


| CHAOS | | | | | | DEFILER - Bilespewer Behemoth | | | | | | | | | | | | 280 Pts | |
|--|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---------|--|
| Heretic Astartes - Death Guard | | | | | | | | | | | | | | | | | | | |
| 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 a D6 and 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+ for each Wound inflicted. | | | | | | | | | | | | | | | | |
| 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 | | | | | |