

DEATH GUARD POSSESSED [LEGENDS]

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

AUFSTELLUNG

5-10x Possessed

Equipped with: Hideous mutations

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hideous mutations	Melee	4	3+	5	-1	2

ABILITIES

RULES - Nurgle's Gift (Aura)

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

WEAPON RULES

- 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].