CHAOS - DEATH GUARD

NURGLINGS

Deep Strike | Infiltrators

M	T	SV	W	LD	OC	RW
5"	3	7+	4	8+	0	5+

45–90 PTS

Base 40mm

1 KOMMANDO	2 BEWEGUNG	3 BESCHUSS	4 ANGRIFF
—	—	—	—

5 NAHKAMPF

Diseased claws and teeth — LETHAL HITS

R	A	WS	S	AP	D
Melee	4	5+	2	0	1

VERWUNDET

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

Mischief Makers (Aura)

Each time an enemy unit (excluding Titanic units) within Engagement Range of one or more units with this ability is selected to fight, until the end of the phase, each time a model in that enemy unit makes a melee attack, subtract 1 from the Hit roll.

◆ VERTEIDIGUNG	∞ IMMER / EINMALIG
—	—

GEGEN DIESE EINHEIT

W3 · RW 7+ · 5++ · 4 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S6+	S4–5	S3	S2	S1

RETTUNGSWURF JE DS

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

REGELN & KEYWORDS KURZ

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…

Infiltrators During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deploym…

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

3-6x Nurgling Swarm - Equipped with: Diseased claws and teeth

KEYWORDS Swarm, Chaos, Daemon, Nurgle, Summoned, Nurglings · **FRAKTION** Plague Legions