

TALLYMAN

Leader Nurgle's Gift (Aura)

M

5"

T

6

SV

3+

W

4

LD

6+

OC

1

60 PTS

Base 40mm



1 KOMMANDO

Seven-fold Chant

In your Command phase, if this model is on the battlefield, roll 2D6: on a 7+, you gain 1CP.

2 BEWEGUNG

3 BESCHUSS

► Plasma pistol - standard PISTOL

R	A	BS	S	AP	D
12"	1	3+	7	-2	1
VERWUNDET					
2+ T1-3	3+ T4-6	4+ T7	5+ T8-13	6+ T14+	

► Plasma pistol - supercharge

HAZARDOUS PISTOL

R	A	BS	S	AP	D
12"	1	3+	8	-3	2
VERWUNDET					
2+ T1-4	3+ T5-7	4+ T8	5+ T9-15	6+ T16+	

4 ANGRIFF

5 NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	4	3+	5	0	1
VERWUNDET					
2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+	

VERTEIDIGUNG

IMMER / EINMALIG

Malicious Calculations

While this model is leading a unit, each time a model in that unit makes an attack, you can ignore any or all modifiers to that attack's Ballistic Skill or Weapon Skill characteristics and/or any or all modifiers to the Hit roll.

GEGEN DIESE EINHEIT

W6 · RW 3+ · 4 LP je Modell

WIRD VERWUNDET MIT

2+ S12+	3+ S7-11	4+ S6	5+ S4-5	6+ S1-3
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RETTUNGSWURF JE DS

DS 0 3+	DS -1 4+	DS -2 5+	DS -3 6+	DS -4 -
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REGELN & KEYWORDS KURZ

Leader Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.

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.

HAZARDOUS Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to...

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

AUFSTELLUNG

1x Tallyman

Ausrüstung: ► Plasma pistol - standard, ► Plasma pistol - supercharge, Close combat weapon

Anführer

This model can be attached to the following unit: PLAGUE MARINES†

†*Can join even if the unit is already led by another Leader.*