

++ Patrol Detachment OCP (Chaos - Death Guard) [53 PL, 1CP, ~~915pts~~
886pts (Erwählte Einheit spart 29 Pt.) ++
Rules: Armour of Contempt, Contagion Abilities, Plague Weapon

+ Configuration +

Battle Size [3CP]: 2. Incursion (51-100 Total PL / 501-1000
Points)

Detachment Command Cost

Game Type: 4. Chapter Approved: War Zone Nephilim

Plague Company: The Poxmongers

+ HQ +

Malignant Plaguecaster [5 PL, -1CP, 90pts]: 1. Miasma of
Pestilence, Ironclot Furnace, Stratagem: Relic, Warlord
Rules: Contagions of Nurgle, Inexorable Advance
Abilities: Disgustingly Resilient, Ironclot Furnace, Pestilential
Fallout, Stratagem: Relic, Psychic Power: Miasma of Pestilence,
Smite, Psyker: Malignant Plaguecaster, Unit: Malignant
Plaguecaster, Weapon: Blight grenade, Corrupted staff, Krak
grenades

+ Troops +

Plague Marines [12 PL, 210pts]

Rules: Contagions of Nurgle, Inexorable Advance, Malicious
Volleys, Objective Secured

Abilities: Disgustingly Resilient, Remorseless, Vectors of Death,
Unit: Plague Marine

Plague Champion: Boltgun, Plague knife

Unit: Plague Champion, Weapon: Blight grenade, Boltgun, Krak
grenades, Plague knife

2x Plague Marine w/ blight launcher: 2x Blight grenades, 2x Blight
launcher, 2x Krak grenades, 2x Plague knife

Weapon: Blight grenade, Blight launcher, Krak grenades, Plague
knife

2x Plague Marine w/ cleaver: 2x Blight grenades, 2x Great plague
cleaver, 2x Krak grenades, 2x Plague knife

Weapon: Blight grenade, Great plague cleaver, Krak grenades,
Plague knife

2x Plague Marine w/ flail: 2x Blight grenades, 2x Flail of
corruption, 2x Krak grenades, 2x Plague knife

Weapon: Blight grenade, Flail of corruption, Krak grenades, Plague
knife

Plague Marine w/ icon

Abilities: Icon of Despair, Weapon: Blight grenade, Boltgun, Krak
grenades, Plague knife

Plague Marine w/ special weapon: Meltagun

Weapon: Blight grenade, Krak grenades, Meltagun, Plague knife
Plague Marine w/ special weapon: Meltagun
Weapon: Blight grenade, Krak grenades, Meltagun, Plague knife

Plague Marines [12 PL, -1CP, 210pts]

Rules: Contagions of Nurgle, Inexorable Advance, Malicious Volleys, Objective Secured

Abilities: Disgustingly Resilient, Remorseless, Vectors of Death,
Unit: Plague Marine

Plague Champion: Boltgun, Champion of Disease, Plague knife,
Plague Skull of Glothila

Abilities: Plague Skull of Glothila, Unit: Plague Champion,

Weapon: Blight grenade, Boltgun, Krak grenades, Plague knife

2x Plague Marine w/ blight launcher: 2x Blight grenades, 2x Blight launcher, 2x Krak grenades, 2x Plague knife

Weapon: Blight grenade, Blight launcher, Krak grenades, Plague knife

2x Plague Marine w/ cleaver: 2x Blight grenades, 2x Great plague cleaver, 2x Krak grenades, 2x Plague knife

Weapon: Blight grenade, Great plague cleaver, Krak grenades, Plague knife

2x Plague Marine w/ flail: 2x Blight grenades, 2x Flail of corruption, 2x Krak grenades, 2x Plague knife

Weapon: Blight grenade, Flail of corruption, Krak grenades, Plague knife

Plague Marine w/ icon

Abilities: Icon of Despair, Weapon: Blight grenade, Boltgun, Krak grenades, Plague knife

Plague Marine w/ special weapon: Meltagun

Weapon: Blight grenade, Krak grenades, Meltagun, Plague knife

Plague Marine w/ special weapon: Meltagun

Weapon: Blight grenade, Krak grenades, Meltagun, Plague knife

Poxwalkers [6 PL, 70pts]

Rules: Contagions of Nurgle, Objective Secured

Abilities: Curse of the Walking Pox, Fodder, Mindless Horde, Unending Horde

14x Poxwalker: 14x Improvised weapon

Unit: Poxwalker, Weapon: Improvised weapon

+ Fast Attack +

Erwählte Myphitic Blight Hauler - Myphitic Blight-haulers [14 PL, 240pts]: Myphitic Blight-hauler, Myphitic Blight-hauler

kosten nur 211 Punkte

Rules: Contagions of Nurgle

Abilities: Daemonic, Disgustingly Resilient, Foul Stench, Putrid Explosion, Remorseless, Unit: Myphitic Blight-hauler

+ Dedicated Transport +

Chaos Rhino [4 PL, 95pts]: Combi-melta, Havoc launcher

Rules: Combi Weapon, Contagions of Nurgle

Abilities: Explodes, Transport: Chaos Rhino, Unit: Chaos Rhino 1 (6+ wounds remaining), Chaos Rhino 2 (3-5 wounds remaining), Chaos Rhino 3 (1-2 wounds remaining), Weapon: Boltgun, Combi-bolter, Havoc launcher, Meltagun

++ Profile Summary ++

Curse of the Walking Pox: Description:Each time a melee attack is made by a model in this unit, if an enemy model is destroyed (excluding VEHICLE or MONSTER models), one of this unit's destroyed models is added back to it with 1 wound remaining. Models added back to this unit in this way can be set up within Engagement Range of enemy units that are already within Engagement Range of this unit.

