

CHAOS - DEATH GUARD

CHAOS SPAWN

- Deadly Demise 1
- Feel No Pain 5+
- Nurgle's Gift (Aura)
- Scouts 6"

M8"

T7

SV4+

W4

LD7+

OC1

80 PTS

Base 50mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

4ANGRIFF

5NAHKAMPF

Hideous Mutations

R	A	WS	S	AP	D
Melee	D6+2	4+	5	-1	2

VERWUNDET

2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+
------------	------------	----------	------------	------------

Lethal Ichor

Each time a melee attack is allocated to a model in this unit, after the attacking unit has finished making its attacks, roll one D6 (to a maximum of six D6 per attacking unit): for each 4+, the attacking unit suffers 1 mortal wound.

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W7 · RW 4+ · 4 LP je Modell

WIRD VERWUNDET MIT

2+ S14+	3+ S8-13	4+ S7	5+ S4-6	6+ S1-3
------------	-------------	----------	------------	------------

RETTUNGSWURF JE DS

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

Feel No Pain 5+ gegen jeden verlorenen LP

REGELN & KEYWORDS KURZ

Deadly Demise 1 This ability always takes the form Deadly Demise X.

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

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.

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

AUFSTELLUNG

2x Chaos Spawn - Equipped with: Hideous Mutations

KEYWORDS Beast, Chaos, Nurgle, Spawn · FRAKTION Death Guard