CHAOS - DEATH GUARD

MUTOID VERMIN [LEGENDS]

M	T	SV	W	LD	OC
8"	2	7+	1	8+	0

85 PTS
Base —

Feel No Pain 6+ **Nurgle's Gift (Aura)**

1 KOMMANDO

—

2 BEWEGUNG

—

3 BESCHUSS

—

4 ANGRIFF

—

5 NAHKAMPF

Diseased claws and fangs LETHAL HITS

R	A	WS	S	AP	D
Melee	2	4+	2	0	1

VERWUNDET

2+	4+	5+	6+
T1	T2	T3	T4+

Mischief Makers (Aura)

While an enemy unit (excluding MONSTERS and VEHICLES) is within 6" of this unit, each time a model in that unit makes a melee attack, subtract 1 from the Hit roll.

◆ VERTEIDIGUNG

—

∞ IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W2 · RW 7+ · 1 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	6+
S4+	S3	S2	S1

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
–	–	–	–	–

Feel No Pain 6+ gegen jeden verlorenen LP

REGELN & KEYWORDS KURZ

Feel No Pain 6+ 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.

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

16x Mutoid Vermin - Equipped with: Diseased claws and fangs

KEYWORDS Swarm, Chaos, Nurgle, Mutoid Vermin · **FRAKTION** Death Guard