CHAOS - DEATH GUARD · DETACHMENT

MORTARION'S HAMMER

2 DP · PURGE THE FOE

ENHANCEMENTS

Eye of Affliction — **20 pts**

Ranged weapons equipped by model's in the bearer's unit have the [Ignores Cover] ability while targeting an Afflicted enemy unit.

Bilemaw Blight — **10 pts**

At the start of your Shooting phase, until the end of the phase, add 12" to the Range characteristics of the bearer's Plague Wind weapon.

Shriekworm Familiar — **15 pts**

Once per battle round, you can target the bearer's unit with the Fire Overwatch Stratagem for 0CP.

Tendrilous Emissions — **30 pts**

While the bearer is within 3" of one or more friendly Death Guard Vehicle units, the bearer has the Lone Operative ability, and each time one of those Vehicle units makes a ranged attack that targets an enemy unit visible to the bearer, re-roll a Wound roll of 1.

DETACHMENT-REGEL

At the start of the battle round, select a number of enemy units more than 12" away from every model in your army that is on the battle field. Until the end of the battle round, those enemy units are Afflicted. The maximum number of units you can select in this way depends on the battle size, as shown below.

Incursion - 1 Unit

Strike Force - 2 Units

Onslaught - 3 Units

STRATAGEMS

1 CP — MORTARION'S HAMMER – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — COMMAND

EYESTINGER STORM

When: Your opponent's Command phase.
Target: One Death Guard Vehicle unit from your army.
Effect: Select one objective marker visible to one or more models in your unit. Each Afflicted enemy unit within range of that objective marker must take a Battle-shock test. Enemy units affected by this Stratagem do not need to take any other Battle-shock tests in the same phase.

2 CP — MORTARION'S HAMMER – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

BLIGHTED LAND

When: End of your Movement phase.
Target: One Death Guard Vehicle unit from your army.
Effect: Select one terrain feature within 24" of and visible to your unit. Until the start of your next turn, enemy units are Afflicted while they are within 3" of that terrain feature.

1 CP

MORTARION'S HAMMER – BATTLE TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

DRAWN TO DESPAIR

When: Your Shooting phase.
Target: One Death Guard unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack that targets a visible enemy unit (excluding AIRCRAFT) within your opponent's deployment zone, you can re-roll the Hit roll.

1 CP

MORTARION'S HAMMER – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

SHOOTING

FONT OF FILTH

When: Your Shooting phase.
Target: One Death Guard Vehicle unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [ASSAULT] ability.

1 CP

MORTARION'S HAMMER – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

CHARGE

RELENTLESS GRIND

When: Your Movement phase or your Charge phase.
Target: One Death Guard Vehicle 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

MORTARION'S HAMMER – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

CHARGE

STINKING MIRE

When: Start of your opponent's Charge phase.
Target: One friendly unengaged DEATH GUARD VEHICLE unit.
Effect: Select one visible enemy unit within 12" of your unit. When that enemy unit declares a charge, that enemy unit has -1 to charge rolls.