

CHAOS SPAWN - CHAOS - DEATH GUARD80 PTS

CHAOS SPAWN

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 8" | 7 | 4+ | 4 | 7+ | 1  |

|                                                                         |                                                                                      |
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| <b>AUFSTELLUNG</b><br>2x Chaos Spawn - Equipped with: Hideous Mutations | <b>KEYWORDS:</b> Beast, Chaos, Nurgle, Spawn<br><b>FACTION KEYWORDS:</b> Death Guard |
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✂ MELEE WEAPONS

| WEAPON            | RANGE | A    | WS | S | AP | D |
|-------------------|-------|------|----|---|----|---|
| Hideous Mutations | Melee | D6+2 | 4+ | 5 | -1 | 2 |

ABILITIES

|                                                                                                                                                                                                                                                                  |
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| <b>Lethal Ichor</b><br>Each time a melee attack is allocated to a model in this unit, after the attacking unit has finished making its attacks, roll one D6 (to a maximum of six D6 per attacking unit): for each 4+, the attacking unit suffers 1 mortal wound. |
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FACTION RULES

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| <b>Nurgle's Gift (Aura)</b><br>If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.<br><b>CONTAGION RANGE</b><br>1st Battle Round: Contagion Range = 3"<br>2nd Battle Round: Contagion Range = 6"<br>3rd Battle Round Onwards: Contagion Range = 9"<br>Contagion Range cannot be greater than 12" after modifiers.<br><b>AFFLICTED</b><br>During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.<br><b>Skullsquirm Blight</b><br>Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.<br><b>Rattlejoint Ague</b><br>Worsen the Save characteristic of models in this unit by 1.<br><b>Scabrous Soulrot</b><br>Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1). |
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CORE RULES

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| <b>Deadly Demise 1</b><br>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").<br><i>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.</i><br><b>Feel No Pain 5+</b><br>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. |
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AUFSTELLUNG

2x Chaos Spawn - Equipped with: Hideous Mutations

KEYWORDS: Beast, Chaos, Nurgle, Spawn

FACTION KEYWORDS: Death Guard

Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.