


















CHAOS					GREATER BLIGHT DRONE - Plaguefiend Colossus										234 Pts		
Heretic Astartes - Death Guard																	
1																	
Full HP	14"	21"		3+	3+	8		14	14	12	13	4	3	6+	3	3+	5++/4++
Mid HP	9"	13"		4+	4+	8		13	13	11	9	3	3	7+	2	3+	5++/4++
Low HP	5"	7"		5+	5+	8		12	12	10	4	2	3	8+	1	3+	5++/4++
Unit Aptitudes																	
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																	

[illegible]