

# DEATH GUARD

## POSSESSED [LEGENDS]

155–310 PTS

| M  | T | Sv | W | LD | OC |
|----|---|----|---|----|----|
| 9" | 6 | 3+ | 3 | 6+ | 1  |

INVULNERABLE  
SAVE



### ✂ MELEE WEAPONS

| WEAPON            | RANGE | A | WS | S | AP | D |
|-------------------|-------|---|----|---|----|---|
| Hideous mutations | Melee | 4 | 3+ | 5 | -1 | 2 |

### ABILITIES

- Diseased icon**  
Melee weapons in the bearer's unit have the **[LETHAL HITS]** ability.
- Infectious Bloodshed**  
Each time this unit makes a Charge move, until the end of the turn, weapons equipped by models in this unit have the **[SUSTAINED HITS 1]** ability.

### WEAPON ABILITIES

- 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.
- Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].*

### FACTION RULES

- Nurgle's Gift (Aura)**  
If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.
- CONTAGION RANGE**  
1st Battle Round: Contagion Range = 3"  
2nd Battle Round: Contagion Range = 6"  
3rd Battle Round Onwards: Contagion Range = 9"  
Contagion Range cannot be greater than 12" after modifiers.
- AFFLICTED**  
During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.
- Skullsquirm Blight**  
- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.  
- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.
- Rattlejoint Ague**  
Worsen the Save characteristic of models in this unit by 1.
- Scabrous Soulrot**  
Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

#### AUFSTELLUNG

5-10x Possessed  
Equipped with: Hideous mutations

**KEYWORDS:** Infantry, Chaos, Daemon, Possessed  
**FACTION KEYWORDS:** Death Guard