

CHAOS - DEATH GUARD

DEATH GUARD

POSSESSED

[LEGENDS]

M9"

T6

SV3+

W3

LD6+

OC1

RW5+

155–310 PTS

Base —

Nurgle's Gift (Aura)

1KOMMANDO

2BEWEGUNG

3BESCHUSS

4ANGRIFF

Infectious Bloodshed

Each time this unit makes a Charge move, until the end of the turn, weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

5NAHKAMPF

Hideous mutations

RMelee

A4

WS3+

S5

AP-1

D2

VERWUNDET

2+T1–2

3+T3–4

4+T5

5+T6–9

6+T10+

VERTEIDIGUNG

IMMER / EINMALIG

Diseased icon

Melee weapons in the bearer's unit have the [LETHAL HITS] ability.

GEGEN DIESE EINHEIT

W6 · RW 3+ · 5++ · 3 LP je Modell

WIRD VERWUNDET MIT

2+S12+

3+S7–11

4+S6

5+S4–5

6+S1–3

RETTUNGSWURF JE DS

DS 03+

DS -14+

DS -25+

DS -35++

DS -45++

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.

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

5-10x Possessed

Ausrüstung: Hideous mutations

KEYWORDS Infantry, Chaos, Daemon, Possessed · FRAKTION Death Guard