

CHAOS - DEATH GUARD

BEASTS OF NURGLE

M6"

T9

SV6+

W7

LD7+

OC3

RW5+

0 PTS

Base 60mm



- Deadly Demise 1
- Deep Strike
- Scouts 6"

1KOMMANDO

2BEWEGUNG

3BESCHUSS

4ANGRIFF

5NAHKAMPF

Putrid appendages DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	6	4+	6	-1	2

VERWUNDET

2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+
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VERTEIDIGUNG

IMMER / EINMALIG

Grotesque Regeneration

At the end of each phase, if a Beasts of Nurgle model in this unit has lost any wounds but is not destroyed, that model regains all of its lost wounds.

GEGEN DIESE EINHEIT

W9 · RW 6+ · 5++ · 7 LP je Modell

WIRD VERWUNDET MIT

2+ S18+	3+ S10-17	4+ S9	5+ S5-8	6+ S1-4
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RETTUNGSWURF JE DS

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

Deadly Demise 1 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...

Scouts 6" This ability always takes the form Scouts X".

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...

AUFSTELLUNG

1-2x Beast of Nurgle - Equipped with: Putrid appendages