Daemonic: Description:Models in this unit have a 5+ invulnerable save.

Disgustingly Resilient: Description:Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

Explodes: Description:When this model is destroyed, roll one D6 before removing it from play and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Fodder: Description:Each time a Morale test is taken for this unit, it is automatically passed.

Foul Stench: Description:Each time a melee attack is made against this unit, subtract 1 from that attack's hit roll.

Icon of Despair: Description:In your Morale phase, roll one D6 for each enemy unit within Engagement Range of the bearer's unit; on a 4+, that enemy unit suffers 1 mortal wound.

Ironclot Furnace: Description:In your Command phase, you can select one friendly POXMONGERS DAEMON ENGINE unit within 6" of the bearer. Until the start of your next Command phase, models in that unit have a 4+ invulnerable save.

Mindless Horde: Description:This unit cannot perform actions (excluding the Spread the Sickness action).

Pestilential Fallout: Description:Each time this model successfully manifests a psychic power, if the result of the Psychic test was 7 or more, the closest enemy unit within 12" suffers one mortal wound.

Plague Skull of Glothila: Description:Once per battle, at the end of your Movement phase, the bearer can use this Relic. If it does, select one enemy unit within 6" of the bearer and roll seven D6s; for each 4-5, that unit suffers 1 mortal wound; for each 6, that unit suffers D3 mortal wounds.

Putrid Explosion: Description:Each time a model in this unit is destroyed, roll one D6 before removing it from play. On a 4+ it explodes, and each unit (excluding NURGLE units) within 6" suffers 1 mortal wound.

Remorseless: Description:Each time a Combat Attrition test is taken for this unit, ignore any or all modifiers.

Stratagem: Relic: Description:Use this Stratagem before the battle, when you are mustering your army, after selecting your

WARLORD. Select one CHARACTER model from your army that is not a named character; give that model one Relic (this must be a Relic they could have). You can only use this Stratagem once.

Unending Horde: Description:Each time a model in this unit would lose a wound, roll one D6; on a 6, that wound is not lost.

Vectors of Death: Description:A Plague Marine equipped with 2 melee plague weapons has an Attacks characteristic of 3.

Miasma of Pestilence: Warp Charge:6|Range:18"|Details:Blessing: If manifested, select one friendly DEATH GUARD unit within 18" of this PSYKER. Until the start of your next Psychic phase, each time an attack is made against that unit, subtract 1 from that attack's hit roll.

Smite: Warp Charge:5|Range:18"|Details:Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.

Malignant Plaguecaster: Cast:2|Deny:1|Powers Known:Smite and 2 powers from the Contagion discipline|Other:-

Chaos Rhino: Capacity:This unit can transport 10 <PLAGUE COMPANY> BUBONIC ASTARTES INFANTRY. It cannot transport TERMINATOR or DEATH GUARD POSSESSED models.

Chaos Rhino 1 (6+ wounds remaining): M:12"|WS:6+|BS:3+|S:6|T:7|W:10|A:3|Ld:8|Save:3+

Chaos Rhino 2 (3-5 wounds remaining): M:6"|WS:6+|BS:4+|S:6|T:7|W:N/A|A:D3|Ld:8|Save:3+

Chaos Rhino 3 (1-2 wounds remaining): M:3"|WS:6+|BS:5+|S:6|T:7|W:N/A|A:1|Ld:8|Save:3+

Malignant Plaguecaster: M:5"|WS:3+|BS:3+|S:4|T:5|W:4|A:4|Ld:8|Save:3+

Myphitic Blight-hauler: M:10"|WS:3+|BS:3+|S:6|T:7|W:9|A:4|Ld:8|Save:3+

Plague Champion: M:5"|WS:3+|BS:3+|S:4|T:5|W:2|A:3|Ld:8|Save:3+

Plague Marine: M:5"|WS:3+|BS:3+|S:4|T:5|W:2|A:2|Ld:7|Save:3+

Poxwalker: M:4"|WS:4+|BS:-|S:3|T:4|W:1|A:2|Ld:4|Save:7+

Bile spurt: Range:12"|Type:Assault D3|S:6|AP:-1|D:1|

Abilities:Blast. Plague Weapon. This weapon can be used to make attacks against an enemy unit within Engagement Range of the bearer's unit.

Blight grenade: Range:6"|Type:Grenade D6|S:4|AP:0|D:1|

Abilities:Plague Weapon. Blast.

