

POXWALKERS - CHAOS - DEATH GUARD

65–130 PTS

M	T	Sv	W	LD	OC
5"	4	7+	1	8+	1

AUFSTELLUNG
10-20x Poxwalker (25mm)
Equipped with: Improvised weapons

KEYWORDS: Infantry, Chaos, Nurgle, Poxwalkers
FACTION KEYWORDS: Death Guard

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Improvised weapons LETHAL HITS	Melee	2	5+	3	0	1

ABILITIES

Curse of the Walking Pox
Each time a Poxwalker model in this unit makes an attack that destroys an enemy model (excluding Monster and Vehicle models), after this unit has resolved its attacks, you can return one destroyed Poxwalker model to this unit.
While Typhus is leading this unit, enemy models destroyed as a result of Typhus' Eater Plague ability count as enemy models destroyed by an attack made by a Poxwalker model in this unit for the purposes of this 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).

CORE RULES

Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

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Infiltrators
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.