

ENHANCEMENTS

|                                                                                                                                                                                                                                                                                                             |        |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|
| 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-REGEL

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.

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div class="BreakInsideAvoid" style="""><table width="0" border="0" bordercolor="#888" cellpadding="4" cellspacing="0" style="border-collapse:collapse;border-width:0px"><tbody><tr><td><table class=" customTable tablefont" border="1" bordercolor="#888" cellpadding="4" style="border-collapse:collapse;border-color:#888888;border-width:0px"><tbody><tr><td style="border-width:1px 1px 1px 1px;border-style:none none none none;background-color:rgb(77,86,14);color:rgb(255,255,255);text-align:center;vertical-align:middle;font-size:22px;width:240px;height:0px;">BATTLE SIZE</td><td style="border-width:1px 1px 1px 1px;border-style:none none none none;background-color:rgb(77,86,14);color:rgb(255,255,255);text-align:center;vertical-align:middle;font-size:22px;width:240px;height:0px;">BATTLE ROUNDS</td></tr><tr><td style="border-width:1px 1px 1px 1px;border-style:none none none none;text-align:center;vertical-align:middle;font-size:18px;width:240px;height:0px;">Incursion</td><td style="border-width:1px 1px 1px 1px;border-style:none none none none;text-align:center;vertical-align:middle;font-size:22px;width:240px;height:0px;">2,3</td></tr><tr><td style="border-width:1px 1px 1px 1px;border-style:dotted none dotted none;text-align:center;vertical-align:middle;font-size:18px;width:240px;height:0px;">Strike Force</td><td style="border-width:1px 1px 1px 1px;border-style:dotted none dotted none;text-align:center;vertical-align:middle;font-size:22px;width:240px;height:0px;">2, 3, 4</td></tr><tr><td style="border-width:1px 1px 1px 1px;border-style:none none dotted none;text-align:center;vertical-align:middle;font-size:18px;width:240px;height:0px;">Onslaught</td><td style="border-width:1px 1px 1px 1px;border-style:none none dotted none;text-align:center;vertical-align:middle;font- |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

  |

size:22px;width:240px;height:0px;">2, 3, 4, 5</td></tr></tbody></table></td></tr></tbody></table></div>

KEYWORDS

POXWALKERS units from your army gain the BATTLELINE keyword.

STRATAGEMS

1 CP

SHAMBLEROT VECTORIUM – BATTLE TACTIC STRATAGEM · WAHAPEDIA

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 · WAHAPEDIA

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 · WAHAPEDIA

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 · WAHAPEDIA

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 · WAHAPEDIA

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 · WAHAPEDIA

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.