
























CHAOS				DEATHSHROUD TERMINATORS - Necroguard												150 Pts		
Heretic Astartes - Death Guard																		
3																		
	4"			2+	2+	4	5				3	4	3	6+	1	2+	4++/4++	
Unit Aptitudes																		
Silent Bodyguard				While a Character model is leading this unit, each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic, subtract 1 from the Wound roll.														
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.														
Unit Special Rules																		
Frag & Krak Grenades / Fearless / Bulky / Deep Strike / Slow and Purposeful / Move Through Cover / Feel no Pain (4+)																		
Weapons																Nb	Pts	
Manreaper - Strike					Melee	User	x2	-2	3	Melee - Lethal Hits							3	48
Manreaper - Sweep					Melee	x2	User	-1	1	Melee - Lethal Hits							3	33
Plaguespurt gauntlet					Template	1	3	0	1	Pistol - Ignores Cover - Lethal Hits							4	
Faction Aptitudes															Unit type			
Intractable	Remorseless	Sons of Barbarus			Nurgles Gift (Aura)			The Reaping							Infantry			