	3+	4	5	3	3	8	2+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Bubotic axe	Melee	Melee	+2	-2	1	Plague Weapon	
Combi-bolter	24"	Rapid Fire 2	4	0	1	-	
Flail of corruption	Melee	Melee	+1	-2	2	Plague Weapon. Each time an attack is made with this weapon, make 2 attack rolls instead of 1.	

Foul Blightspawn [4 PL, -1CP, 75pts]

Selections: 4. Arch-Contaminator, Blight grenades, Krak grenades, Plague sprayer, Plaguechosen [-1CP], Revolting Stench-vats, Unholy death's head grenade

Categories: FACTION: CHAOS, CHARACTER, FACTION: DEATH GUARD, FACTION: HERETIC ASTARTES, INFANTRY, FACTION: NURGLE, BUBONIC ASTARTES, ELITES, FOETID VIRION, FOUL BLIGHTSPAWN, FACTION: FERRYMEN

Rules: *Contagions of Nurgle, Inexorable Advance*

Abilities: Arch-Contaminator (Aura), Disgustingly Resilient, Putrefying Stink, Revolting Stench (Aura), **Unit:** Foul Blightspawn, **Weapon:** Blight grenade, Krak grenades, Plague sprayer, Unholy death's head grenade

Abilities	Description	Ref
Arch-Contaminator (Aura)	While a friendly <PLAGUE COMPANY> CORE unit is within 6" of this WARLORD: - Each time a model in that unit makes a melee attack with a plague weapon, you can re-roll the wound roll. - Each time a model in that unit makes a ranged attack with a Plague Weapon that targets a unit within 12", you can re-roll the wound roll.	
Disgustingly Resilient	Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).	
Putrefying Stink	At the start of the Fight phase, you can select one enemy unit within 3" of this model. That unit is not eligible to fight this phase until after all eligible units from your army have done so.	
Revolting Stench (Aura)	While an enemy unit is within 6" of the bearer, that unit cannot make use of any rules that allow it to fight first and never counts as having made a charge move this turn, irrespective of any abilities that unit may have.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Foul Blightspawn	5"	3+	3+	4	5	4	4	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Blight grenade	6"	Grenade D6	4	0	1	Plague Weapon. Blast.	
Krak grenades	6"	Grenade 1	6	-1	D3	-	
Plague sprayer	12"	Assault D6	7	-3	2	Plague Weapon. Each time an attack is made with this weapon, that attack automatically hits the target.	
Unholy death's head grenade	6"	Grenade 2D6	5	-1	1	Blast. Plague Weapon. The bearer can only shoot with this weapon once per battle.	

Fast Attack [7 PL, 135pts]

Foetid Bloat-drone [7 PL, 135pts]

Selections: Fleshmower [5pts], Plague probe

Categories: FAST ATTACK, FACTION: NURGLE, FACTION: HERETIC ASTARTES, FACTION: DEATH GUARD, VEHICLE, DAEMON ENGINE, DAEMON, FLY, FACTION: CHAOS, FOETID BLOAT-DRONE, FACTION: FERRYMEN

Rules: *Contagions of Nurgle*

Abilities: *Daemonic, Disgustingly Resilient, Putrid Explosion*, **Unit:** Foetid Bloat-drone, **Weapon:** *Fleshmower, Plague probe*

Abilities	Description	Ref
Daemonic	Models in this unit have a 5+ invulnerable save.	
Disgustingly Resilient	Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).	
Putrid Explosion	When this model is destroyed, roll one D6 before removing it from play. On a 4+ it explodes, and each unit (excluding NURGLE units) within 6" suffers 1 mortal wound.	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Foetid Bloat-drone	10"	3+	3+	6	7	9	4	8	3+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Fleshmower	Melee	Melee	+1	-2	2	Plague Weapon. Each time an attack is made with this weapon, make 3 hit rolls instead of 1.	
Plague probe	Melee	Melee	User	-2	1	Plague Weapon	

Force Rules

Contagion Abilities: Contagion abilities affect enemy models or units within Contagion Range - this changes with the battle round number, increasing as the battle progresses, as shown in the table below. The effects of multiple, identically named Contagion abilities is not cumulative (i.e. if an enemy unit is within range of two models with the same Contagion ability, that Contagion ability only applies to the enemy unit once). Note, that while similar in many regards to Aura abilities, Contagion abilities are not affected by abilities that affect Aura abilities, and vice versa.

Battle Round 1 - 1"
Battle Round 2 - 3"
Battle Round 3 - 6"
Battle Round 4 - 9" ()

Plague Weapon: You can re-roll wound rolls of 1 for a weapon with this ability. ()

Selection Rules

Contagions of Nurgle: If every unit from your army has the DEATH GUARD keyword (excluding UNALIGNED units), this unit gains the following ability:

Nurgle's Gift (Contagion): While an enemy unit is within Contagion Range of this unit (see below), subtract 1 from the Toughness characteristic of models in that unit. ()

Inexorable Advance: - This unit counts as having Remained Stationary if it did not Fall Back or Advance in your previous Movement phase.

- If this unit has the VEHICLE keyword, it does not suffer the penalty incurred to its hit rolls for firing Heavy weapons at enemy units that are within Engagement Range of it.

- If this unit has the INFANTRY keyword, it can ignore any or all modifiers to its Move characteristic, Advance rolls and charge rolls. ()

Malicious Volleys: Instead of following the normal rules for Rapid Fire weapons, models in this unit shooting Rapid Fire bolt weapons make double the number of attacks if any of the following apply:

- The shooting model's target is within half the weapon's range.
- The shooting model is Infantry and its unit Remained Stationary in your previous Movement phase.
- The shooting model is a Terminator.

For the purposes of this ability, a Rapid Fire bolt weapon is any bolt weapon (as defined on page 88) with the Rapid Fire type. ()

Objective Secured: A player controls an objective marker if they have any models with this ability within range of that objective marker, even if there are more enemy models within range of that objective marker. If an enemy model within range of an objective marker also has this ability (or a similar ability), then the objective marker is controlled by the player who has the most models within range of that objective marker as normal. (Warhammer 40,000 Core Book p237)

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