

CHAOS - CHAOS SPACE MARINES

GELLERPOX INFECTED

[LEGENDS]

125 PTS



GELLERPOX MUTANT

M	T	SV	W	LD	OC
5"	5	6+	1	7+	1

NIGHTMARE HULK W/ BELLY FLAMER

M	T	SV	W	LD	OC
5"	5	6+	4	7+	1

NIGHTMARE HULK

M	T	SV	W	LD	OC
5"	5	6+	4	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Belly flamer	12"	D6	N/A	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Brutal weapons	Melee	2	4+	4	0	1
Hideous mutations	Melee	4	4+	6	-1	2

AUFSTELLUNG

- 3x Gellerpox Mutant - Equipped with: Brutal weapons
- 1x Nightmare Hulk w/ belly flamer - Equipped with: Hideous mutations, Belly flamer
- 3x Nightmare Hulk - Equipped with: Hideous mutations

ABILITIES

Fearsome (Aura)

While an enemy unit is within 6" of this unit, each time that enemy unit takes a Battle-shock or Leadership test, subtract 1 from the result.

WEAPON RULES

IGNORES COVER

Each time an attack is made with an **IGNORES COVER** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

TORRENT

Each time an attack is made with a **TORRENT** weapon, that attack automatically hits the target.



CORE RULES

◆ 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. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◆ Feel No Pain 5+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

