CHAOS - CHAOS DAEMONS

BEASTS OF NURGLE

Deadly Demise 1 | Deep Strike | Scouts 6" | The Shadow of Chaos | Warp Rifts

M	T	SV	W	LD	OC	RW
6"	9	6+	7	7+	3	5+

80–150 PTS
Base 60mm

1 KOMMANDO	2 BEWEGUNG	3 BESCHUSS	4 ANGRIFF
—	—	—	—

5 NAHKAMPF

Putrid appendages — DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	6	4+	6	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

◆ VERTEIDIGUNG

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.

∞ IMMER / EINMALIG

Grotesque Regeneration

At the end of each phase, if a Beasts of Nurgle model in this unit has lost any wounds but is not destroyed, that model regains all of its lost wounds.

GEGEN DIESE EINHEIT

W9 · RW 6+ · 5++ · 7 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S18+	S10–17	S9	S5–8	S1–4

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
5++	5++	5++	5++	5++

REGELN & KEYWORDS KURZ

Deadly Demise 1 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…

Scouts 6" This ability always takes the form Scouts 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,…

DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of…

AUFSTELLUNG

1-2x Beast of Nurgle - Equipped with: Putrid appendages

KEYWORDS Beast, Chaos, Daemon, Nurgle, Beasts of Nurgle, Nurgle non-Battleline, Shadow Legion · **FRAKTION** Legiones Daemonica