

CHAOS LAND RAIDER

Deadly Demise D6 Nurgle's Gift (Aura)

M

10"

T

12

SV

2+

W

16

LD

6+

OC

5

220 PTS
Base Hull



1

KOMMANDO

2

BEWEGUNG

Assault Ramp

Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

3

BESCHUSS

Combi-bolter

LETHAL HITS

RAPID FIRE 2

R

24"

A

2

BS

3+

S

5

AP

-1

D

1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Combi-weapon

ANTI-INFANTRY 4+

DEVASTATING WOUNDS

RAPID FIRE 1

R

24"

A

1

BS

4+

S

5

AP

-1

D

1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Havoc launcher

BLAST

R

48"

A

D6

BS

3+

S

5

AP

0

D

1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

2x Soulshatter lascannon

R

48"

A

2

BS

3+

S

12

AP

-3

D

D6+1

VERWUNDET

2+

T1-6

3+

T7-11

4+

T12

5+

T13-23

6+

T24+

Twin heavy bolter

LETHAL HITS

SUSTAINED HITS 1

TWIN-LINKED

R

36"

A

3

BS

3+

S

5

AP

-1

D

2

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

4

ANGRIFF

5

NAHKAMPF

Armoured tracks

R

Melee

A

6

WS

4+

S

8

AP

0

D

1

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W12 · RW 2+ · 16 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S24+	S13-23	S12	S7-11	S1-6
RETTUNGSWURF JE DS				
DS 0	DS -1	DS -2	DS -3	DS -4
2+	3+	4+	5+	6+

Damaged: 1-5 wounds remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

REGELN & KEYWORDS KURZ

Deadly Demise D6 This ability always takes the form Deadly Demise X.

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.

[ANTI] This ability always takes the form [ANTI-X Y+].

[BLAST] Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (round...)

[DEVASTATING WOUNDS] Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...

[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.

[RAPID FIRE] This ability always takes the form [RAPID FIRE X].

[SUSTAINED HITS] This ability always takes the form [SUSTAINED HITS X].

[TWIN-LINKED] Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Chaos Land Raider

Ausrüstung: Combi-bolter, Combi-weapon, Havoc launcher, 2x Soulshatter lascannon, Twin heavy bolter, Armoured tracks

▪ This model can be equipped with one of: Combi-bolter, Combi-weapon.

Transport

This model has a transport capacity of 14 Death Guard Infantry models. Each Terminator model takes up the space of 2 models.

KEYWORDS Vehicle, Chaos, Nurgle, Transport, Smoke, Land Raider, Frame · FRAKTION Death Guard