SCABEIATHRAX THE BLOATED [LEGENDS] - CHAOS - CHAOS DAEMONS

275 PTS

M	T	Sv	W	LD	OC
7"	12	5+	22	6+	5

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Scabeiathrax the Bloated [Legends]

Equipped with: Putrid vomit, ➤ Blade of decay - strike, ➤ Blade of decay - sweep

KEYWORDS: Monster, Character, Epic Hero, Psyker, Chaos, Daemon, Nurgle, Scabeiathrax the Bloated, Nurgle non-Battleline

FACTION KEYWORDS: Legiones Daemonica

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Putrid vomit IGNORES COVER, TORRENT	6"	D6+3	N/A	5	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Blade of decay - strike LETHAL HITS	Melee	7	2+	9	-2	D6
➤ Blade of decay - sweep LETHAL HITS	Melee	14	2+	7	-1	1

ABILITIES

Damaged: 1-7 wounds remaining
While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Emissary of the Plague God (Aura)
While a friendly NURGLE LEGIONES DAEMONICA unit is within 6" of this model, you can re-roll Battle-shock tests taken for that unit.

Nurgle's Rot (Psychic)
At the end of your Movement phase, you can select one enemy unit within 12" of this model. Until the start of your next Movement phase, subtract 1 from the Toughness characteristic of models in that unit.

WEAPON ABILITIES

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

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].

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

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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

Deadly Demise D6

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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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.

Feel No Pain 6+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.