

POXWALKERS

M	T	SV	W	LD	OC
5"	4	7+	1	8+	1

AUFSTELLUNG

10-20x Poxwalker

Equipped with: Improvised weapons

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Improvised weapons LETHAL HITS	Melee	2	5+	3	0	1

ABILITIES

RULES - Feel No Pain 5+, Infiltrators, Nurgle's Gift (Aura)

Curse of the Walking Pox

Each time a Poxwalker model in this unit makes an attack that destroys an enemy model (excluding Monster and Vehicle models), after this unit has resolved its attacks, you can return one destroyed Poxwalker model to this unit.

While Typhus is leading this unit, enemy models destroyed as a result of Typhus' Eater Plague ability count as enemy models destroyed by an attack made by a Poxwalker model in this unit for the purposes of this ability.

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].

