CHAOS - DEATH GUARD

DEATH GUARD POSSESSED [LEGENDS]

Nurgle's Gift (Aura)

M	T	SV	W	LD	OC	RW
9"	6	3+	3	6+	1	5+

155–310 PTS
Base —

1 KOMMANDO
—

2 BEWEGUNG
—

3 BESCHUSS
—

4 ANGRIFF

Infectious Bloodshed
Each time this unit makes a Charge move, until the end of the turn, weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

5 NAHKAMPF

Hideous mutations

R	A	WS	S	AP	D
Melee	4	3+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

◆ VERTEIDIGUNG
—

∞ IMMER / EINMALIG

Diseased icon
Melee weapons in the bearer's unit have the [LETHAL HITS] ability.

GEGEN DIESE EINHEIT

W6 · RW 3+ · 5++ · 3 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+	5++	5++

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.

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.

AUFSTELLUNG

5-10x Possessed

Ausrüstung: Hideous mutations

KEYWORDS Infantry, Chaos, Daemon, Possessed · **FRAKTION** Death Guard