

CHAOS - DEATH GUARD

NURGLINGS

45–90 PTS



NURGLING SWARM

M	T	SV	W	LD	OC	
5"	3	7+	4	8+	0	5+



⌘ MELEE WEAPONS

WEAPON		RANGE	A	WS	S	AP	D
Diseased claws and teeth	LETHAL HITS	Melee	4	5+	2	0	1

AUFSTELLUNG

3-6x Nurgling Swarm - Equipped with: Diseased claws and teeth (40mm)

ABILITIES

Mischief Makers (Aura)

Each time an enemy unit (excluding Titanic units) within Engagement Range of one or more units with this ability is selected to fight, until the end of the phase, each time a model in that enemy unit makes a melee attack, subtract 1 from the Hit roll.

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].

CORE RULES

◆ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

◆ Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

