



# TALLYMAN

60 PTS

| M  | T | SV | W | LD | OC |
|----|---|----|---|----|----|
| 5" | 6 | 3+ | 4 | 6+ | 1  |

## RANGED WEAPONS

| WEAPON                                                            | RANGE | A | BS | S | AP | D |
|-------------------------------------------------------------------|-------|---|----|---|----|---|
| ► Plasma pistol - standard<br><small>PISTOL</small>               | 12"   | 1 | 3+ | 7 | -2 | 1 |
| ► Plasma pistol - supercharge<br><small>HAZARDOUS, PISTOL</small> | 12"   | 1 | 3+ | 8 | -3 | 2 |

## MELEE WEAPONS

| WEAPON              | RANGE | A | WS | S | AP | D |
|---------------------|-------|---|----|---|----|---|
| Close combat weapon | Melee | 4 | 3+ | 4 | 0  | 1 |

## AUFSTELLUNG

1x Tallyman

**Equipped with:** ► Plasma pistol - standard, ► Plasma pistol - supercharge, Close combat weapon

## ABILITIES

### CORE - Leader

#### Malicious Calculations

While this model is leading a unit, each time a model in that unit makes an attack, you can ignore any or all modifiers to that attack's Ballistic Skill or Weapon Skill characteristics and/or any or all modifiers to the Hit roll.

#### Seven-fold Chant

In your Command phase, if this model is on the battlefield, roll 2D6: on a 7+, you gain 1CP.

#### Leader

This model can be attached to the following unit: Plague Marines

*You can attach this model to a Plague Marines unit, even if one other Leader unit has already been attached to it (you cannot attach more than one of the same Leader to the same unit). If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*



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## WEAPON RULES

### Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

### Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.



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## RULES

### Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



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## 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).