
























CHAOS																	
Heretic Astartes - Death Guard							DEFILER - Bilespewer Behemoth								280 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																	
Weapons																Nb	Pts
Bubotic defiler cannon					72"	1	10	-3	D6+3	Ordnance - Large Blast - Lethal Hits						1	26
Bubotic defiler scourge					Melee	+2	+4	-1	2	Melee - Extra Attacks - Lethal Hits						1	21
Reaper autocannon					36"	4	7	-1	1	Heavy - Twin - Devastating Wounds - Sustained Hit 1						1	16
Defiler claw					Melee	User	x2	-2	D3+3	Melee						2	44
Faction Aptitudes																Unit type	
Intractable	Remorseless	Sons of Barbarus				Nurgles Gift (Aura)			The Reaping					Vehicle			