

GELLERPOX INFECTED

[LEGENDS]

125 PTS



GELLERPOX MUTANT

M	T	SV	W	LD	OC
5"	5	6+	1	7+	1

NIGHTMARE HULK W/ BELLY FLAMER

M	T	SV	W	LD	OC
5"	5	6+	4	7+	1

NIGHTMARE HULK

M	T	SV	W	LD	OC
5"	5	6+	4	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Belly flamer IGNORES COVER TORRENT	12"	D6	N/A	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Brutal weapons	Melee	2	4+	4	0	1
Hideous mutations	Melee	4	4+	6	-1	2
Hideous mutations	Melee	4	4+	6	-1	2

AUFSTELLUNG

- 3x Gellerpox Mutant - Equipped with: Brutal weapons
- 1x Nightmare Hulk w/ belly flamer - Equipped with: Hideous mutations, Belly flamer
- 3x Nightmare Hulk - Equipped with: Hideous mutations

ABILITIES

Fearsome (Aura)

While an enemy unit is within 6" of this unit, each time that enemy unit takes a Battle-shock or Leadership test, subtract 1 from the result.

WEAPON RULES

IGNORES COVER

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.



CORE RULES

◇ **Feel No Pain 5+**

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.

◇ **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).