Blight launcher: Range:24"|Type:Assault 2|S:6|AP:-2|D:2|

Abilities:Plague Weapon

Boltgun: Range:24"|Type:Rapid Fire 1|S:4|AP:0|D:1|Abilities:-

Combi-bolter: Range:24"|Type:Rapid Fire 2|S:4|AP:0|D:1|Abilities:-

Corrupted staff: Range:Melee|Type:Melee|S:+3|AP:-1|D:D3|

Abilities:Plague Weapon.

Flail of corruption: Range:Melee|Type:Melee|S:+1|AP:-2|D:2|

Abilities:Plague Weapon. Each time an attack is made with this weapon, make 2 attack rolls instead of 1.

Gnashing maw: Range:Melee|Type:Melee|S:User|AP:-2|D:1|

Abilities:Plague Weapon

Great plague cleaver: Range:Melee|Type:Melee|S:x2|AP:-3|D:D6|
Abilities:Plague Weapon. Each time an attack is made with this
weapon, you must subtract 1 from the hit roll.
Havoc launcher: Range:48"|Type:Heavy D6|S:5|AP:0|D:1|
Abilities:Blast.
Improvised weapon: Range:Melee|Type:Melee|S:User|AP:0|D:1|
Abilities:-
Krak grenades: Range:6"|Type:Grenade 1|S:6|AP:-1|D:D3|Abilities:-
Meltagun: Range:12"|Type:Assault 1|S:8|AP:-4|D:D6|Abilities:Each
time an attack made with this weapon targets a unit within half
range, that attack has a Damage characteristic of D6+2.
Missile launcher, Frag missile: Range:48"|Type:Heavy D6|S:4|AP:0|
D:1|Abilities:Blast.
Missile launcher, Krak missile: Range:48"|Type:Heavy 1|S:8|AP:-2|
D:D6|Abilities:-
Multi-melta: Range:24"|Type:Heavy 2|S:8|AP:-4|D:D6|Abilities:Each
time an attack made with this weapon targets a unit within half
range, that attack has a Damage characteristic of D6+2.
Plague knife: Range:Melee|Type:Melee|S:User|AP:-1|D:1|
Abilities:Plague Weapon

++ Roster Rules ++

Armour of Contempt: Each time an attack is allocated to an ASTRA
MILITARUM VEHICLE, ADEPTUS ASTARTES, SANCTIC ASTARTES, HERETIC
ASTARTES or ADEPTA SORORITAS model, worsen the Armour Penetration
characteristic of that attack by 1.

This rule does not apply to any of the following:

- Models equipped with a storm shield, a relic shield or a combat shield (or a Relic that replaces one of these shields).
- Models with either the Sacresant Shield or Force Shielding ability (Celestian Sacresant and Nemesis Dreadknight units).
- Models that are under the effects of any other rule that worsens or reduces the Armour Penetration characteristic of an attack.

Contagion Abilities: Contagion abilities affect enemy models or
units within Contagion Range - this changes with the battle round
number, increasing as the battle progresses, as shown in the table
below. The effects of multiple, identically named Contagion
abilities is not cumulative (i.e. if an enemy unit is within range
of two models with the same Contagion ability, that Contagion
ability only applies to the enemy unit once). Note, that while
similar in many regards to Aura abilities, Contagion abilities are
not affected by abilities that affect Aura abilities, and vice
versa.

Battle Round 1 - 1"
Battle Round 2 - 3"
Battle Round 3 - 6"
Battle Round 4 - 9"

Plague Weapon: You can re-roll wound rolls of 1 for a weapon with
this ability.

++ Selection Rules ++

Combi Weapon: When attacking with this weapon, choose one or both of the profiles. If you choose both, subtract 1 from all hit rolls for this weapon.

Contagions of Nurgle: If every unit from your army has the DEATH GUARD keyword (excluding UNALIGNED units), this unit gains the following ability:

Nurgle's Gift (Contagion): While an enemy unit is within Contagion Range of this unit (see below), subtract 1 from the Toughness characteristic of models in that unit.

Inexorable Advance: - This unit counts as having Remained Stationary if it did not Fall Back or Advance in your previous Movement phase.

- If this unit has the VEHICLE keyword, it does not suffer the penalty incurred to its hit rolls for firing Heavy weapons at enemy units that are within Engagement Range of it.

- If this unit has the INFANTRY keyword, it can ignore any or all modifiers to its Move characteristic, Advance rolls and charge rolls.

Malicious Volleys: Instead of following the normal rules for Rapid Fire weapons, models in this unit shooting Rapid Fire bolt weapons make double the number of attacks if any of the following apply:

- The shooting model's target is within half the weapon's range.
- The shooting model is Infantry and its unit Remained Stationary in your previous Movement phase.
- The shooting model is a Terminator.

For the purposes of this ability, a Rapid Fire bolt weapon is any bolt weapon (as defined on page 88) with the Rapid Fire type.

Objective Secured: A player controls an objective marker if they have any models with this ability within range of that objective marker, even if there are more enemy models within range of that objective marker. If an enemy model within range of an objective marker also has this ability (or a similar ability), then the objective marker is controlled by the player who has the most models within range of that objective marker as normal.

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