

**IMPERIUS  
DOMINATUS**

**DEATH GUARD**

## Death Guard (FACTION VALUE 400)

**Grave Wardens** – They possess the ability to launch toxic Chem-munitons: Ignore armor saves in close combat (only invulnerable saves apply).

**Deathshroud Terminators** – Their flamers are actually Chem-weapons, double save modifier versus infantry targets.

# DEATH GUARD

## CHARACTERISTICS

**Infantry is King** – The Death Guard hold the space marine legionnaire as its ultimate weapon. Therefore 50% of the legions points total must go to Legionnaire companies of which there must be at least one destroyer formation.

**Heavy Support** – All Death Guard infantry ignore the to-hit penalty for targets in cover.

**Heavy Siege Tanks** – The Death guard favor the use of Spartan tanks, Vindicators and super heavy Fellblades. These favored formations are reduced in cost by 50 points for a standard company and 50 points for a grand company card. Variants can be fielded as support only if the company of the favored vehicles are present at full cost.

**Fast Attack Disfavor** – Given the Death Guards favor for attritional combat, jump pack troops, Sky Hunter jet bikes and outrider bikes are considered special cards (not support cards). May not use deep strike ability.

**Remorseless** – All Death Guard infantry formations gain the Idomitable and stubborn ability.

**Intractable** – Ponderous as they are unstoppable, all Death Guard formations receive a -5cm penalty to their total move when on charge orders. Does not affect jump pack troops

**Rad Resistant** - Death Guard are immune to radiation effects.

**Implacable** – All Death Guard formations gain move through cover ability

**Superior Firepower** - Death Guard Heavy support fire legionnaires do not gain long range penalties.

**Chem Weapons** – All flamers are Chem-flamers, receive extra -1 save modifier to weapon.

**Librarius** – Mortarion was vehemently against the use of the Librarius. The Death Guard may not use Librarius sections.

## DEATH GUARD DEATH SHROUD TERMINATOR DETACHMENT

The Death Shroud Terminator Grand Detachment consists of 1 Death Shroud Decurion Stand and 4 Death Shroud Terminator Stands.



Point Value 350



## DEATH GUARD DEATH SHROUD TERMINATOR DETACHMENT

**Break Point 4:** The Detachment is broken if it has lost 4 stands either the Death Shroud Decurion or the Death Shroud Terminator Stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4:** Grave Wardens have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	4/-3	CC Weapons	-	-	-	[HQ1], [V],
				Heavy Flamer [FW]	10	2	-1	[MB]
Death Shroud	10[T]	3[5]+	4/-3	CC Weapons	-	-	-	[MB], Special*
				Heavy Flamer [FW]	10	2	-1	

\* May only be attached directly to the primarch as honor guard.

Victory Points 5

Your opponent gains 2 VPs when this Detachment is broken

## DEATH GUARD DEATH SHROUD TERMINATOR GRAND DETACHMENT

The Death Shroud Terminator Grand Detachment consists of 1 Death Shroud Decurion Stand and 8 Death Shroud Terminator Stands.



Point Value 650



## DEATH GUARD DEATH SHROUD TERMINATOR GRAND DETACHMENT

**Break Point 6:** The Detachment is broken if it has lost 6 stands either the Death Shroud Decurion or the Death Shroud Terminator Stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4:** Grave Wardens have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	4/-3	CC Weapons	-	-	-	[HQ1], [V],
				Heavy Flamer [FW]	10	2	-1	[MB]
Death Shroud	10[T]	3[5]+	4/-3	CC Weapons	-	-	-	[MB], Special*
				Heavy Flamer [FW]	10	2	-1	

\* May only be attached directly to the primarch as honor guard.

Victory Points 7

Your opponent gains 4 VPs when this Detachment is broken

## DEATH GUARD GRAVE WARDEN TERMINATOR DETACHMENT

The Death Guard Grave Warden Terminator Detachment consists of 1 Grave Warden Decurion Stand and 4 Grave Warden Terminator Stands.



