

TALLYMAN

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

AUFSTELLUNG

1x Tallyman (40mm)

Equipped with: ► Plasma pistol - standard, ► Plasma pistol - supercharge, Close combat weapon

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS, PISTOL	12"	1	3+	8	-3	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	5	0	1

ABILITIES

CORE - Leader

RULES - Leader, Nurgle's Gift (Aura)

Malicious Calculations

While this model is leading a unit, each time a model in that unit makes an attack, you can ignore any or all modifiers to that attack's Ballistic Skill or Weapon Skill characteristics and/or any or all modifiers to the Hit roll.

Seven-fold Chant

In your Command phase, if this model is on the battlefield, roll 2D6: on a 7+, you gain 1CP.

Leader

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

†*Can join even if the unit is already led by another Leader.*



WEAPON RULES

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.

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.