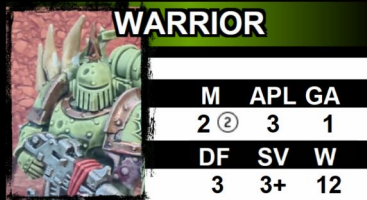
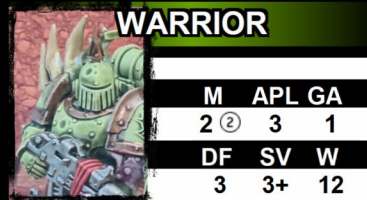




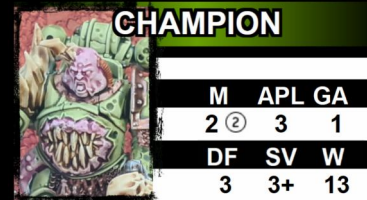
Death Guard



Disgustingly Resilient: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. Other than the effects of Battle Scars, this operative cannot be injured.



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Death Guard

Operative

Death Guard

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Operative

Death Guard

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Operative

Death Guard

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CHAMPION

M	APL	GA
2 ②	3	1
DF	SV	W
3	3+	13

Boltgun	4	2+	3/4
Power Fist	5	3+	5/7
Brutal			

Disgustingly Resilient: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. Other than the effects of Battle Scars, this operative cannot be injured.



GUNNER

M	APL	GA
2 ②	3	1
DF	SV	W
3	3+	12

Plasma gun	4	3+	5/6
AP1			
Overcharged	4	3+	5/6
AP2 Hot			
Plague knife	3	3+	3/5

Disgustingly Resilient: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. Other than the effects of Battle Scars, this operative cannot be injured.



GUNNER

M	APL	GA
2 ②	3	1
DF	SV	W
3	3+	12

Meltagun	4	3+	6/3
Rng ⑤ AP2			! MW4
Plague knife	3	3+	3/5

Disgustingly Resilient: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. Other than the effects of Battle Scars, this operative cannot be injured.



GUNNER

M	APL	GA
2 ②	3	1
DF	SV	W
3	3+	12

Plague belcher	5	2+	2/3
Rng ⑤ Torrent ②			
Plague knife	3	3+	3/5

Disgustingly Resilient: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. Other than the effects of Battle Scars, this operative cannot be injured.

Operative

Death Guard

Operative

Death Guard

Operative

Death Guard

Operative

Death Guard



ICON BEARER

M	APL	GA
---	-----	----

2	2	3	1
---	---	---	---

DF	SV	W
----	----	---

3	3+	12
---	----	----

Boltgun	4	3+	3/4
Plague knife	3	3+	3/5

Disgustingly Resilient: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. Other than the effects of Battle Scars, this operative cannot be injured.

Icon Bearer: When determining control of an objective marker, treat this operative's APL as being 1 higher. Note that this is not a modifier. In narrative play, this is cumulative with the Focused Battle Honour. **Icon of Decay (1AP)**



HEAVY GUNNER

M	APL	GA
---	-----	----

2	2	3	1
---	---	---	---

DF	SV	W
----	----	---

3	3+	12
---	----	----

Blight launcher	4	3+	4/6
AP1			
Plague knife	3	3+	3/5

Disgustingly Resilient: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. Other than the effects of Battle Scars, this operative cannot be injured.



HEAVY GUNNER

M	APL	GA
---	-----	----

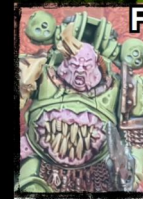
2	2	3	1
---	---	---	---

DF	SV	W
----	----	---

3	3+	12
---	----	----

Plague spewer	6	2+	2/3
Rng Torrent (2)			
Plague knife	3	3+	3/5

Disgustingly Resilient: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. Other than the effects of Battle Scars, this operative cannot be injured.



