CHAOS

Heretic Astartes - Death Guard

DEFILER - Bilespewer Behemoth

387 Pts

1																
Full HP	8"	12"	3+	3+	8	16	15	14	15	6	3	6+	5	3+	5++/4++
Mid HP	5"	7"	4+	4+	8	15	14	13	10	5	3	7+	4	3+	5++/4++
Low HP	3"	4"	5+	5+	8	14	13	12	5	4	3	8+	3	3+	5++/4++

Unit Aptitudes

Scuttling Walker	Each time this model makes a Normal or Advance move, it can be moved over friendly Monster and Vehicle models as if they were not there. This model can move over terrain features that are 4" or less in height as if they were not there.
Dæmonforge	For one Shooting or Assault phase per game, the model may re-roll all failed To Wound roll and all failed armor penetration rolls. At the end of that phase, roll D6 lose a Hull Point (no saves) if you roll a 1.
Dæmonic Possession	Reduce by 1 the Damage characteristic of weapon targetting this unit on a roll of a 3+.
Explosive Lethal Demise	When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D3 mortal wounds.
Mark of Nurgle	Each time an attack is made against this unit, if the Strength characteristic of that attack is at least double the Toughness characteristic of this unit, subtract 1 from that attack's wound roll.
Icon of Despair	All model in a unit equipped with an Icon of Despair have the Fear special rule.

Unit Special Rules

Fearless / Move Through Cover / Feel no Pain (5+) / Fear / Daemon / It Will Not Die / Fleet / Searchlight / Smoke launchers / Walker

Psychic Domains

Weapons							Pts
Bubotic defiler cannon	72"	1	10	-3	D6+3	Ordnance - Large Blast - Lethal Hits	26
Bubotic defiler scourge	Melee	+2	+4	-1	2	Melee - Extra Attacks - Lethal Hits	21
Reaper autocannon	36"	4	7	-1	1	Heavy - Twin - Devastating Wounds - Sustained Hit 1	16
Defiler claw	Melee	User	x2	-2	D3+3	Melee	44

Faction Aptitudes				Unit type
Intractable	Remorseless	Sons of Barbarus	Nurgles Gift (Aura)	Vehicle