

MORTARION

Deadly Demise D6

Deep Strike

Feel No Pain 5+

Nurgle's Gift (Aura)

M10"122+165+64+

375 PTS

Base 100mm



1KOMMANDO

2BEWEGUNG

Host of Plagues

At the end of your Movement phase, roll one D6 for each enemy unit within 6" of this model, adding 1 to the result if that unit is Afflicted; on a 3+, that enemy unit suffers D3 mortal wounds.

Dis eased Influence (Lord of the Death Guard)

Just after an enemy unit ends a Normal, Advance or Fall Back move within 8" of a friendly Death Guard unit that is within 6" of this model, if that Death Guard unit is not within Engagement Range of one or more enemy unit, it can make a Normal move of up to 5".

3BESCHUSS

Lantern

PISTOL

SUSTAINED HITS D3

R	A	BS	S	AP	D
24"	1	2+	10	-3	3

VERWUNDET

2+ T1-5	3+ T6-9	4+ T10	5+ T11-19	6+ T20+
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Rotwind

BLAST

DEVASTATING WOUNDS

LETHAL HITS

PSYCHIC

R	A	BS	S	AP	D
24"	D6+3	2+	7	-2	1

VERWUNDET

2+ T1-3	3+ T4-6	4+ T7	5+ T8-13	6+ T14+
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Inflamed Reprisal (Lord of the Death Guard)

In your opponent's Shooting phase, when a friendly Death Guard unit within 6" of this model is selected as the target of an attack, this model can use this ability. If it does, after the attacking unit has finished making its attacks, that Death Guard unit can shoot as if it were your Shooting phase, but when resolving those attacks, worsen the BS characteristic of that attack by 1 and it can only target that enemy unit (and only if it is an eligible target).

4ANGRIFF

5NAHKAMPF

► Silence - strike

DEVASTATING WOUNDS

LETHAL HITS

R	A	WS	S	AP	D
Melee	5	2+	14	-3	D6+1

VERWUNDET

2+ T1-7	3+ T8-13	4+ T14	5+ T15-27	6+ T28+
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► Silence - sweep

LETHAL HITS

SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	15	2+	8	-2	2

VERWUNDET

2+ T1-4	3+ T5-7	4+ T8	5+ T9-15	6+ T16+
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Boon of Death (Lord of the Death Guard)

In the Fight phase, when a friendly Death Guard unit within 6" of this model is selected as the target of an attack, this model can use this ability. If it does, until the end of the phase, each time a model in that Death Guard unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 2+, do not remove it from play; that destroyed model can fight after the attacking unit has finished its attacks, and it is then removed from play.

VERTEIDIGUNG

IMMER / EINMALIG

Lord of the Death Guard

Once per turn, this model can use one of the Lord of the Death Guard abilities.

GEGEN DIESE EINHEIT

W12 · RW 2+ · 4++ · 16 LP je Modell

WIRD VERWUNDET MIT

2+ S24+	3+ S13-23	4+ S12	5+ S7-11	6+ S1-6
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RETTUNGSWURF JE DS

DS 0 2+	DS -1 3+	DS -2 4+	DS -3 4++	DS -4 4++
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Feel No Pain 5+ gegen jeden verlorenen LP

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.

Deep Strike Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizo...

Feel No Pain 5+ This ability always takes the form Feel No Pain 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 (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.

PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

PSYCHIC Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit rol...

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

AUFSTELLUNG

1x Mortarion

Ausrüstung: Lantern, Rotwind, ► Silence - strike, ► Silence - sweep