

CHAOS - CHAOS DAEMONS

GREAT UNCLEAN ONE

Deadly Demise D6

Deep Strike

Feel No Pain 6+

The Shadow of Chaos

Warp Rifts

M7"

T12

SV5+

W20

LD6+

OC5

RW4+

265 PTS

Base 130mm

1KOMMANDO

2BEWEGUNG

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.

3BESCHUSS

Plague flail

R	A	BS	S	AP	D
6"	D6+1	3+	7	-2	2

VERWUNDET

2+ T1-3	3+ T4-6	4+ T7	5+ T8-13	6+ T14+
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Putrid vomit IGNORES COVER TORRENT

R	A	BS	S	AP	D
12"	D6+3	N/A	5	-2	1

VERWUNDET

2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+
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4ANGRIFF

5NAHKAMPF

Bileblade EXTRA ATTACKS LETHAL HITS

R	A	WS	S	AP	D
Melee	3	2+	6	-2	2

VERWUNDET

2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+
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Doomsday bell LETHAL HITS REVERBERATING SUMMONS

R	A	WS	S	AP	D
Melee	6	2+	7	-1	2

VERWUNDET

2+ T1-3	3+ T4-6	4+ T7	5+ T8-13	6+ T14+
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► Bilesword - strike LETHAL HITS

R	A	WS	S	AP	D
Melee	6	2+	10	-2	D6+1

VERWUNDET

2+ T1-5	3+ T6-9	4+ T10	5+ T11-19	6+ T20+
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► Bilesword - sweep LETHAL HITS

R	A	WS	S	AP	D
Melee	12	2+	7	-1	1

VERWUNDET

2+ T1-3	3+ T4-6	4+ T7	5+ T8-13	6+ T14+
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VERTEIDIGUNG

Gloom 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.

IMMER / EINMALIG

Daemon Lord of Nurgle (Aura)
While a friendly Nurgle Legiones Daemonica unit is within 6" of this model, add 1 to the Toughness characteristic of models in that unit.
Greater Daemon of Nurgle (Aura)
While a friendly NURGLE LEGIONES DAEMONICA unit is within 6" of this model, that unit is within your army's Shadow of Chaos.

GEGEN DIESE EINHEIT

W12 · RW 5+ · 4++ · 20 LP je Modell				
WIRD VERWUNDET MIT				
2+ S24+	3+ S13-23	4+ S12	5+ S7-11	6+ S1-6
RETTUNGSWURF JE DS				
DS 0 4++	DS -1 4++	DS -2 4++	DS -3 4++	DS -4 4++

Feel No Pain 6+ gegen jeden verlorenen LP

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.

REGELN & KEYWORDS KURZ

Deadly Demise D6 This ability always takes the form Deadly Demise X.

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" horizo...

Feel No Pain 6+ This ability always takes the form Feel No Pain X+.

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...

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,...

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.

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 mod...

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.

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

AUFSTELLUNG

1x Great Unclean One

Ausrüstung: Plague flail, Putrid vomit, Bileblade, Doomsday bell, ► Bilesword - strike, ► Bilesword - sweep

- This model can replace its Bilesword with Doomsday bell.
- This model can replace its Plague flail with Bileblade.

KEYWORDS Monster, Character, Psyker, Chaos, Daemon, Nurgle, Great Unclean One, Nurgle non-Battleline, Shadow Legion · FRAKTION Legiones Daemonica