

# NURGLE CHAOS SPACE MARINE ARMY LIST

v0.1 by Steve54

A Nurgle Chaos Space Marine Army has a strategy rating of 4+. Aircraft and Daemon Engine formations have an initiative of 2+. All other formations have 1+. All formations in the army belong to the Chaos faction, Nurgle.

## NURGLE RETINUES

*(You may include any number of Retinues, **Either** Plague Marine Retinues or Death Guard Retinues can be selected not both)*

FORMATION	CORE UNITS	UPGRADES	COST
Plague Marine Retinue	1 Plague Lord and 7 Plague Marines	All (except Death Guard Havocs)	325 points
Death Guard Retinue	1 Plague Lord and 7 Death Guard	All (except Plague Marines)	275 points

## ELITE FORMATIONS

*(1 may be selected per Nurgle Retinue - Death Guard terminators can only be selected if the core formations are Death Guard Retinues, Death Shroud Terminators can only be selected if the core formations are Plague Marine retinues. All other Elite formations can be selected with either core formation.)*

FORMATION	CORE UNITS	UPGRADES	COST
Death Guard Terminators	1 Plague Lord and 4 Death Guard Terminators	Champion of Chaos, Icon bearer, Daemonic Pact, Land Raiders, Dreadnoughts, Lord of Pestilence, Walkers, Death Guard Terminators	275 points
Death Shroud Terminators	1 Plague Lord and 4 Death Shroud Terminators	Grave Wardens, Champion of Nurgle, Icon bearer, Daemonic Pact, Land Raiders, Dreadnoughts, Lord of Decay, Walkers	400 points
Blight Drone Swarm	5 Blight Drones	None	250 points

## SUPPORT FORMATIONS

*(Up to two Support formations may be taken for each Nurgle Retinue selected)*

FORMATION	CORE UNITS	UPGRADES	COST
Armoured Company	4 to 7 Armoured vehicles: Nurgle Predators, Nurgle Vindicators, Nurgle Land Raiders	Walkers	50 points per Predator / Vindicator 75 points per Land Raider
Walker Horde	4 of any Walker type (Defiler, Desecrator, Plague hulk)	Dreadnoughts, Chaos Spawn	275 points
Contagion Engines	4 Contagion Engines	Plague Towers	325 points
Plague Towers	1-3 Plague Towers	Walkers, Contagion Engines, Dreadnoughts	300 points each
Plague Zombie Infestation	2D6+3 Plague Zombies	None	175 points

## NURGLE MARINES UPGRADES

*(Each formation may take up to four allowed upgrades once per formation)*

FORMATION	UNITS	COST
0-1 Nurgle Warlord	Replace the Plague Lord character with a Lord of Pestilence	+50 points
0-1 Daemon Prince	Replace the Plague Lord or Lord of Pestilence character with a Daemon Prince	+50 points
Rhinos	Add up to 5 Death Guard Rhinos. You may only take the minimum number required to carry the entire formation	+10 points each
Champion of Nurgle	Add 1 Champion of Nurgle to the formation	+50 points
Daemonic Pact	Allows the formation to summon daemons from the Daemon Pool	+25 points
Icon Bearer	Add 1 Icon Bearer character	+25 points
Contagion Engines	Add 1-3 Contagion Engines to the formation	+75 points each
Plague Towers	Add 1-2 Plague Towers to the formation	+300 points each
Chaos Spawn	Add 1-3 Chaos Spawn to the formation	+25 points each
Land Raiders	Add up to 4 Death Guard Land Raiders to the formation	+75 points each
Dreadnoughts	Add 1-3 Death Guard Dreadnoughts to the formation	+50 points each
Walkers	Add 1-3 Defiler, Desecrator or Plague Hulk in any combination to the formation	+75 points each
Havocs	Add 0-3 Death Guard Havocs to a Death Guard Marine retinue OR replace 0-3 Plague Marines with Plague Havocs in a Plague Marine Retinue	+25 points
Grave Wardens	Replace 0-2 Death Shroud terminators with Grave Warden Terminators	Free
Death Guard Terminators	Add 1-3 Death Guard Terminators to the formation	+65 points each

## DAEMON POOL

*(Only Nurgle Daemons may be purchased for the Daemon Pool)*

FORMATION	UNITS	COST
Daemon Pool	Any number of Lesser Daemon units (Plague Bearers)	15 points each
	Any number of Greater Daemons (Great Unclean One)	50 points each

## WAR ENGINES AND CHAOS NAVY

*(Up to one third of the army's total points may be spent on War Engines and Chaos Navy)*

### WAR ENGINES FORMATIONS

FORMATION	UNITS	UPGRADES	COST
Plague Reapers	1-3 Plague Reapers	None	200 points each
Fester Titan	1 Fester Titan	None	275 points
Repugnant Titan	1 Repugnant Titan	None	625 points
Plagueclord Titan	1 Plagueclord Titan	None	850 points

### CHAOS NAVY FORMATIONS

FORMATION	UNITS	COST
Hellblades	3 Death Guard Hellblades	200 points
Helltalons	2 Death Guard Helltalons	225 points
Plague Ship	1 Plague Ship	175 points

### SPECIAL RULE - Implacable Advance

Nurgle armies are noted for their slow, ponderous and methodical advance. To represent this no units can March.

