

# Supreme Command Detachment

Faction keyword: Death Guard

Points	Power	Role	Unit
156	8	HQ	Brother Vromikos the Pustulent 146 Daemon Prince of Nurgle 10 Daemonic axe 0 Malefic talons
105	5	HQ	Brother Atimias the Violent 74 Chaos Lord 12 Power fist 19 Combi-melta 0 Blight grenades 0 Krak grenades
110	6	HQ	Brother Zoyfios the Fly-Whisperer 110 Malignant Plaguecaster 0 Corrupted Staff 0 Bolt pistol 0 Blight grenades 0 Krak grenades
162	7	Elites	Brother Trelaras the Merciless 72 Helbrute 50 Twin lascannon 40 Helbrute fist
72	4	Dedicated Transport	Lithiasis 70 Chaos Rhino 2 Combi-bolter

+1 CP

# Super-Heavy Auxiliary Detachment

Points	Power	Role	Unit
395	25	Lord of War	Barren Waste 285 Renegade Knight 30 Reaper chainsword 76 Thermal cannon 4 Heavy stubber 0 Titanic feet

+0 CP

## Total

Army faction keyword: Chaos  
 1000 Points, 55 Power, 4CP

# Brother Vromikos the Pustulent

Daemon Prince of Nurgle Toughness 6 / Wounds 8 / Save 3+, 5++

- Make a roll each time this model loses a wound (including mortal wounds); on a 5+, that wound is not lost.
- Brother Vromikos regains one lost wound at the start of each player's turn.
- Wounds: 8 ○○○○ ○○○○

Movement Phase Move 8"

## Psychic Phase

- May attempt to manifest one psychic power (Smite, Blades of Putrefaction).
- May attempt to deny one psychic power in each enemy Psychic phase.

Shooting Phase Ballistic Skill 2+

- All friendly Death Guard and Nurgle Daemons within 6" (including himself) can re-roll hit rolls of 1 (*affects all units except Renegade Knight*).

## Charge Phase

Fight Phase Attacks 4 / Weapon Skill 2+ / Strength 7

- Make 4 attacks with the daemonic axe, and 1 attack with malefic talons:

Weapon	To hit	Strength	AP	Damage
Daemonic axe	3+	8	-3	3
Malefic talons	2+	7	-2	2

- All friendly Death Guard and Nurgle Daemons within 6" (including himself) can re-roll hit rolls of 1 (*affects all units except Renegade Knight*).
- Malefic talons: against an Imperium unit, a hit roll of 6 generates an extra attack with the same weapon (these extra attacks do not generate further attacks).

Morale Phase Leadership 10

- Keywords: Chaos, Nurgle, Heretic Astartes, Death Guard; Character, Daemon, Monster, Psyker, Daemon Prince.

# Brother Atimias the Violent

## Chaos Lord

Toughness 4 / Wounds 5 / Save 3+, 4++

- Wounds: 5 ○○○○○ ○

## Movement Phase

Move 6"

- This model has no penalty for Advancing and firing Assault weapons.

## Psychic Phase

## Shooting Phase

Ballistic Skill 2+

- Attack with one of the following weapons; or use both barrels of the combi-melta (boltgun and meltagun) with a -1 penalty to hit:

Weapon	Range	To hit	Type	Strength	AP	Damage
Boltgun	24"	2+	Rapid Fire 1	4	0	1
Meltagun	12"	2+	Assault 1	8	-4	D6
Blight grenades	6"	2+	Grenade D6	3	0	1
Krak grenades	6"	2+	Grenade 1	6	-1	D3

- All friendly Death Guard within 6" (including himself) can re-roll hit rolls of 1 (*affects all units except Renegade Knight*).
- Boltgun: can fire twice up to a range of 18".
- Meltagun: if target is within 6", max{D6,D6} damage.
- Blight grenades: re-roll wound rolls of 1.

## Charge Phase

## Fight Phase

Attacks 4 / Weapon Skill 2+ / Strength 4

Weapon	To hit	Strength	AP	Damage
Power fist	3+	8	-3	D3

- All friendly Death Guard within 6" (including himself) can re-roll hit rolls of 1 (*affects all units except Renegade Knight*).

