

DEATH GUARD CHAOS LORD [LEGENDS]

M	T	SV	W	LD	OC	
5"	5	3+	5	6+	1	4+

AUFSTELLUNG

1x Death Guard Chaos Lord [Legends]

Equipped with: Combi-bolter, Combi-weapon, Plague bolt pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Astartes chainsword, Plague fist, Plague-encrusted exalted weapon, Twin lightning claws

Wargear Options:

- This model can replace its Astartes chainsword with Plague fist or Plague-encrusted exalted weapon.
- This model can replace its Plague bolt pistol with Plasma pistol, Combi-weapon, Plague fist, Plague-encrusted exalted weapon, Twin lightning claws or Combi-bolter.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter LETHAL HITS, RAPID FIRE 2	24"	2	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1	24"	1	2+	4	0	1
Plague bolt pistol LETHAL HITS, PISTOL	12"	1	2+	4	0	1
► Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS, PISTOL	12"	1	2+	8	-3	2

ABILITIES

CORE - Leader

RULES - Leader, Nurgle's Gift (Aura)

Chaos Lord

While this model is leading a unit, each time a model in that unit makes an attack, re-roll a Hit roll of 1.

Dessication Conduit (Aura)

While an enemy unit is within Contagion Range of this model, at the end of the turn, roll one D6: on a 4+, that enemy unit suffers D3 mortal wounds.



⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	7	2+	4	-1	1
Plague fist LETHAL HITS	Melee	5	3+	8	-2	2
Plague-encrusted exalted weapon LETHAL HITS	Melee	6	2+	5	-2	1
Twin lightning claws TWIN-LINKED	Melee	7	2+	5	-2	1

Leader

This model can be attached to the following unit: PLAGUE MARINES



WEAPON RULES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.



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.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.