CHAOS - DEATH GUARD

CHAOS PREDATOR DESTRUCTOR

Deadly Demise D3 | Nurgle's Gift (Aura)

M	T	SV	W	LD	OC
10"	10	3+	11	6+	3

140 PTS
Base Hull

1 KOMMANDO

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2 BEWEGUNG

—

3 BESCHUSS

Combi-bolter — LETHAL HITS — RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Combi-weapon — ANTI-INFANTRY 4+ — DEVASTATING WOUNDS — RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	4+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Havoc launcher — BLAST

R	A	BS	S	AP	D
48"	D6	3+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Heavy bolter — LETHAL HITS — SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	3	3+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Lascannon

R	A	BS	S	AP	D
48"	1	3+	12	-3	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

Predator autocannon — LETHAL HITS — RAPID FIRE 2

R	A	BS	S	AP	D
48"	4	3+	9	-1	3

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

Hail of Corrosive Disease

In your Shooting phase, after this model has shot, select one enemy unit (excluding Monsters and Vehicles) hit by one or more of those attacks. Until the end of the phase, each time a friending Death Guard unit makes a ranged attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1. The same enemy unit can only be affected by this ability once per phase.

4 ANGRIFF

—

5 NAHKAMPF

Armoured tracks

R	A	WS	S	AP	D
Melee	3	4+	6	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W10 · RW 3+ · 11 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S20+	S11–19	S10	S6–9	S1–5

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	5+	6+	–

Damaged: 1-4 wounds remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

REGELN & KEYWORDS KURZ

Deadly Demise D3 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 (roun…

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].

AUFSTELLUNG

1x Chaos Predator Destructor

Ausrüstung: Combi-bolter, Combi-weapon, Havoc launcher, Heavy bolter, Lascannon, Predator autocannon, Armoured tracks

- This model can be equipped with one of: Combi-bolter, Combi-weapon.
- This model can be equipped with one of: 2 plague heavy bolters, 2 lascannons.

KEYWORDS Vehicle, Chaos, Nurgle, Smoke, Predator Destructor, Frame · **FRAKTION** Death Guard