## Morale Phase

Leadership 9

- Keywords: Chaos, Nurgle, Heretic Astartes, Death Guard; Character, Infantry, Chaos Lord

# Brother Zoyfios the Fly-Whisperer

## Malignant Plaguecaster

Toughness 5 / Wounds 4 / Save 3+

- Make a roll each time this model loses a wound (including mortal wounds); on a 5+, that wound is not lost.
- Wounds: 4 ○○○○

## Movement Phase

Move 5"

## Psychic Phase

- May attempt to manifest two psychic powers (Smite, Miasma of Pestilence, Putrescent Vitality).
- Brother Zoyfios adds 1 to his Psychic test when attempting to manifest Smite.
- Each time this model successfully manifests a psychic power with a Psychic test of 7 or more, the nearest enemy unit within 7" suffers a mortal wound after the effects of psychic power are resolved.
- May attempt to deny one psychic power in each enemy Psychic phase.

## Shooting Phase

Ballistic Skill 3+

- Attack with one of the following weapons:

Weapon	Range	To hit	Type	Strength	AP	Damage
Bolt pistol	12"	3+	Pistol 1	4	0	1
Blight grenades	6"	3+	Grenade D6	3	0	1
Krak grenades	6"	3+	Grenade 1	6	-1	D3

- Bolt pistol: can fire even if there are enemy units within 1" (but must in that case target the closest enemy unit).
- Blight grenades: re-roll wound rolls of 1.

## Charge Phase

## Fight Phase

Attacks 3 / Weapon Skill 3+ / Strength 4

Weapon	To hit	Strength	AP	Damage
Corrupted staff	3+	6	-1	D3

- Against an Imperium unit, a hit roll of 6 generates an extra attack (these extra attacks do not generate further attacks).

## Morale Phase

Leadership 8

- Keywords: Chaos, Nurgle, Heretic Astartes, Death Guard; Character, Infantry, Psyker, Malignant Plaguecaster

# Brother Trelaras the Merciless

## Helbrute

Toughness 7 / Wounds 8 / Save 3+

- At the end of any phase in which this model suffers an unsaved wound or mortal wound, on a 6 on D6:
  - If there are enemies within 1", pile in and fight as if it were the Fight phase.
  - If there are no enemies within 1", immediately make a shooting attack as if it were your Shooting phase.
  - Nothing happens if there are no visible targets within range.
- If reduced to 0 wounds, explodes on a 6 on D6 causing D3 mortal wounds to each unit within 3".
- **1CP** (when destroyed): automatically explode without rolling dice.
- Wounds: 8 ○○○○ ○○○○

## Movement Phase

Move 8"

- This model has no penalty for moving and firing Heavy weapons.

## Psychic Phase

## Shooting Phase

Ballistic Skill 3+

- **1CP** (if it did not move in the Movement phase): fire weapons twice, but all attacks must target the nearest visible enemy unit.

Weapon	Range	To hit	Type	Strength	AP	Damage
Twin lascannon	48"	3+	Heavy 2	9	-3	D6

## Charge Phase

## Fight Phase

Attacks 4 / Weapon Skill 3+ / Strength 6

Weapon	To hit	Strength	AP	Damage
Helbrute fist	3+	12	-3	3

## Morale Phase

Leadership 8

- Keywords: Chaos, Nurgle, Heretic Astartes, Death Guard; Vehicle, Helbrute

# Lithiasis

## Chaos Rhino

Toughness 7 / Wounds [10|5|2] / Save 3+

- At the start of each of your turns, on a 6 on D6 regain one lost wound.
- If reduced to 0 wounds, explodes on a 6 on D6 causing D3 mortal wounds to each unit within 6".
- **1CP** (when destroyed): automatically explode without rolling dice.
- Wounds: 10 ○○○○○ ○  
5 ○○○  
2 ○○

## Movement Phase

Move [12|6|3]"

- Can transport Chaos Lord and Malignant Plaguecaster only.
- Units can start the game embarked in the vehicle.
- Units ending their move within 3" of the vehicle can embark.
- Units can disembark before the vehicle moves, and are set up within 3" (and more than 1" from any enemy models). They can then move as normal, but even if they don't move any further they count as having moved.

## Psychic Phase

## Shooting Phase

Ballistic Skill [3|4|5]+

Weapon	Range	To hit	Type	Strength	AP	Damage
Combi-bolter	24"	[3 4 5]+	Rapid Fire 2	4	0	1

- Combi-bolter: can fire twice up to a range of 12".
- Once per game, instead of shooting, you can use smoke launchers: opponents subtract 1 from ranged hit rolls targeting this vehicle until your next Shooting phase.

