DEATHSHROUD TERMINATORS - CHAOS - DEATH GUARD

150–305 PTS

DEATHSHROUD TERMINATOR CHAMPION

M	T	Sv	W	LD	OC
5"	7	2+	4	6+	1

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Deathshroud Terminator Champion - Equipped with: ➤ Manreaper - strike, ➤ Manreaper - sweep, Plaguespurt gauntlet (40mm)
2-5x Deathshroud Terminator (40mm)

KEYWORDS: Infantry, Chaos, Nurgle, Deathshroud Terminators, Terminator

FACTION KEYWORDS: Death Guard

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Plaguespurt gauntlet ANTI-INFANTRY 4+, IGNORES COVER, PISTOL, TORRENT	12"	D6	N/A	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Manreaper - strike LETHAL HITS	Melee	4	2+	8	-2	2
➤ Manreaper - sweep LETHAL HITS	Melee	8	3+	4	-1	1

ABILITIES

Death Approaches
In your Movement phase, when this unit is set up on the battlefield using the Deep Strike ability, it can be set up anywhere on the battlefield that is more than 6" horizontally away from all Afflicted enemy units, and more than 8" horizontally away from any other enemy units.

Icon of Despair (Aura)
While an enemy unit is within 6" of the bearer, worsen the Leadership characteristic of models in that unit by 1.

Silent Bodyguard
While a Character model is leading this unit, that Character model has the Feel No Pain 4+ ability.

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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).

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].

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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

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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).

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.