### SPECIAL RULE - Summoning

Nurgle armies gain one lesser daemon per daemonic pact added to the summoning pool.

# NURGLE CHAOS SPACE MARINE REFERENCE 1

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Lord of Pestilence	CH	n/a	n/a	n/a	n/a	Man Reaper Plague of Flies	(base contact) 15cm	(Assault Weapons), EA (+1), MW (Small arms), EA (+1), MW	Supreme Commander, Fearless, Invulnerable Save
Plague Lord	CH	n/a	n/a	n/a	n/a	Man Reaper	(base contact)	(Assault Weapons), EA (+1), MW	Leader, Fearless, Invulnerable Save
Nurgle Scorcer	CH	n/a	n/a	n/a	n/a	Bolt of Decay	15cm	(Small arms), EA (+1), MW	Leader, Fearless, Invulnerable Save
Nurgle Daemon Prince	INF	15cm (30cm)	3+ (4+)	3+	3+	Sword of Corruption Nurgling Swarm Plague of Flies		(Assault Weapons), EA(+2) MW (Small Arms), EA(+1), MW (Small Arms), EA(+1)	Commander, Leader, Fearless, Reinforced Armour, Teleport. May have wings: count as Jump Packs. Speed increased to 30cm, armour reduced to 4+
Champion of Nurgle	CH	n/a	n/a	n/a	n/a	n/a	(base contact)	(Assault Weapons), EA(+1), First Strike	Augment Summoning (+2D3), Invulnerable Save
Icon Bearer	CH	n/a	n/a	n/a	n/a	n/a	n/a	n/a	Leader, Daemonic Focus, Invulnerable Save.
Death Guard	INF	15cm	4+	4+	4+	Autocannon Bolter	45cm (15cm)	AP5+ /AT6+ (Small Arms)	Invulnerable Save
Death Guard Havoc	INF	15cm	4+	4+	4+	2x Autocannon Bolter	45cm (15cm)	AP5+ /AT6+ (Small Arms)	Invulnerable Save
Death Guard Terminators	INF	15cm	4+	3+	3+	2x Reaper Autocannon Power Weapons Combi Bolters	45cm (base contact) 15cm	AP4+ /AT6+ (Assault Weapons), EA (+1), MW (Small Arms)	Invulnerable Save, Reinforced Armour, Teleport, Thick Rear Armour
Plague Marines	INF	15cm	3+	3+	4+	Plague Knives Bolters	(base contact) (15cm)	(Assault Weapons) (Small Arms)	Fearless
Plague Marines Havocs	INF	15cm	3+	5+	3+	2x Autocannon Bolter	45cm (15cm)	AP5+ /AT6+ (Small Arms)	Fearless
Death Shroud Terminators	INF	15cm	3+	3+	3+	2x Reaper Autocannon Power Weapons Combi Bolters	30cm (base contact) 15cm	AP4+ /AT6+ (Assault Weapons), EA (+1), MW (Small Arms)	Fearless, Reinforced Armour, Teleport, Thick Rear Armour
Grave Warden Terminators	INF	15cm	3+	3+	3+	Power Weapons Alchemical Weapons	(base contact) (15cm)	(Assault Weapons), EA (+1), MW (Small Arms), EA (+1)	Fearless, Reinforced Armour, Teleport, Thick Rear Armour
Blight Drones	INF	35cm	4+	6+	4+	Maw Cannon Reaper Autocannon	30cm 30cm	AP3+ /AT5+ AP5+ /AT6+	Invulnerable Save, Fearless, Skimmer
Plaguebearers	INF	15cm	3+	4+	6+	Plague Swords Cloud of Flies	(base contact) (15cm)	(Assault Weapons) (Small Arms)	Fearless, Invulnerable Save. Summon: 1 Point
Plague Zombies	INF	10cm	5+	6+	_	Claws and Teeth	(base contact)	(Assault Weapons)	Infiltrator, Fearless, Infestation (Teleport). Zombies may contest, not hold objectives.
Contagion Engine	AV	15cm	5+	5+	5+	Vomit Cannon Plague Catapult	30cm 45cm	AP4+ /AT6+, Disrupt 1BP, Disrupt, Indirect Fire	Invulnerable Save, Fearless
Plague Tower	WE	15cm	4+	4+	4+	Plague Mortar 2x Battle Cannon Rot Cannon	60cm 75cm 90cm	3+D3BP, Disrupt, FxF AP4+ /AT4+ AP3+ /AT5+, Ignore Cover, FxF	DC6, Invulnerable Save, Reinforced Armour, Fearless, Transport (16) Critical Hit Effect: Destroyed. Any units within 5cm of the model suffer a hit on a D6 roll of 6.
Death Guard Rhino	AV	25cm	5+	6+	5+	Combi Bolters	(15cm)	(Small Arms)	Invulnerable Save, Transport (2)
Death Guard Predator	AV	25cm	4+	6+	4+	2x Heavy Bolters Twin Lascannon	30cm 45cm	AP4+ AT4+	Invulnerable Save
Death Guard Land Raider	AV	25cm	4+	6+	4+	Twin Heavy Bolter 2x Twin Lascannon	30cm 45cm	AP4+ AT4+	Reinforced Armour, Thick Rear Armour, Invulnerable Save, Transport (2)
Death Guard Dreadnought	AV	15cm	3+	4+	4+	Power Fist Twin Autocannon	Base Contact 45cm	(Assault Weapons), EA (+1), MW AP4+ /AT6	Fearless, Walker, Invulnerable Save
Death Guard Vindicator	AV	25cm	4+	6+	4+	Demolisher	30cm	AP3+ /AT4+, Ignore Cover	Walker, Invulnerable Save
Death Guard Defiler	AV	20cm	4+	4+	3+	Battle Cannon Reaper Autocannon Twin Heavy Flamer Battle Claws	75cm 30cm 15cm (base contact)	AP4+ /AT4+ AP4+ /AT4+ AP4+, Ignore Cover (Assault Weapons), EA (+1), MW	Fearless, Walker, Infiltrator, Invulnerable Save
Desecrator	AV	15cm	4+	4+	4+	2x Desecrator Cannons Vomit Cannon Battle Claws	45cm 30cm (base contact)	AP4+ /AT6+ /AA5+ AP4+ /AT6+, Disrupt (Assault Weapons), EA (+1), MW	Fearless, Invulnerable Save, Walker

