

DEATH GUARD POSSESSED

WARHAMMER LEGENDS

M

T

SV

W

LD

OC

9"

6

3+


3

6+

1

5+

INVULNERABLE SAVE

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Hideous mutations	Melee	4	3+	5	-1	2

ABILITIES

FACTION: Nurgle's Gift (Aura)

Infectious Bloodshed: Each time this unit makes a Charge move, until the end of the turn, weapons equipped by models in this unit have the **[SUSTAINED HITS 1]** ability.

WARGEAR ABILITIES

Diseased Icon: Melee weapons in the bearer's unit have the **[LETHAL HITS]** ability.

KEYWORDS: INFANTRY, CHAOS, DAEMON, POSSESSED



FACTION KEYWORDS:
DEATH GUARD

WARGEAR OPTIONS

- 1 model can be equipped with 1 diseased icon.

UNIT COMPOSITION

- 1 Possessed Champion
- 4-9 Possessed

Each model is equipped with: hideous mutations.

POSSESSED

For the purposes of embarking within **TRANSPORTS**, each **DEATH GUARD POSSESSED** model counts as one **TERMINATOR** model.

KEYWORDS: INFANTRY, CHAOS, DAEMON, POSSESSED



FACTION KEYWORDS:
DEATH GUARD