FIGHTER

M	APL	GA
---	-----	----

2	2	3	1
---	---	---	---

DF	SV	W
----	----	---

3	3+	12
---	----	----

Bolt Pistol	5	3+	3/4
Rng			
Plague knives	5	3+	3/5

Relentless

Disgustingly Resilient: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. Other than the effects of Battle Scars, this operative cannot be injured.

Operative

Death Guard

Operative

Death Guard

Operative

Death Guard

Operative

Death Guard

FIGHTER

M

APL

GA

2

2

3

1

DF

SV

W

3

3+

12

Bolt Pistol	5	3+	3/4
Rng			
Mace of contagion	5	3+	4/5
			! Stun

Disgustingly Resilient: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. Other than the effects of Battle Scars, this operative cannot be injured.

FIGHTER

M

APL

GA

2

2

3

1

DF

SV

W

3

3+

12

Bolt Pistol	5	3+	3/4
Rng			
Great plague cleaver	5	4+	5/7
			! Rending

Disgustingly Resilient: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. Other than the effects of Battle Scars, this operative cannot be injured.

FIGHTER

M

APL

GA

2

2

3

1

DF

SV

W

3

3+

12

Bolt Pistol	5	3+	3/4
Rng			
Flail of corruption	5	3+	4/5
			! Reap 2

Disgustingly Resilient: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. Other than the effects of Battle Scars, this operative cannot be injured.

FIGHTER

M

APL

GA

2

2

3

1

DF

SV

W

3

3+

12

Bolt Pistol	5	3+	3/4
Rng			
Bubotic axe	5	3+	4/6
			! Rending

Disgustingly Resilient: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. Other than the effects of Battle Scars, this operative cannot be injured.

Operative

Death Guard

Operative

Death Guard

Operative

Death Guard

Operative

Death Guard



POXWALKER

M APL GA

2 ② 2 2

DF SV W

3 6+ 7

Improvised weapon

4 4+ 2/3

Mindless: Each time this operative would perform a mission action or the Pick Up action, you must subtract one additional AP to do so. This operative cannot be equipped with equipment. In narrative play, it cannot gain (or lose) experience and automatically passes Casualty tests.

Disgustingly Resilient: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. This operative cannot be injured.



POXWALKER

M APL GA

2 ② 2 2

DF SV W

3 6+ 7

Improvised weapon

4 4+ 2/3

Mindless: Each time this operative would perform a mission action or the Pick Up action, you must subtract one additional AP to do so. This operative cannot be equipped with equipment. In narrative play, it cannot gain (or lose) experience and automatically passes Casualty tests.

Disgustingly Resilient: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. This operative cannot be injured.

MALICIOUS VOLLEYS

Strategic

1CP

Until the end of the Turning Point, each time a friendly BUBONIC ASTARTES operative is activated, if it does not perform a Fight action during that activation, it can perform two Shoot actions during that activation if a bolt weapon is selected for each of those shooting attacks. A bolt weapon is a ranged weapon that includes 'bolt' in its name, e.g. boltgun, bolt pistol etc.

Shoot x2

Operative

Death Guard

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Operative

Death Guard

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Tac Op

Death Guard

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Strategic

Death Guard

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HATEFUL ASSAULT

Strategic

1CP

Until the end of the Turning Point, each time a friendly BUBONIC ASTARTES operative is activated, if it does not perform a Shoot action during that activation, it can perform two Fight actions during that activation.

Fight x2

CONTAGION

Strategic

1CP

Until the end of the Turning Point, while an enemy operative is Visible to and within ② of a friendly DEATH GUARD operative, that enemy operative is treated as being injured (only subtract ② from its Movement characteristic as a result of being injured if it is activated within ② of a friendly DEATH GUARD operative).

Wounded Aura

EFFLUENT DEMISE

Tactical

1CP

Use this Tactical Ploy when a friendly BUBONIC ASTARTES operative is incapacitated. Inflict D3 mortal wounds on each enemy operative Visible to and within ② of that operative.

D3 MW on Death

REVOLTING DURABILITY

Tactical

1CP

Use this Tactical Ploy in either the Resolve Successful Hits or Resolve Successful Saves step of a combat or shooting attack made against a friendly BUBONIC ASTARTES operative. You can change one of your opponent's critical hits into a normal hit.