Point Value 250



## DEATH GUARD GRAVE WARDEN TERMINATOR DETACHMENT

**Break Point 4:** The Detachment is broken if it has lost 4 stands either the Grave Warden Decurion or the Grave Warden Terminator Stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4:** Grave Wardens have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

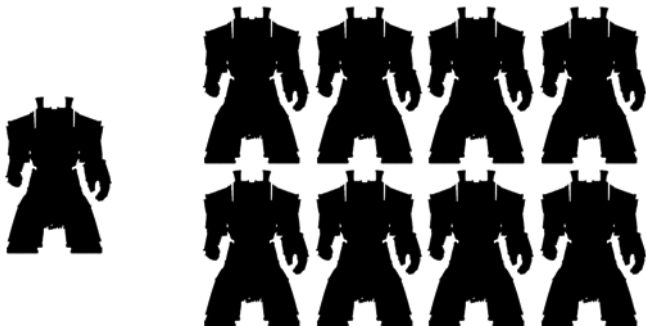
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	2/-3	Grenade launcher [IC, A]	25	1	-1	[HQ1], [V]
Grave Warden	10[T]	3[5]+	2/-3	Grenade launcher [IC, A]	25	1	-1	

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

## DEATH GUARD GRAVE WARDEN TERMINATOR GRAND DETACHMENT

The Death Guard Grave Warden Terminator Detachment consists of 1 Grave Warden Decurion Stand and 8 Grave Warden Terminator Stands.



Point Value 500



## DEATH GUARD GRAVE WARDEN TERMINATOR GRAND DETACHMENT

**Break Point 6:** The Detachment is broken if it has lost 4 stands either the Grave Warden Decurion or the Grave Warden Terminator Stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4:** Grave Wardens have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	2/-3	Grenade launcher [IC, A]	25	1	-1	[HQ1], [V]
Grave Warden	10[T]	3[5]+	2/-3	Grenade launcher [IC, A]	25	1	-1	

Victory Points 5

Your opponent gains 3 VPs when this Detachment is broken

# GRAVE WARDEN TERMINATORS FIRST COMPANY

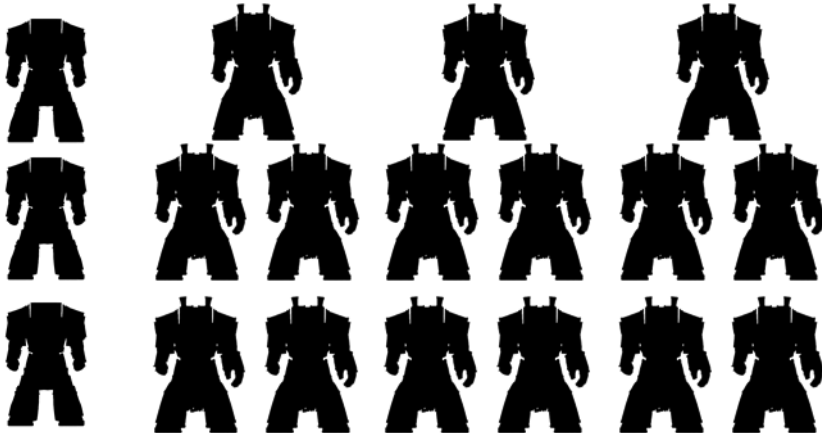
The Grave Warden Terminator First Company consists of 1 Command detachment of 2 Veteran Grave Warden Terminator Stands and 1 Grave Warden Centurion Stand and three detachments of 1 Grave Warden Terminator Decurion stand and 4 Grave Warden Terminator Stands.

Command

Grave Warden Detachment

Grave Warden Detachment

Grave Warden Detachment



Point Value 1000



# GRAVE WARDEN TERMINATORS FIRST COMPANY

**Break Point 13:** The Terminator Company is broken if it has lost 13 stands either the Terminator Death Guard Centurion, Veteran Death Guard Terminator, Terminator Death Guard Decurion or Death Guard Terminator Stands. Once the Company is broken each Detachment must take a Morale check.

