POX RIDERS [LEGENDS] - CHAOS - CHAOS DAEMONS

160 PTS

POX RIDER

M	T	Sv	W	LD	OC
7"	8	6+	5	7+	2

INVULNERABLE SAVE 5+

AUFSTELLUNG

3x Pox Rider - Equipped with: Grasping tongue, Pox rider plaguesword, Yawning maw

KEYWORDS: Mounted, Chaos, Daemon, Nurgle, Pox Riders, Nurgle non-Battleline, Shadow Legion

FACTION KEYWORDS: Legiones Daemonica

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Grasping tongue LETHAL HITS	9"	D3	4+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Pox rider plaguesword EXTRA ATTACKS, LETHAL HITS	Melee	2	3+	4	-1	1
Yawning maw LETHAL HITS	Melee	3	3+	6	-1	2

ABILITIES

Bounding Assault
Each time this unit ends a Charge move, until the end of the turn, Pox Rider plagueswords equipped by models in this unit have the [LANCE] ability.

Daemonic Icon
Models in the bearer's unit have a Leadership characteristic of 6+.

Gloam Rot
Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic, subtract 1 from the Wound roll.

Grandfather's Blessing
If a model from your army with the Leader ability can be attached to a BEASTS OF NURGLE unit, it can be attached to this unit instead.

Instrument of Chaos
Add 1 to Charge rolls made for the bearer's unit.

WEAPON ABILITIES

Extra Attacks
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

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].

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FACTION RULES

The Shadow of Chaos

If your Army Faction is LEGIONES DAEMONICA, certain areas of the battlefield are considered to be within your army's Shadow of Chaos, as follows:

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES DAEMONICA unit from your army is set up on the battlefield using the Deep Strike ability, if it is set up wholly within your army's Shadow of Chaos, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

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.