

CHAOS - DEATH GUARD

DEATH GUARD

CULTISTS [LEGENDS]

Nurgle's Gift (Aura)

Scouts 6"

M6"

T3

SV6+

W1

LD7+

OC1

50–100 PTS

Base —

1KOMMANDO

—

2BEWEGUNG

—

3BESCHUSS

Cultist firearm

R	A	BS	S	AP	D
24"	1	4+	3	0	1

VERWUNDET

2+T13+T24+T35+T4–56+T6+

Flamer

IGNORES COVER

TORRENT

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

VERWUNDET

2+T1–23+T34+T45+T5–76+T8+

Heavy stubber

RAPID FIRE 3

R	A	BS	S	AP	D
36"	3	5+	4	0	1

VERWUNDET

2+T1–23+T34+T45+T5–76+T8+

► Grenade launcher - frag

BLAST

R	A	BS	S	AP	D
24"	D3	4+	4	0	1

VERWUNDET

2+T1–23+T34+T45+T5–76+T8+

► Grenade launcher - krak

R	A	BS	S	AP	D
24"	1	4+	9	–2	D3

VERWUNDET

2+T1–43+T5–84+T95+T10–176+T18+

4ANGRIFF

—

5NAHKAMPF

Brutal assault weapon

R	A	WS	S	AP	D
Melee	2	4+	3	0	1

VERWUNDET

2+T13+T24+T35+T4–56+T6+

VERTEIDIGUNG

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IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W3 - RW 6+ - 1 LP je Modell

WIRD VERWUNDET MIT

2+S6+

3+S4–5

4+S3

5+S2

6+S1

RETTUNGSWURF JE DS

DS 06+

DS –1–

DS –2–

DS –3–

DS –4–

REGELN & KEYWORDS KURZ

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".

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...

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...

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

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

AUFSTELLUNG

1x Cultist Champion - Equipped with: Cultist firearm, Brutal assault weapon

9-19x Cultist oder Cultist w/ flamer oder Cultist w/ heavy stubber oder Cultist w/ grenade launcher