**Morale Value 4:** Legio Astartes have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

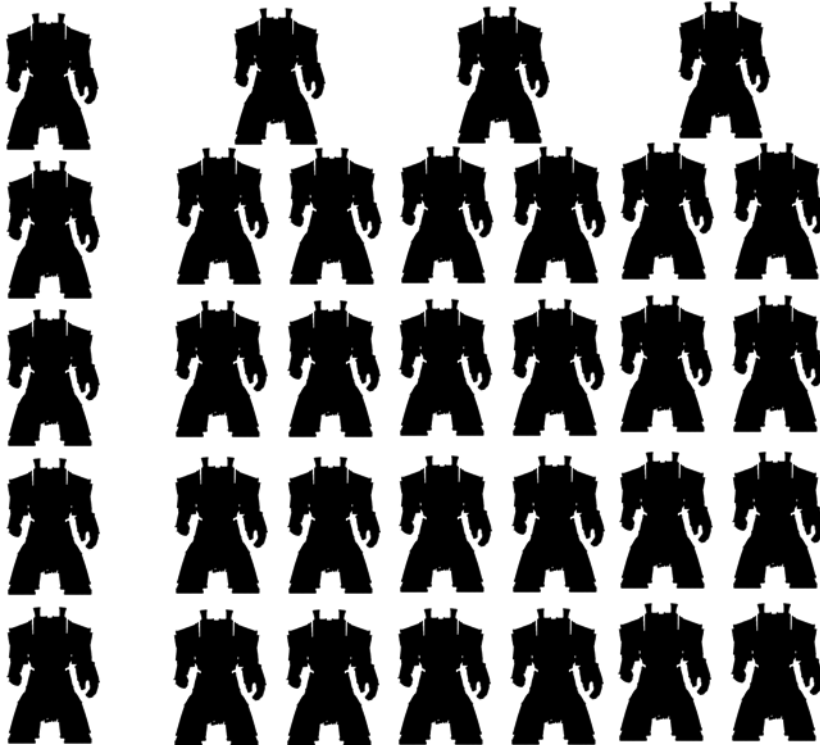
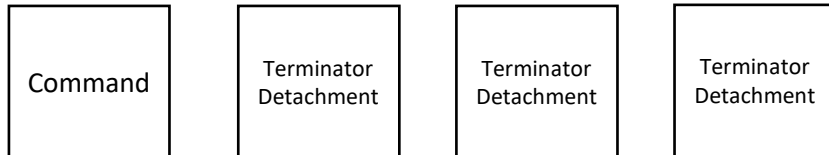
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10[T]	3[5]+	2/-3	Grenade launcher [IC, A]	25	1	-1	[HQ2], [V]
Decurion	10[T]	3[5]+	2/-3	Grenade launcher [IC, A]	25	1	-1	[HQ1], [V]
Grave Warden	10[T]	3[5]+	2/-3	Grenade launcher [IC, A]	25	1	-1	

## Victory Points 10

Your opponent gains 5 VPs when this Company is broken

# GRAVE WARDEN TERMINATORS FIRST GRAND COMPANY

The Grave Warden Terminator First Company consists of 1 Command detachment of 4 Veteran Grave Warden Terminator Stands and 1 Grave Warden Centurion Stand and three detachments of 1 Grave Warden Terminator Decurion stand and 8 Grave Warden Terminator Stands.



Point Value 1750



# GRAVE WARDEN TERMINATORS FIRST GRAND COMPANY

**Break Point 22:** The Terminator Company is broken if it has lost 22 stands either the Terminator Death Guard Centurion, Veteran Death Guard Terminator, Terminator Death Guard Decurion or Death Guard Terminator Stands. Once the Company is broken each Detachment must take a Morale check.

**Morale Value 4:** Legio Astartes have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10[T]	3[5]+	2/-3	Grenade launcher [IC, A]	25	1	-1	[HQ2], [V]
Decurion	10[T]	3[5]+	2/-3	Grenade launcher [IC, A]	25	1	-1	[HQ1], [V]
Grave Warden	10[T]	3[5]+	2/-3	Grenade launcher [IC, A]	25	1	-1	

## Victory Points 18

Your opponent gains 9 VPs when this Company is broken

## SPECIAL FORMATION

### CALAS TYPHON

Centurion Calas Typhon consists of 1 Calas Typhon Stand.



