

CHAOS - DEATH GUARD

MUTOID VERMIN

[LEGENDS]

M8"8"

T22

SV7+7+

W11

LD8+8+

OC00

85 PTS

Base —

- Feel No Pain 6+
- Nurgle's Gift (Aura)

1KOMMANDO

2BEWEGUNG

3BESCHUSS

4ANGRIFF

5NAHKAMPF

Diseased claws and fangs

LETHAL HITS

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

VERWUNDET

2+T1

4+T2

5+T3

6+T4+

Mischief Makers (Aura)

While an enemy unit (excluding MONSTERS and VEHICLES) is within 6" of this unit, each time a model in that unit makes a melee attack, subtract 1 from the Hit roll.

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W2 · RW 7+ · 1 LP je Modell

WIRD VERWUNDET MIT

2+S4+

3+S3

4+S2

6+S1

RETTUNGSWURF JE DS

DS 0—

DS -1—

DS -2—

DS -3—

DS -4—

Feel No Pain 6+ gegen jeden verlorenen LP

REGELN & KEYWORDS KURZ

Feel No Pain 6+ 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.

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

16x Mutoid Vermin - Equipped with: Diseased claws and fangs