

CHAOS - DEATH GUARD

HELLBLADE

[LEGENDS]

115 PTS

M

20+''

T

8

SV

3+

W

10

LD

6+

OC

0

5+

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Twin autocannon	TWIN-LINKED	48''	2	3+	9	-1	3
Twin lascannon	TWIN-LINKED	48''	1	3+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Hellblade [Legends]

Equipped with: Twin autocannon, Twin lascannon, Armoured hull

Wargear Options:

■ This model can replace its Two twin autocannons with Two twin lascannons.

ABILITIES

Interceptor

Each time this model makes a ranged attack that targets a unit that can FLY, add 1 to the Hit roll.

WEAPON RULES

TWIN-LINKED

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

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6'' of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6'').

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.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3''

2nd Battle Round: Contagion Range = 6''

3rd Battle Round Onwards: Contagion Range = 9''

Contagion Range cannot be greater than 12'' after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

- Skullsquirm Blight
- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.
- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.
- Rattlejoint Ague
- Worsen the Save characteristic of models in this unit by 1.
- Scabrous Soulrot
- Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