## Charge Phase

## Fight Phase

Attacks [3|D3|1] / Weapon Skill 6+ / Strength 6

Weapon	To hit	Strength	AP	Damage
Close combat	6+	6	0	1

## Morale Phase

Leadership 8

- Keywords: Chaos, Nurgle, Heretic Astartes, Death Guard; Vehicle, Transport, Chaos Rhino

# Barren Waste

## Renegade Knight

Toughness 8 / Wounds [24|12|6] / Save 3+, (5++)

- 5+ invulnerable save against ranged weapons only.
- **1CP** (when targeted by an enemy unit): improve this model's invulnerable save by 1 (to a maximum of 3+) until the end of the phase.
- Only gains a cover save bonus if at least half the model is obscured from the firer.
- If reduced to 0 wounds, explodes on a 6 on D6 causing D6 mortal wounds to each unit within 2D6".
- Wounds: 24 ○○○○ ○○○○ ○○○○  
12 ○○○○ ○○  
6 ○○○○ ○○

## Movement Phase

Move [12|9|6]"

- Can Fall Back and still shoot and/or charge in the same turn.
- When Falling Back, can move over enemy Infantry and Swarms (but must still end the move more than 1" from any enemy models).
- This model has no penalty for moving and firing Heavy weapons.

## Psychic Phase

## Shooting Phase

Ballistic Skill [3|4|5]+

- Attack with both weapons:

Weapon	Range	To hit	Type	Strength	AP	Damage
Thermal cannon	36"	[3 4 5]+	Heavy D6	9	-4	D6
Heavy stubber	36"	[3 4 5]+	Heavy 3	4	0	1

- Thermal cannon: if target is within 18", max{D6,D6} damage.
- **2CP** (when attacking): re-roll all failed hit rolls for this model until end of phase.

## Charge Phase

## Fight Phase

Attacks 4 / Weapon Skill [3|4|5]+ / Strength 8

- Make 4 attacks with the reaper chainsword:

Weapon	To hit	Strength	AP	Damage
Reaper chainsword	[3 4 5]+	14	-3	6
Titanic feet	[3 4 5]+	8	-2	D3

- Titanic feet: make three hit rolls for each attack with this weapon.
- **2CP** (when attacking): re-roll all failed hit rolls for this model until end of phase.

## Morale Phase

Leadership 9

- Keywords: Chaos, Questor Traitoris; Titanic, Vehicle, Renegade Knight.

# Additional Stratagems

- Command Points: 4 ○○○○

## Any model

- **1CP**: re-roll any single die that you have rolled.
- **2CP** (after a charging enemy unit has fought): select one of your own models and fight with it next.
- **2CP** (before taking a Morale test): automatically pass a single Morale test.

## Daemon Prince, Chaos Lord, Malignant Plaguecaster only

- **3CP** (once per battle, in the Shooting phase): roll a D6 for every non-Nurgle unit within 7" (*including the Renegade Knight, if within range*). On a 4+ the unit suffers D3 mortal wounds.

## Chaos Lord and Malignant Plaguecaster only

- **1CP** (during the Movement phase): enemy models can only shoot this model if it is the closest visible target, until the start of your next Movement phase.
- **2CP** (at the end of the Movement phase): this model regains D3 lost wounds.
- **1CP** (when selected to attack in the Shooting or Fight phase): add 1 to all wound rolls for this unit in this phase.
- **1CP** (at the end of a Fight phase in which this model has slain an enemy Character, Vehicle, or Monster): roll on the chart below. Boons last for the remainder of the battle. Each boon can be received by a model once only; treat duplicate results as 7.

2D6	Boon	Lord	MPc
2	The character is slain and replaced by a Chaos Spawn within 6"		
3	+6" to Range of all shooting weapons		
4	+3" Move		
5	+1 Strength		
6	+1 Attacks		
7	Choose a result (other than 2 or 12)		
8	-1 to hit rolls that target this character in the Fight phase		
9	+1 to saving throws		
10	+1 Toughness		
11	+1 Wounds		
12	The character is slain and replaced by a Daemon Prince within 6"		