

TALLYBAND SUMMONERS

6 Stratagems · 4 Enhancements

 2 DP · DISRUPTION

ENHANCEMENTS (4)

Beckoning Blight

20 pts

Each time a Plague Legions unit from your army is set up on the battle field using the Deep Strike ability, if it is set up wholly within 12" of the bearer, it can be set up anywhere that is more than 6" horizontally away from any enemy models, instead of more than 8".

Fell Harvester

10 pts

Add 2 to the Attacks characteristic of the bearer's melee weapons.

Entropic Knell

15 pts

In the Battle-shock step of your opponent's Command phase, each enemy unit within 6" of the bearer that is below its Starting Strength must take a Battle-shock test, subtracting 1 from that test.

Tome of Bounteous Blessings

20 pts

Each time a Plague Legions unit within 12" of the bearer takes a Battle-shock test, add 1 to that test and, if that test is passed, one model in that unit regains up to D3 lost wounds (if that unit is a Battleline unit and that test is passed, up to D3 destroyed models can be returned to that unit instead).

DETACHMENT RULE

While a Plague Legions unit from your army is within 7" of one or more Death Guard units from your army, that Plague Legions unit has the Nurgle's Gift ability.

While a Death Guard unit from your army is within 7" of one or more Plague Legions units from your army, add 3" to that Death Guard unit's Contagion Range.

STRATAGEMS (6/6)

1 CP TALLYBAND SUMMONERS – STRATEGIC PLOY STRATAGEM

MOVEMENT

MIRESLICK

When: Your opponent's Movement phase, when an enemy unit (excluding MONSTERS and VEHICLES) is selected to Fall Back.

Target: One Plague Legions unit from your army that is within Engagement Range of that enemy unit.

Effect: Until the end of the phase, while an enemy unit is within Engagement Range of your unit, each time that unit is selected to Fall Back, it must take a Leadership test. If that test is failed, that unit must Remain Stationary this phase instead.

1 CP TALLYBAND SUMMONERS – STRATEGIC PLOY STRATAGEM

SHOOTING

ALL IS ROT

When: Your Shooting phase.

Target: One Plague Legions unit from your army that is within Engagement Range of one or more enemy units.

Effect: Until the end of the phase, enemy units are not considered to be within Engagement Range of your unit for the purposes of selecting targets of ranged weapons. Until the end of the phase, each time an enemy model loses a wound, while that model's unit is within Engagement Range of your unit, roll one D6: on a 5+, your unit suffers 1 mortal wound after the attacking unit has finished making its attacks.

1 CP TALLYBAND SUMMONERS – STRATEGIC PLOY STRATAGEM

SHOOTING

AVATARS OF DECAY

When: Your Shooting phase.

Target: One Plague Legions unit from your army.

Effect: Until the end of the phase, while an enemy unit is within 6" of your unit, that enemy unit is Afflicted.

1 CP TALLYBAND SUMMONERS – STRATEGIC PLOY STRATAGEM

CHARGE

FLESHY AVALANCHE

When: Your Movement phase or your Charge phase.

Target: One Plague Legions Monster unit from your army that has not been selected to move or charge this phase.

Effect: Until the end of the phase, each time your unit makes a Normal, Advance or Charge move, it can move horizontally through terrain features.

1 CP TALLYBAND SUMMONERS – BATTLE TACTIC STRATAGEM

FIGHT

CLUTCHING CORRUPTION

When: Fight phase.

Target: One Death Guard unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack that targets an enemy unit that is within Engagement Range of one or more Plague Legions units from your army, you can re-roll the Hit roll.

1 CP TALLYBAND SUMMONERS – STRATEGIC PLOY STRATAGEM

ANY

PERSISTENT PESTS

When: Any phase.

Target: One Nurglings unit from your army that was just destroyed. You can target that unit with this Stratagem even though it was just destroyed.

Effect: Add a new unit to your army identical to your destroyed unit, in Strategic Reserves, at its Starting Strength and with its full wounds remaining.

Restriction: You can only use this Stratagem once per battle.