

WARHAMMER 40,000

CODEX: DEATH GUARD

Official Update Version 1.5

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **magenta**. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

ERRATA

Page 70 – Daemon Prince of Nurgle, Wargear Options
Change the first bullet point to read:

- This model may either take a plague spewer, or it may replace its hellforged sword with a daemonic axe or a second set of malefic talons.'

Page 70 – Daemon Prince of Nurgle, Keywords
Add **'PSYKER'** to the keywords line.

Page 83 – Possessed

Remove **'DAEMON'** from the Faction keywords line
Add **'DAEMON'** to the keywords line

Page 96 – Inexorable Advance

Change the first sentence of rules text to read:
'If your army is Battle-forged, all **INFANTRY** and **HELBRUTE** units in **DEATH GUARD** Detachments gain this ability.'

Page 98 – Gifts of Decay

Add the following sentence:
'You can only use this Stratagem once per battle.'

Page 99 – Kill Shot

Change the name of this Stratagem to 'Killshot'
Change the second sentence of rules text to read:
'Add 1 to the wound rolls and damage for all of the Predators' attacks that target **MONSTERS** or **VEHICLES** this phase.'

Page 99 – Chaos Boon, Spawndom

Change the third sentence to the following:
'If you do so, set up the Chaos Spawn within 6" of the character and more than 1" from any enemy models before removing them as a casualty.'

Page 100 – Fugaris Helm

Change this ability to read:

'Increase the range of the bearer's aura abilities (e.g. Arch-contaminator, Nurgle's Gift, Tocsin of Misery etc.) by 3".'

Page 102 – Units

Add the following entry:

Unit	Models per unit	Points per model (Does not include weapons or wargear)
Daemon Prince of Nurgle with Wings	1	170

FAQs

Q: For the purposes of the Psychic Focus matched play rule, is the Miasma of Pestilence psychic power from Codex: Chaos Space Marines the same psychic power as in Codex: Death Guard?

A: Yes. More generally, if psychic powers have the same name, they are the same psychic power for the purposes of Psychic Focus.

Q: If my army is led by a Chaos Space Marines Warlord, and I have a Detachment of Death Guard, can I use the Gifts of Decay Death Guard Stratagem to include a Relic on a Death Guard CHARACTER?

A: Yes. The only requirement to have access to Stratagems is that you have a Detachment of the appropriate Faction. If you have a Death Guard Detachment, you have access to their Stratagems.

Q: Can Poxwalkers use the Curse of the Walking Pox ability or the 'The Dead Walk Again' Stratagem to increase the unit above its starting strength?

A: Yes.

Q: If the Poxwalkers' Curse of the Walking Pox ability or the 'The Dead Walk Again' Stratagem increases the unit above its starting strength in a matched play game, does this cost reinforcement points?

A: Yes, you must pay reinforcement points for each Poxwalker model that you add to the unit that would increase the unit above its starting strength.

Q: When adding models to a unit of Poxwalkers as a result of the Curse of the Walking Pox ability or the 'The Dead Walk Again' Stratagem, can those new models fight in the same Fight phase?

A: Yes, but only if their unit has not yet been chosen to Fight this phase.

Q: If I cast Blades of Putrefaction on a model equipped with the Plaguebringer relic, how many mortal wounds can that model inflict with Plaguebringer and what do I need to roll to inflict them?

A: In this situation, in addition to the normal damage, on a wound roll of 5, Plaguebringer would inflict 1 mortal wound, and on a wound roll of 6, Plaguebringer would inflict 2 mortal wounds.

Q: Are the Biologus Putrifier's hyper blight grenades affected by his Blight Racks ability?

A: No.

*Q: If Mortarion attacks an **IMPERIUM** unit with Silence (using the eviscerating blow profile), and the hit roll is a 6 (allowing him to make an extra attack with Silence due to the Death to the False Emperor ability), does the extra attack have to be made using the same profile, or can it be made with the weapon's other profile (reaping scythe) instead?*

A: The extra attack can be made using either profile.

Q: If Mortarion gets to make an extra attack with Silence due to the Death to the False Emperor ability and I choose to make it with the reaping scythe profile, do I roll 1 hit roll or 3?

A: 3.

*Q: If the Cloud of Flies Stratagem is used on a **DEATH GUARD CHARACTER**, does its effect – preventing enemy models shooting it unless it's the closest visible target – take precedence over the ability that, for example, sniper rifles have, that enables them to target a **CHARACTER** even if they are not the closest enemy unit?*

A: Such weapons cannot target the character that is under the effects of Cloud of Flies (unless the character is the closest visible target).

Q: If a unit such a Mortarion is benefiting from both the Blades of Putrefaction psychic power (from Codex: Death Guard) and the Virulent Blessing psychic power (from Codex: Chaos Daemons) and a wound roll of 7+ is rolled, how many mortal wounds are inflicted in addition to the normal damage (i.e. is it 1, or is that also doubled)?

A: Only 1 mortal wound is inflicted in addition to the normal (doubled) damage.

Q: Can the Killshot Stratagem be used to affect Hellforged Predators?

A: No. The Killshot Stratagem can only be used to affect models using the Chaos Predator datasheet.