## NURGLE CHAOS SPACE MARINE REFERENCE 2

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
<b>Chaos Spawn</b>	INF	15cm	3+	3+	–	Horrific Mutations	(base contact)	(Assault Weapons), EA(+D3)	Fearless, Invulnerable Save
<b>Plague Reaper</b>	WE	15cm	4+	4+	4+	Pus Cannon Demolisher Cannon 3x Heavy Bolters 3x Lascannon	30cm 30cm 30cm 45cm	3BP, Disrupt AP3+/AT4+, Ignore Cover, FxF AP5+ AT5+	DC3, Fearless, Reinforced Armour. Critical Hit Effect: Destroyed. Any units within 5cm of the model suffer a hit on a D6 roll of 6.
<b>Fester Titan</b>	WE	25cm	5+	4+	5+	Pus Cannon Decay Cannon	30cm 30cm	3BP, Disrupt 3x AP3+, Disrupt, F Arc	DC4, Void Shields 2, Fearless, Reinforced Armour. Critical Hit Effect: Move it D6cm in a random direction. If this move takes the Titan into impassable terrain or another unit it can't move over, it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally).
<b>Repugnant Titan</b>	WE	20cm	4+	3+	4+	Rot Mortar Putrifier Cannon Plague Flail Cloud of Pestilence	60cm 60cm 15cm (base contact)	3+D3BP, Disrupt, FxF 4x AP3+/AT5+, Disrupt (Assault Weapons), EA(+3), TK(1) (Small Arms), EA (+1)	DC7, Void Shields 4, Fearless, Reinforced Armour. Critical Hit Effect: Loses an extra point of damage and all units within 5cm suffer a hit on a 5+.
<b>Plaguelord Titan</b>	WE	15cm	4+	2+	3+	Liquefier Cannon 2x Putrifier Cannon Plague Claw Cloud of Pestilence	70cm 60cm (base contact) 15cm	3x MW3+ 4x AP3+/AT5+, Disrupt (Assault Weapons), EA(+1), TK(D6) (Small Arms), EA (+1)	DC9, Void Shields 6, Fearless, Reinforced Armour. Hit Effect: Loses an extra point of damage and all units within 5cm suffer a hit on a 4+.
<b>Plague Ship</b>	SC	n/a	n/a	n/a	n/a	Orbital bombardment	–	8BP Disrupt	Notes: In addition for each template placed in the bombardment the Nurgle players place D6+2 Plague Zombies. These must be placed in the centre of the template area (taking into account normal ZoC rules) and each group count as a separate formation.
<b>Hellblade</b>	AC	Fighter	6+	n/a	n/a	2x Reaper Autocannon	15cm	AP4+/AT6+/AA5+, FxF	
<b>Hell Talon</b>	AC	Fighter-Bomber	5+	n/a	n/a	Bombs Twin Lascannon Havoc Launcher	15cm 45cm 45cm	2BP, FxF AT4+/AA4+, FxF AP5+/AT6+, FxF	
<b>The Great Unclean One</b>	WE	15cm	4+	4+	4+	Nurgling Swarm Stream of Corruption	(base contact) (15cm) And (15cm)	(Assault Weapons), EA(+1) (Small Arms), EA(+1), Ignore cover 3BP, Ignore Cover	DC4, Fearless, Reinforced Armour Walker, Invulnerable Save, Inspiring, daemonic focus Critical Hit Effect: Hurlled back into the warp. Drags any units within 5cm back with it on a roll of 6+. Costs 8 points to summon.