
























CHAOS																	
Heretic Astartes - Death Guard										PLAGUE SURGEON - Rotbringer Golgoth					70 Pts		
1																	
	5"			3+	3+	4	5				4	3	3	6+	1	3+	
Unit Aptitudes																	
Tainted Narthecium				While this model is leading a unit, in your Command phase, you can back-up on the battlefield 1 destroyed Bodyguard model to that unit.													
Diseased Healing				At the end of your Movement phase, you can select one friendly Death Guard Infantry Character model within 3" of this model. That model regains up to 3 lost wounds. Each model can only be selected for this special rule once per turn.													
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																	
Independent Character / Frag & Krak Grenades / Fearless / Move Through Cover / Feel no Pain (4+)																	
Weapons															Nb	Pts	
Balesword				Melee	User	+1	-2	2	Melee - Lethal Hits						1	10	
Plague bolt pistol				12"	1	4	0	1	Pistol - Lethal Hits						1		
Faction Aptitudes																Unit type	
Intractable		Remorseless		Sons of Barbarus			Nurgles Gift (Aura)		The Reaping					Infantry			