CHAOS - DEATH GUARD

TRI-LOBE VECTORS [CRUCIBLE]

Leader | Leader | Deadly Demise D3 | Deep Strike

M	T	SV	W	LD	OC
5"	6	3+	4	6+	1

120 PTS

Base —

1 KOMMANDO

Tainted Narthecium

While this model is leading a unit, in your Command phase, you can return one destroyed Bodyguard model to that unit.

Tocsin of Misery (Aura)

In the Battle-shock step of your opponent's Command phase, if an enemy unit that is below its Starting Strength is within 9" of one or more models with this ability, that enemy unit must take a Battle-shock test, subtracting 1 from that test if it is a Psyker unit.

2 BEWEGUNG

Putrefying Stink

Enemy models cannot start or end an Advance move within 9" of this model.

Sickening Vitality

While this model is leading a unit, add 1" to the Move characteristic of models in that unit and you can re-roll Advance and Charge rolls made for that unit.

3 BESCHUSS

Blight launcher — BLAST, LETHAL HITS

R	A	BS	S	AP	D
24"	D3	2+	6	-1	2

VERWUNDET: 2+ T1–3 | 3+ T4–5 | 4+ T6 | 5+ T7–11 | 6+ T12+

Bolt pistol — LETHAL HITS, PISTOL

R	A	BS	S	AP	D
24"	1	2+	4	0	1

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Boltgun — LETHAL HITS

R	A	BS	S	AP	D
24"	2	2+	4	0	1

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Combi-bolter — LETHAL HITS, RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	2+	4	0	1

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Combi-weapon — ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	2+	4	0	1

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Hyper blight grenades — ASSAULT, BLAST, LETHAL HITS

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

VERWUNDET: 2+ T1–3 | 3+ T4–6 | 4+ T7 | 5+ T8–13 | 6+ T14+

Injector pistol — ANTI-INFANTRY 2+, PISTOL, PRECISION

R	A	BS	S	AP	D
3"	1	3+	4	-1	3

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Meltagun — MELTA 2

R	A	BS	S	AP	D
12"	1	2+	9	-4	D6

VERWUNDET: 2+ T1–4 | 3+ T5–8 | 4+ T9 | 5+ T10–17 | 6+ T18+

Plague belcher — ANTI-INFANTRY 4+, IGNORES COVER, TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	4	0	1

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Plague spewer — ANTI-INFANTRY 2+, IGNORES COVER, TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	5	-1	1

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Plague sprayer — ANTI-INFANTRY 2+, IGNORES COVER, TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	7	-2	2

VERWUNDET: 2+ T1–3 | 3+ T4–6 | 4+ T7 | 5+ T8–13 | 6+ T14+

Plaguespurt gauntlet — ANTI-INFANTRY 4+, IGNORES COVER, PISTOL, TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	3	0	1

VERWUNDET: 2+ T1 | 3+ T2 | 4+ T3 | 5+ T4–5 | 6+ T6+

Reaper autocannon — DEVASTATING WOUNDS, SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	4	2+	7	-1	1

VERWUNDET: 2+ T1–3 | 3+ T4–6 | 4+ T7 | 5+ T8–13 | 6+ T14+

Twin plague spewer — ANTI-INFANTRY 2+, IGNORES COVER, TORRENT, TWIN-LINKED

R	A	BS	S	AP	D
12"	D6	N/A	5	-1	1

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

➤ Plague Wind - focused witchfire — HAZARDOUS, PSYCHIC, TORRENT

R	A	BS	S	AP	D
12"	D6+3	N/A	6	-2	D3

VERWUNDET: 2+ T1–3 | 3+ T4–5 | 4+ T6 | 5+ T7–11 | 6+ T12+

➤ Plague Wind - witchfire — PSYCHIC, TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	4	-1	D3

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

➤ Plasma gun - standard — RAPID FIRE 1

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

VERWUNDET: 2+ T1–3 | 3+ T4–6 | 4+ T7 | 5+ T8–13 | 6+ T14+

➤ Plasma gun - supercharge — HAZARDOUS, RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	3+	8	-3	2

VERWUNDET: 2+ T1–4 | 3+ T5–7 | 4+ T8 | 5+ T9–15 | 6+ T16+

➤ Plasma pistol - standard — RAPID FIRE 1, 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+

Shroud of Disease

While this model is leading a unit, that unit cannot be targeted by ranged attacks unless the attacking model is within 18".

