

# DEATHGUARD WARBAND

*Over the millennia since the Horus Heresy, the Deathguard Legion has splintered into an untold number of individual warbands. However, there still exists a large number of warriors in the Deathguard Legion, taking their orders from Mortarion himself. These warriors have existed since the time of the Heresy, living with the blessings of Father Nurgle for nearly 10,000 years, now.*

## FORMATION

- 1 Chaos Lord or Daemon Prince
- 0-1 Chaos Sorcerer

Up to 7 units chosen from the following list:

- Chosen
- Terminators
- Plague Marines
- Raptors
- Chaos Bikers
- Havocs

## Options

- *Blight Grenades.* All units, except those wearing terminator armor, are equipped with Blight Grenades (defensive grenades).
- *Plague Knife/Sword.* All models replace their normal close-combat weapon with a Plague Knife or Plague Sword (Plague Knife/Sword is Poisoned 4+).
- *Cloud of Flies.* Any HQ choice may take *Cloud of Flies* for +5 points (counts as having offensive and defensive grenades, but has no effect on vehicles).
- *Icons.* No units in the formation have access to the normal Icons listed in their unit rules in C:CSM. Instead, any unit may take one Personal Icon for +5 points.

## Special Rules

*Purestrain Deathguard:* All of the units in the formation are from the Deathguard Legion from the time of the Heresy, and are full warriors of Nurgle.

Every unit in the formation, including HQ choices but excluding Plague Marines, gains the following enhancements for +5 points per model:

+1 T, -1 Init, Feel No Pain, Fearless

No model in the formation may be equipped with an Autocannon, Heavy Bolter, Lascannon, or Missile Launcher.

*Implacable Defense.* The Deathguard Legion is renowned for a fighting style that features an implacable advance of scores of Plague Marines.

All units in the formation have the *Hold at All Costs* strategic asset.