

SHAMBLEROT VECTORIUM

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Lord of the Walking Pox

15 pts

If the bearer is leading a Poxwalkers unit, and is in Strategic Reserves, for the purposes of setting up that unit on the battlefield, treat the current battle round as the third battle round.

Talisman of Burgeoning

25 pts

While the bearer is leading a Poxwalkers unit, add 1 to the Toughness characteristic of Poxwalkers models in that unit.

Witherbone Pipes

25 pts

While the bearer is leading a Poxwalkers unit, add 1 to the Objective Control characteristic of models in that unit, and each time that unit takes a Battle-shock or Leadership test, add 1 to that test.

Sorrowsyphon

10 pts

While the bearer is leading a Poxwalkers unit, add 1 to the Damage characteristic of the bearer's Plague Wind weapon. Each time the bearer makes one or more attacks with a Plague Wind weapon, after the bearer's unit has resolved its attacks, D3 Bodyguard models from the bearer's unit are destroyed.

DETACHMENT RULE

In your Command phase in each of the following battle rounds, depending on your chosen battle size, add a new Poxwalkers unit with a Starting Strength of 10 to your army, in Strategic Reserves.

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KEYWORDS

POXWALKERS units from your army gain the BATTLELINE keyword.

STRATAGEMS (6/6)

1 CP SHAMBLEROT VECTORIUM – BATTLE TACTIC STRATAGEM

COMMAND

GNAWING HUNGER

When: Your Command phase.

Target: One Poxwalkers unit from your army.

Effect: Until the end of the turn, add 1 to the Move characteristic of models in your unit, and add 1 to the Attacks and Strength characteristics of melee weapons equipped by models in your unit.

1 CP SHAMBLEROT VECTORIUM – STRATEGIC PLOY STRATAGEM

MOVEMENT

HIDDEN AMONGST THE DEAD

When: The Reinforcements step of your Movement phase.

Target: One Poxwalkers unit from your army that is in Strategic Reserves and that is not an Attached unit.

Effect: Until the end of the phase, models in that unit have the Deep Strike ability.

1 CP SHAMBLEROT VECTORIUM – STRATEGIC PLOY
STRATAGEM

SHOOTING

SHAMBLING WALL

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

Target: One Death Guard unit from your army that was selected as the target of one or more of the attacking unit's attacks, and one friendly Poxwalkers unit within 3" of your unit and visible to both your unit and the attacking unit.

Effect: Until the end of the phase, each time you would allocate an attack to a model in your DEATH GUARD unit, if your POXWALKERS unit is visible to the attacking model and is an eligible target for that attack, no saving throw is made for that attack; instead a number of POXWALKERS from your POXWALKERS unit equal to the Damage characteristic of that attack are destroyed.

1 CP SHAMBLEROT VECTORIUM – STRATEGIC PLOY
STRATAGEM

CHARGE

SHOCK AND HORROR

When: Your Charge phase, just after a Death Guard unit from your army ends a Charge move.

Target: That DEATH GUARD unit.

Effect: Each enemy unit within Engagement Range of your unit must take a Battle-shock test, subtracting 1 from that test.

1 CP SHAMBLEROT VECTORIUM – STRATEGIC PLOY
STRATAGEM

FIGHT

GRIP OF THE WALKING POX

When: Fight phase, just after an enemy unit has selected its targets.

Target: One Poxwalkers unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: After the attacking unit has fought, roll one D6 for each model from your unit that was destroyed as a result of those attacks: on a 6, the attacking unit suffers 1 mortal wound. If your unit is not destroyed after the attacking unit has fought, enemy models destroyed as a result of this Stratagem count as enemy models destroyed by an attack made by a model in your unit for the purposes of the Curse of the Walking Pox ability.

1 CP SHAMBLEROT VECTORIUM – STRATEGIC PLOY
STRATAGEM

FIGHT

SMEARED WITH FILTH

When: Fight phase.

Target: One Poxwalkers unit from your army that was just destroyed. You can target that unit with this Stratagem even though it was just destroyed.

Effect: Select one enemy unit that made one or more attacks that targeted your unit this phase. Until the end of the battle, that enemy unit is Afflicted.