CODEX: DEATH GUARD

Indomitus Version 1.1

These documents collect amendments to the rules and present our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback; these can be identified by the presence of an asterisk before the page reference. At other times, these amendments are errata designed to correct mistakes or add clarity to a rule that is not as clear as it might be.

As they're revised regularly, each of these documents has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When a document is revised, the version number will be incremented and new updates will be highlighted in blue, while new errata and FAQs will be highlighted in magenta.

DESIGNER'S NOTES

WEAPON UPDATES

Several weapon profiles were updated in the 2020 edition of Codex: Space Marines. *As a result, where those same weapons appear in this publication, they are updated to match. We have also updated the wording of certain weapons' abilities that would explode or inflict mortal wounds on hit rolls of 1, so that they now only do so on unmodified hit rolls of 1. The weapons in question, and the updated profiles for them, are found at the end of this document, and should be changed wherever they appear in this book.*

UPDATES & ERRATA

All Death Guard datasheets (excluding Chaos Cultists and Poxwalkers)
Add the following ability:
'**Hateful Assault:** If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.'

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
Add '**Psyker**' to the keywords line.

Page 77 – Nurglings, Abilities, Mischief Makers
Change this ability to read:
'When you set up a unit of Nurglings during deployment, they can either be set up in their deployment zone, or anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models.'

Page 83 – Possessed
Remove '**Daemon**' from the Faction keywords line
Add '**Daemon**' to the keywords line

*Page 84 – Myphitic Blight-haulers, Abilities, Tri-tracked
Delete this ability.

*Page 86 – Chaos Land Raider, Abilities, Daemonic Machine Spirit
Delete this ability.

Page 96 – Inexorable Advance, rules text
Change the first sentence to read:
'If your army is Battle-forged, all **Infantry** and **Helbrute** units in **Death Guard** Detachments gain this ability.'

Page 98 – Stratagems, Gifts of Decay, rules text
Add the following:
'You can only use this Stratagem once per battle.'

Page 99 – Stratagems, Kill Shot
Change the name to 'Killshot'
Change the second sentence of the 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 – Stratagems, 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 Engagement Range from any enemy models before removing them as a casualty.'

Page 100 – Relics of Decay, Fugaris' Helm, rules text
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	185

FAQs

Q: Can a unit under the effect of the Cloud of Flies Stratagem that is not visible to an enemy unit, but is the closest enemy unit to that unit, be targeted by that enemy unit's attacks if those attacks do not require the target to be visible?
A: Yes.

Q: Is the Miasma of Pestilence psychic power from Codex: Chaos Space Marines considered to be the same psychic power as in Codex: Death Guard for the purpose of whether a psychic power has already been manifested?
A: Yes. More generally, if psychic powers have the same name, they are considered to be the same psychic power.

Q: If my army is led by a CHAOS SPACE MARINES WARLORD, and I have a DEATH GUARD Detachment, 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 game that uses a points limit, 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 ignore the Look Out, Sir rule?
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.

WEAPON UPDATES

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Combi-flamer		Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.				
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon profile, that attack automatically hits the target.
Combi-melta		Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.				
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.
Combi-plasma		Before selecting targets, select one or two of the profiles below to make attacks with (you can only select one of the plasma gun profiles). If you select two, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.				
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun (standard)	24"	Rapid Fire 1	7	-3	1	-
- Plasma gun (supercharge)	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 after shooting with this weapon.
Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Heavy bolter	36"	Heavy 3	5	-1	2	-
Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Helbrute plasma cannon	36"	Heavy D3	8	-3	2	Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.
Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Plasma gun		Before selecting targets, select one of the profiles below to make attacks with.				
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	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 after shooting with this weapon.
Plasma pistol		Before selecting targets, select one of the profiles below to make attacks with.				
- Standard	12"	Pistol 1	7	-3	1	-
- 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.
Reaper autocannon	36"	Heavy 4	7	-2	1	-
Twin heavy bolter	36"	Heavy 6	6	-1	2	-
Twin heavy flamer	12"	Heavy 2D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.

MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Chainfist	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.
Force axe	Melee	Melee	+2	-2	D3	-
Force stave	Melee	Melee	+3	-1	D3	-
Force sword	Melee	Melee	+1	-3	D3	-
Lightning claw	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, you can re-roll the wound roll.
Power axe	Melee	Melee	+2	-2	1	-
Power fist	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Power maul	Melee	Melee	+3	-1	1	-
Power sword	Melee	Melee	+1	-3	1	-