Point Value 100



## CALAS TYPHON

**Break Point +1:** Calas Typhon adds +1 to the break point of the formation he is added to.

**Morale Value 4:** Calas Typhon has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Calas Typhon	10	3[6]+	5/-3	CC Weapons	-	-	-	[HQ3], [P2]
				Heavy Flamer [FW]	10	2	-1	

**Calas Typhon** – Must be army leader if Mortarion is not present. Once per game turn player may use Chem bombardment (Blast 4, primary die -2TSM). Armed with chem flamer, save modifier is doubled versus infantry targets. Calas may use powers from the telepathy discipline, but not within 50cms of Mortarion.

## Victory Points +1

Your opponent gains +1 VPs when the attached Company is broken



## SPECIAL FORMATION

### SQUAD LEADER CRYSOS MORTURG

Squad Leader Crysos Morturg consists of 1 Squad Leader Crysos Morturg Stand.



Point Value 50



### SQUAD LEADER CRYSOS MORTURG

**Break Point +1:** Squad Leader Crysos Morturg adds +1 to the break point of the formation he is added to.

**Morale Value 4:** Squad Leader Crysos Morturg have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Crysos Morturg	10	4+	3/-3	CC Weapons	-	-	-	[HQ1], [P1],
				Heavy Flamer [FW]	10	2	-1	[IF]

**Section leader Crysos Morturg** – Re-roll failed morale checks. Can only be attached to loyalist forces.

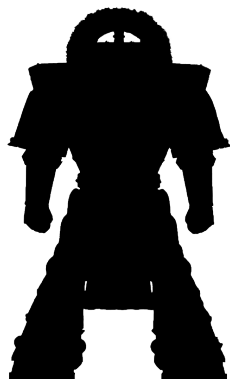
### Victory Points +1

Your opponent gains +1 VPs when the attached Company is broken

## SPECIAL FORMATION

### MARSHAL DURAK RASK

Marshall Durak consists of 1 Marshall Durak Stand.



Point Value 50



### MARSHAL DURAK RASK

**Break Point +1:** Marshall Durak Rask adds +1 to the break point of the formation he is added to.

**Morale Value 4:** Marshall Durak Rask has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Durak Rask	10	4[6]+	3/-2	Volkite serpent [VK]	25	2	-1	[HQ2]

**Marshal Durak Rask** – +1 to hit for infantry elements under its command and +1 to damage table rolls to infantry heavy support under its command.

### Victory Points +1

Your opponent gains +1 VPs when the attached Company is broken

## SPECIAL FORMATION

### MORTARION PRIMARCH OF THE DEATH GUARD

Mortarion, Primarch of the Death Guard consists of 1 Mortarion, Primarch of the Death Guard.



Point Value 200



### MORTARION PRIMARCH OF THE DEATH GUARD

**Break Point 1:** Mortarion is only broken when Mortarion Primarch of the Death Guard is Destroyed.

**Morale Value 4:** Mortarion has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mortarion [2]	15[T]	2[4]+	7/-5	CC Special Weapon	-	-	-	[DR3], [TR]*, Primarch
				The Lantern	20	2	-3	
				Phosphex Bombs	10	B2	-	

**Sire of the Death Guard:** Infantry formations in command (25cms) of their primarch receive the Indomitable ability [ID].

**Shadow of the reaper:** Gains stealth ability [SH], may “teleport” 20cms instead of standard move.

**Preternatural resilience:** Re-roll failed “it will not die” [IWD] failed rolls.

**Witch spite:** Re-roll failed Adamantium Will [AW] rolls versus psychic attacks.

**Phosphex bombs:** Blast 2, ignore cover, -2 save modifier.

**Silence:** Negates invulnerable save in close combat.

\* Terror versus non-primarch infantry elements.

### Victory Points 2

Your opponent gains 2 VPs when this Stand is destroyed