

CHAOS - DEATH GUARD

DEATH GUARD

CULTISTS [LEGENDS]

M6"36+17+1

50–100 PTS

Base —

Nurgle's Gift (Aura)

Scouts 6"

1KOMMANDO

2BEWEGUNG

3BESCHUSS

4ANGRIFF

5NAHKAMPF

VERTEIDIGUNG

IMMER / EINMALIG

Cultist firearm

24"14+301

VERWUNDET

2+T13+T24+T35+T4-56+T6+

Flamer

12"D6N/A401

VERWUNDET

2+T1-23+T34+T45+T5-76+T8+

Heavy stubber

36"35+401

VERWUNDET

2+T1-23+T34+T45+T5-76+T8+

Grenade launcher - frag

24"D34+401

VERWUNDET

2+T1-23+T34+T45+T5-76+T8+

Grenade launcher - krak

24"14+9-2D3

VERWUNDET

2+T1-43+T5-84+T95+T10-176+T18+

Brutal assault weapon

Melee24+301

VERWUNDET

2+T13+T24+T35+T4-56+T6+

GEGEN DIESE EINHEIT

W3 · RW 6+ · 1 LP je Modell

WIRD VERWUNDET MIT

2+S6+3+S4-54+S35+S26+S1

RETTUNGSWURF JE DS

DS 06+DS -1-DS -2-DS -3-DS -4-

REGELN & KEYWORDS KURZ

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.

Scouts 6" This ability always takes the form Scouts X".

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...

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 mod...

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

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

AUFSTELLUNG

1x Cultist Champion - Equipped with: Cultist firearm, Brutal assault weapon

9-19x Cultist oder Cultist w/ flamer oder Cultist w/ heavy stubber oder Cultist w/ grenade launcher