Crit die to Normal

Strategic

Death Guard

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Strategic

Death Guard

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Tactical

Death Guard

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Tactical

Death Guard

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DIG IN

Tactical

1 CP

Use this Tactical Ploy when a friendly BUBONIC ASTARTES operative is activated. Until the end of that operative's activation, it can perform the following action:

DIG IN 1AP: Until the end of the Turning Point, add 1 to this operative's Defence characteristic.

+1 Df

ICON OF DECAY

Ability

Icon of Decay (1AP): Until the end of the Turning Point, while this operative is Visible to and within 1 of a friendly BUBONIC ASTARTES operative, that friendly operative is invigorated by decay. While an operative is invigorated by decay, when rolling for its Disgustingly Resilient ability, you can re-roll results of 1 and 2.

ICON BEARER

VIRULENT ROUNDS

1EP

Select one boltgun or bolt pistol the operative is equipped with. Add 1 to that weapon's Critical Damage characteristic for the battle.

Bolt +0/1 D

VIRULENT ROUNDS

1EP

Select one boltgun or bolt pistol the operative is equipped with. Add 1 to that weapon's Critical Damage characteristic for the battle.

Bolt +0/1 D

Tactical

Death Guard

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Ability

Death Guard

FAQ : 1.8, DECK:4.1
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Equipment

Death Guard

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Datafile: Q3 2023

Equipment

Death Guard

FAQ : 1.8, DECK:4.1
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MEPHITIC TOXIN

2EP

Select one plague knife or plague knives the operative is equipped with. Add 1 to that weapon's Normal Damage characteristic for the battle.

Knife +1/0 D

MEPHITIC TOXIN

2EP

Select one plague knife or plague knives the operative is equipped with. Add 1 to that weapon's Normal Damage characteristic for the battle.

Knife +1/0 D

MEPHITIC TOXIN

2EP

Select one plague knife or plague knives the operative is equipped with. Add 1 to that weapon's Normal Damage characteristic for the battle.

Knife +1/0 D

BLIGHT GRENADE

Max: 1

2EP

The operative is equipped with the following ranged weapon for the battle:

Blight grenade	4	3+	2/3
Rng	Blast	Ceaseless	Indirect Limited

Equipment

Death Guard

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Equipment

Death Guard

FAQ : 1.8, DECK:4.1
Datafile: Q3 2023

Equipment

Death Guard

FAQ : 1.8, DECK:4.1
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Equipment

Death Guard

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KRAK GRENADE

Max: 1

3EP

The operative is equipped with the following ranged weapon for the battle. It cannot make a shooting attack with this weapon by performing an Overwatch action:

Krak grenade	4	3+	4/5
Rng	🔥	AP1	Indirect Limited

NURGLING

Max: 1

3EP

The operative gains the following ability for the battle:

Nurgling Mischief: Once per battle, when an enemy operative Visible to and within 3 of this operative is activated, you can use this ability. If you do so, subtract 1 from that enemy operative's APL.

-1 APL

PLAGUE BELL

Max: 1

3EP

The operative can perform the following action during the battle:

PLAGUE BELL 1AP: Until the end of the Turning Point, each time a friendly BUBONIC ASTARTES operative is activated within 1 of this operative, until the end of that activation, add 2 to that friendly operative's movement characteristic.

-1 APL

FILTH CENSER

Max: 1

3EP

The operative gains the following ability for the battle:

Filth Censer: Each time you use the Contagion Strategic Ploy, enemy operatives are treated as being injured while this operative is Visible to and within 2 2 of them (instead of 2).

4 inch Contagion

Equipment

Death Guard

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Equipment

Death Guard

FAQ : 1.8, DECK:4.1
Datelate: Q3 2023

Equipment

Death Guard

FAQ : 1.8, DECK:4.1
Datelate: Q3 2023

Equipment

Death Guard

FAQ : 1.8, DECK:4.1
Datelate: Q3 2023

VIRULENT ROUNDS

1EP

Select one boltgun or bolt pistol the operative is equipped with. Add 1 to that weapon's Critical Damage characteristic for the battle.

