

MORTARION

Deadly Demise D6

Deep Strike

Feel No Pain 5+

Nurgle's Gift (Aura)

M10"

T12

SV2+

W16

LD5+

OC6

RW4+

375 PTS

Base 100mm



1KOMMANDO

2BEWEGUNG

Host of Plagues
At the end of your Movement phase, roll one D6 for each enemy unit within 6" of this model, adding 1 to the result if that unit is Afflicted; on a 3+, that enemy unit suffers D3 mortal wounds.

Diseased Influence (Lord of the Death Guard)
Just after an enemy unit ends a Normal, Advance or Fall Back move within 8" of a friendly Death Guard unit that is within 6" of this model, if that Death Guard unit is not within Engagement Range of one or more enemy unit, it can make a Normal move of up to 5".

3BESCHUSS

Lantern **PISTOL** **SUSTAINED HITS D3**

R	A	BS	S	AP	D
24"	1	2+	10	-3	3

VERWUNDET

2+	3+	4+	5+	6+
T1-5	T6-9	T10	T11-19	T20+

Rotwind **BLAST** **DEVASTATING WOUNDS** **LETHAL HITS**

R	A	BS	S	AP	D
24"	D6+3	2+	7	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-6	T7	T8-13	T14+

4ANGRIFF

5NAHKAMPF

> Silence - strike **DEVASTATING WOUNDS**

LETHAL HITS

R	A	WS	S	AP	D
Melee	5	2+	14	-3	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1-7	T8-13	T14	T15-27	T28+

> Silence - sweep **LETHAL HITS** **SUSTAINED HITS 1**

R	A	WS	S	AP	D
Melee	15	2+	8	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

6IMMER / EINMALIG

Lord of the Death Guard
Once per turn, this model can use one of the Lord of the Death Guard abilities.

GEGEN DIESE EINHEIT

W12 · RW 2+ · 4++ · 16 LP je Modell

WIRD VERWUNDET MIT

2+ S24+	3+ S13-23	4+ S12	5+ S7-11	6+ S1-6
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RETTUNGSWURF JE DS

DS 0 2+	DS -1 3+	DS -2 4+	DS -3 4++	DS -4 4++
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Feel No Pain 5+ gegen jeden verlorenen LP

Damaged: 1-6 wounds remaining

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

REGELN & KEYWORDS KURZ

Deadly Demise D6 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...
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.
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...
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.
PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
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...
SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG

1x Mortarion

Ausrüstung: Lantern, Rotwind, > Silence - strike, > Silence - sweep