

# MUTOID VERMIN [LEGENDS]

MUTOID VERMIN

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | SV | W | LD | OC |
| 8" | 2 | 7+ | 1 | 8+ | 0  |

| ⚔ MELEE WEAPONS                         |       |   |    |   |    |   |
|-----------------------------------------|-------|---|----|---|----|---|
| WEAPON                                  | RANGE | A | WS | S | AP | D |
| Diseased claws and fangs<br>LETHAL HITS | Melee | 2 | 4+ | 2 | 0  | 1 |

## ABILITIES

### Mischief Makers (Aura)

While an enemy unit (excluding MONSTERS and VEHICLES) is within 6" of this unit, each time a model in that unit makes a melee attack, subtract 1 from the Hit roll.

## WEAPON RULES

### 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].*

## RULES

### 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.

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## AUFSTELLUNG

16x Mutoid Vermin - Equipped with: Diseased claws and fangs

**Nurgle's Gift (Aura)**

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.

## CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

## AFFLICTED

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.

## Skullsquirm Blight

Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

## Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

## Scabrous Soulrot

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).