CHAOS - DEATH GUARD

FLYBLOWN HOST

3 Stratagems · 2 Enhancements

1 DP · RECONNAISSANCE

ENHANCEMENTS (2)

Insectile Murmuration — 15 pts

When this unit's attacks target a unit within Contagion Range of a friendly unit, those attacks can re-roll wound rolls of 1.

Plagueveil — 15 pts

This unit has -3" detection range.

DETACHMENT RULE

In the Declare Battle Formations step, you can select up to two friendly PLAGUE MARINES units. Those units have Infiltrators.

STRATAGEMS (3/3)

1 CP · FLYBLOWN HOST STRATAGEM · SHOOTING

DRONING HORROR

When: Your Shooting phase, when a friendly PLAGUE MARINES unit is selected to shoot.
Target: That PLAGUE MARINES unit.
Effect: Your unit's ranged attacks: Can re-roll hit rolls of 1. That target a unit within half range, can re-roll wound rolls of 1.

1 CP · FLYBLOWN HOST STRATAGEM · SHOOTING

EYE OF THE SWARM

When: Your Shooting phase, when a friendly PLAGUE MARINES unit is selected to shoot.
Target: That PLAGUE MARINES unit.
Effect: Your unit's ranged attacks have [CLOSE-QUARTERS].

1 CP · FLYBLOWN HOST STRATAGEM · FIGHT

NAUSEATING PAROXYSMS

When: Start of the Fight phase
Target: One friendly engaged PLAGUE MARINES unit.
Effect: Select one enemy unit engaged with your unit. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll.