CHAOS - CHAOS SPACE MARINES

MUTOID VERMIN [LEGENDS]

Dark Pacts | Feel No Pain 6+

M	T	SV	W	LD	OC
8"	2	7+	1	8+	0

85 PTS
Base —

1 KOMMANDO	2 BEWEGUNG	3 BESCHUSS	4 ANGRIFF
—	—	—	—

5 NAHKAMPF

Diseased claws and fangs — LETHAL HITS

R	A	WS	S	AP	D
Melee	2	4+	2	0	1

VERWUNDET

2+	4+	5+	6+
T1	T2	T3	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+	3+	4+	6+
S4+	S3	S2	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