

CHAOS - DEATH GUARD

DAEMON PRINCE
OF NURGLE

M8"

T12

SV2+

W10

LD6+

OC3

RW4+

185 PTS

Base 60mm



Deadly Demise D3

Nurgle's Gift (Aura)

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Infernal cannon

LETHAL HITS

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

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Miasma of Pestilence (Aura)

While a friendly Death Guard unit is within 6" of this model, each time a ranged attack targets that unit, models in that unit have the Benefit of Cover against that attack.

4ANGRIFF

5NAHKAMPF

Hellforged weapons - strike

LETHAL HITS

R	A	WS	S	AP	D
Melee	7	2+	8	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

Hellforged weapons - sweep

LETHAL HITS

R	A	WS	S	AP	D
Melee	14	2+	6	-1	1

VERWUNDET

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

VERTEIDIGUNG

IMMER / EINMALIG

Death Guard Defenders

While this model is within 3" of one or more friendly Death Guard Infantry units, this model has the Lone Operative ability.

Fevered Strategist

Once per Battle Round, one model from your army with this ability can use it when a friendly Death Guard unit within 12" of that model is targeted with a Stratagem. If it does, reduce the CP cost of that Stratagem by 1CP.

GEGEN DIESE EINHEIT

W12 · RW 2+ · 4++ · 10 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+	4++	4++

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.

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.

AUFSTELLUNG

1x Daemon Prince of Nurgle

Ausrüstung: Infernal cannon, Hellforged weapons - strike, Hellforged weapons - sweep

KEYWORDS Monster, Character, Chaos, Nurgle, Daemon, Daemon Prince · FRAKTION Death Guard