Bolt +0/1 D

DEATH GUARD KILL TEAM

Seek and Destroy, Security

(1,5,0) or (1,2,8) Leader, Marine, Poxwalker

PLAGUE MARINE CHAMPION
Bolt pistol, boltgun or plasma pistol
Plague knife, plague sword or power fist

PLAGUE MARINE GUNNER
Meltagun, plague belcher or plasma gun

PLAGUE MARINE HEAVY GUNNER
Blight launcher or plague spewer

PLAGUE MARINE FIGHTER
bubotic axe and mace of contagion
OR Flail of corruption, great plague cleaver or plague knives
PLAGUE MARINE ICON BEARER

PLAGUE MARINE WARRIOR

POXWALKER (x8)

DISGUSTINGLY RESILIENT

Faction Ability

Disgustingly Resilient: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. Other than the effects of Battle Scars, this operative cannot be injured.

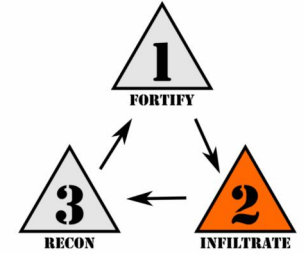
INFILTRATE

Matched Play

Once during the first turning point, when you select an operative to activate, you can change its order

Critical Ops

Once during the first turning point, when you select an operative to activate, you can change its order



Equipment

Death Guard

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Team

Death Guard

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Abilities

Death Guard

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Scouting

Death Guard

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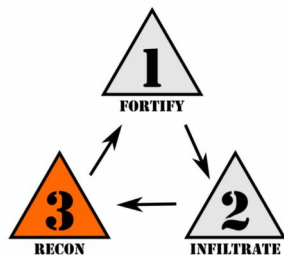
RECON

Matched Play

Perform a free Dash action with one operative that is wholly within your drop zone

Critical Ops

Perform a free Dash action with one friendly operative that is wholly within your drop zone as if it can FLY



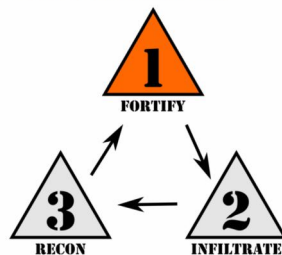
FORTIFY

Matched Play

Set up one additional barricade within 🏠 of your drop zone

Critical Ops

Set up one additional barricade wholly within your territory. Unlike normal barricades, you can set it up on a Vantage Point.



MATCHED PLAY

- DETERMINE MISSION
- READ MISSION BRIEFING
- DETERMINE KILLZONE
- SET UP OBJECTIVE MARKERS
- SET UP THE KILLZONE
- SELECT DROP ZONE
- SELECT A KILL TEAM
- SELECT TAC OPS
- SELECT EQUIPMENT
- SET UP BARRICADES
- SET UP OPERATIVES
- SCOUTING
- BEGIN THE BATTLE

TURN SEQUENCE

- INITIATIVE PHASE
 - READY OPERATIVES
 - DETERMINE INITIATIVE
- STRATEGY PHASE
 - GENERATE COMMAND POINTS
 - PLAY STRATEGIC PLOYS
 - TARGET REVEAL
- FIREFIGHT PHASE
 - PERFORM ACTIONS

Scouting

Death Guard

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Scouting

Death Guard

FAQ : 1.8, DECK:4.1
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Matched

Death Guard

FAQ : 1.8, DECK:4.1
Date: Q3 2023

Matched

Death Guard

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SCORE CARD

COMMAND POINTS	SECONDARY	PRIMARY	
		1	2
	1	2	3
	2	3	4
		3	
		4	

PHIL TEAM

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Scorecard

Death Guard

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Credits

Death Guard

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Credits

Death Guard

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Credits

Death Guard

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