4 ANGRIFF

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5 NAHKAMPF

Balesword — LETHAL HITS

R	A	WS	S	AP	D
Melee	4	2+	5	-2	2

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Bubotic weapons — LETHAL HITS

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

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Close combat weapon

R	A	WS	S	AP	D
Melee	4	3+	4	0	1

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Corrupted staff — LETHAL HITS, PSYCHIC

R	A	WS	S	AP	D
Melee	4	3+	6	-1	D3

VERWUNDET: 2+ T1–3 | 3+ T4–5 | 4+ T6 | 5+ T7–11 | 6+ T12+

Flail of corruption — LETHAL HITS

R	A	WS	S	AP	D
Melee	6	2+	5	-1	2

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Great plague blade — DEVASTATING WOUNDS, LETHAL HITS

R	A	WS	S	AP	D
Melee	6	2+	8	-2	2

VERWUNDET: 2+ T1–4 | 3+ T5–7 | 4+ T8 | 5+ T9–15 | 6+ T16+

Heavy plague weapon — LETHAL HITS

R	A	WS	S	AP	D
Melee	5	2+	8	-2	2

VERWUNDET: 2+ T1–4 | 3+ T5–7 | 4+ T8 | 5+ T9–15 | 6+ T16+

Plague knife — LETHAL HITS

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

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Power fist — LETHAL HITS

R	A	WS	S	AP	D
Melee	5	2+	8	-2	2

VERWUNDET: 2+ T1–4 | 3+ T5–7 | 4+ T8 | 5+ T9–15 | 6+ T16+

➤ Manreaper - strike — LETHAL HITS

R	A	WS	S	AP	D
Melee	5	2+	9	-2	3

VERWUNDET: 2+ T1–4 | 3+ T5–8 | 4+ T9 | 5+ T10–17 | 6+ T18+

➤ Manreaper - sweep — LETHAL HITS

R	A	WS	S	AP	D
Melee	10	2+	6	-1	1

VERWUNDET: 2+ T1–3 | 3+ T4–5 | 4+ T6 | 5+ T7–11 | 6+ T12+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

Foul Infusion

While this model is leading a unit, weapons equipped by models in that unit have the [Lethal Hits] ability. In addition, each time a model in that unit makes an attack, a Critical hit is scored on an unmodified Hit roll of 5+, instead of only 6.

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.

Unclean Icon

While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

Vector of Disease

While this model is leading a unit, melee weapons equipped by models in that unit have the [Sustained Hits 1] and [Lance] abilities.

GEGEN DIESE EINHEIT

W6 · RW 3+ · 4 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S12+	S7–11	S6	S4–5	S1–3

RETTUNGSWURF JE DS

DS 0	DS –1	DS –2	DS –3	DS –4
3+	4+	5+	6+	–

REGELN & KEYWORDS KURZ

Deadly Demise D3 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…

ANTI This ability always takes the form [ANTI-X Y+].

ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

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…

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…

IGNORES COVER Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod…

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.

MELTA This ability always takes the form [MELTA X].

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

PRECISION While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER m…

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…

RAPID FIRE This ability always takes the form [RAPID FIRE X].

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

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

3x Tri-lobe Vector - Equipped with: Blight launcher, Boltgun, Combi-bolter, Combi-weapon, Hyper blight grenades, Meltagun, Plague belcher, Plague spewer, Plague sprayer, ➤ Plague Wind - witchfire, ➤ Plague Wind - focused witchfire, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, Reaper autocannon, Twin plague spewer, Bolt pistol, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Injector pistol, Plaguespurt gauntlet, Balesword, Bubotic weapons, Close combat weapon, Corrupted staff, Flail of corruption, Great plague blade, Heavy plague weapon, Plague knife, Power fist, ➤ Manreaper - strike, ➤ Manreaper - sweep

- This model can be equipped with one of: Blight launcher, Boltgun, Combi-bolter, Combi-weapon, Hyper blight grenades, Meltagun, Plague belcher, Plague spewer, Plague sprayer, Plague Wind, Plasma gun, Reaper autocannon, Twin plague spewer.
- This model can be equipped with up to 2 of: Bolt pistol, Plasma pistol, Injector pistol, Plaguespurt gauntlet.
- This model can be equipped with up to 2 of: Balesword, Bubotic weapons, Close combat weapon, Corrupted staff, Flail of corruption, Great plague blade, Heavy plague weapon, Plague knife, Power fist, Manreaper.

Anführer

This model can be attached to the following units: Blightlord Terminators, Deathshroud Terminators