



1KOMMANDO

—

2BEWEGUNG

Scuttling Walker
Each time this unit makes a Normal, Advance or Fall Back move, it can move through models (excluding Titanic models) and terrain features. When doing so, it can move within Engagement Range of enemy models, but cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.

3BESCHUSS

Ectoplasma destructor **BLAST**
LETHAL HITS
R A BS S AP D
36" D6 3+ 12 -3 3
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-6 T7-11 T12 T13-23 T24+

2x Excruciator cannon **LETHAL HITS**
R A BS S AP D
36" 6 3+ 6 -1 2
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-3 T4-5 T6 T7-11 T12+

Hades battle cannon **BLAST** **LETHAL HITS**
R A BS S AP D
48" D6+3 3+ 10 -1 3
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-5 T6-9 T10 T11-19 T20+

Hades lascannon **LETHAL HITS**
R A BS S AP D
48" 2 3+ 12 -3 D6+1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-6 T7-11 T12 T13-23 T24+

Heavy baleflamer **IGNORES COVER**
TORRENT
R A BS S AP D
12" D6+3 N/A 7 -2 2
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-3 T4-6 T7 T8-13 T14+

Heavy reaper autocannon
DEVASTATING WOUNDS **LETHAL HITS**
SUSTAINED HITS 1
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+

2x Magma cutter **LETHAL HITS** **MELTA 2**
R A BS S AP D
12" 2 3+ 9 -4 D6
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-4 T5-8 T9 T10-17 T18+

► Heavy missile launcher - frag **BLAST**
LETHAL HITS
R A BS S AP D
48" 2D6 3+ 5 -1 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-2 T3-4 T5 T6-9 T10+

► Heavy missile launcher - krak
LETHAL HITS
R A BS S AP D
48" 2 3+ 10 -2 D6+1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-5 T6-9 T10 T11-19 T20+

Barrage of Filth
In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, that unit cannot have the Benefit of Cover.

4ANGRIFF

—

5NAHKAMPF

Electroscourge **EXTRA ATTACKS** **SUSTAINED HITS 2**
R A WS S AP D
Melee 5 3+ 12 -2 2
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-6 T7-11 T12 T13-23 T24+

Shearing claws - strike **LETHAL HITS**
R A WS S AP D
Melee 5 3+ 16 -3 D6+1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-8 T9-15 T16 T17-31 T32+

Shearing claws - sweep **LETHAL HITS**
R A WS S AP D
Melee 10 3+ 6 -2 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-3 T4-5 T6 T7-11 T12+

VERTEIDIGUNG

—

IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W11 · RW 3+ · 5++ · 18 LP je Modell

WIRD VERWUNDET MIT

2+ S22+	3+ S12-21	4+ S11	5+ S6-10	6+ S1-5
------------	--------------	-----------	-------------	------------

RETTUNGSWURF JE DS

DS 0 3+	DS -1 4+	DS -2 5+	DS -3 5++	DS -4 5++
------------	-------------	-------------	--------------	--------------

Damaged: 1-6 wounds remaining

While this model has 1-6 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.

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 down).

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...

EXTRA ATTACKS Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others.

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 model cover.

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.

MELTA This ability always takes the form [MELTA X].

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

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

AUFSTELLUNG

1x Defiler

Ausrüstung: Ectoplasma destructor, 2x Excruciator cannon, Hades battle cannon, Hades lascannon, Heavy baleflamer, Heavy reaper autocannon, 2x Magma cutter, ► Heavy missile launcher - frag, ► Heavy missile launcher - krak, Electroscourge, Shearing claws - strike, Shearing claws - sweep

- This model can replace its Heavy missile launcher with Electroscourge, Hades lascannon or Heavy reaper autocannon.
- This model can replace its Hades battle cannon with Ectoplasma destructor.
- This model can replace its Heavy baleflamer with Electroscourge, Hades lascannon or Heavy reaper autocannon.
- This model can replace its Two excruciator cannons with Two magma cutters.

KEYWORDS Vehicle, Walker, Chaos, Daemon, Nurgle, Defiler · FRAKTION Death Guard