

MUTOID VERMIN

[LEGENDS]

M8"

T2

SV7+

W1

LD8+

OC0

85 PTS

Base —

- Dark Pacts
- Feel No Pain 6+

1KOMMANDO

2BEWEGUNG

3BESCHUSS

4ANGRIFF

5NAHKAMPF

Diseased claws and fangs

LETHAL HITS

RMelee

A2

WS4+

S2

AP0

D1

VERWUNDET

2+T1

4+T2

5+T3

6+T4+

Mischief Makers (Aura)

While an enemy unit (excluding MONSTERS and VEHICLES) is within 6" of this unit, each time a model in that unit makes a melee attack, subtract 1 from the Hit roll.

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W2 · RW 7+ · 1 LP je Modell

WIRD VERWUNDET MIT

2+S4+

3+S3

4+S2

6+S1

RETTUNGSWURF JE DS

DS 0

DS -1

DS -2

DS -3

DS -4

-

-

-

-

-

Feel No Pain 6+ gegen jeden verlorenen LP

REGELN & KEYWORDS KURZ

Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact.

Feel No Pain 6+

This ability always takes the form Feel No Pain X+.

LETHAL HITS

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

AUFSTELLUNG

16x Mutoid Vermin - Equipped with: Diseased claws and fangs

KEYWORDS Swarm, Chaos, Nurgle, Mutoid Vermin, Damned · FRAKTION Heretic Astartes