CHAOS - DEATH GUARD

POXWALKERS

Feel No Pain 5+ | Infiltrators | Nurgle's Gift (Aura)

M	T	SV	W	LD	OC
5"	4	7+	1	8+	1

65–130 PTS

Base 25mm

1 KOMMANDO

—

2 BEWEGUNG

—

3 BESCHUSS

—

4 ANGRIFF

—

5 NAHKAMPF

Improvised weapons — LETHAL HITS

R	A	WS	S	AP	D
Melee	2	5+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

◆ VERTEIDIGUNG

—

∞ IMMER / EINMALIG

Curse of the Walking Pox

Each time a Poxwalker model in this unit makes an attack that destroys an enemy model (excluding Monster and Vehicle models), after this unit has resolved its attacks, you can return one destroyed Poxwalker model to this unit.

While Typhus is leading this unit, enemy models destroyed as a result of Typhus' Eater Plague ability count as enemy models destroyed by an attack made by a Poxwalker model in this unit for the purposes of this ability.

GEGEN DIESE EINHEIT

W4 · RW 7+ · 1 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S8+	S5–7	S4	S3	S1–2

RETTUNGSWURF JE DS

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

Feel No Pain 5+ gegen jeden verlorenen LP

REGELN & KEYWORDS KURZ

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

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…

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

10-20x Poxwalker

Ausrüstung: Improvised weapons

KEYWORDS Infantry, Chaos, Nurgle, Poxwalkers · **FRAKTION** Death Guard