
























CHAOS				TYPHUS - Calas Typhon, First Captain of the Death Guard, The Left Hand of Mortarion, Master of the Terminus Est												210 Pts	
Heretic Astartes - Death Guard																	
1																	
	5"			2+	2+	5	7				6	5	3	6+	1	2+	4++/4++
Unit Aptitudes																	
The Destroyer Hive				While this model is leading a unit, each time a melee attack targets that unit, subtract 1 from the Hit roll. In addition, once per game, in any Assault phase, Typhus can unleash the Destroyer Hive instead of attacking. At the start of Typhus' Initiative Step, place a large balst marker with the hole centred over Typhus (this does not scatter). All models (friend and foe) at least partially under the larger blast marker suffer a hit resolved at S5/AP-4/D3 with the Ignores Cover special rule. Do not count Typhus when working out how many hits are caused. Wounds from this attack cannot be allocated to Typhus.													
The Eater Plague (Psychic)				In your Shooting phase, you can select one enemy unit within 18" of and visible to this Psyker and roll one D6: on a 1, this Psyker's unit suffers D3 mortal wounds; on a 2-5, that enemy unit suffers D6 mortal wounds; on a 6, that enemy unit suffers D3+3 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.													
Unit Special Rules																	
Independent Character / Frag Grenades / Fearless / Bulky / Deep Strike / Move Through Cover / Lone Operative / Feel no Pain (4+) / Psyker (1)																	
Psychic Domains																	
Warprot - Nurgle - Contagion - Telepathy																	
Weapons											Nb	Pts					
Blight grenades					8"	1	4	0	1	Assault - Blast - Poisoned (4+)	1	4					
Death Cloud projector					Template	1	1	-2	1	Pistol - Ignores Cover - Lethal Hits - Poisoned (2+)	1						
Lakrimae - Strike					Melee	User	x2	-3	4	Melee - Reaping Blow - Fleshbane - Two Handed - Devastating Wounds - Lethal Hits - Master-crafted	1						
Lakrimae - Sweep					Melee	x3	User	-1	1	Melee - Reaping Blow - Fleshbane - Two Handed - Devastating Wounds - Lethal Hits - Master-crafted	1						
Faction Aptitudes															Unit type		
Intractable	Remorseless	Sons of Barbarus			Nurgles Gift (Aura)			The Reaping						Infantry			