PLAGUE MARINES - CHAOS - CHAOS SPACE MARINES

90–175 PTS

PLAGUE CHAMPION

M	T	Sv	W	LD	OC
5"	6	3+	2	6+	2

AUFSTELLUNG

1x Plague Champion - Equipped with: Plague knives, Bubotic weapons, Power fist, Boltgun, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Bolt pistol, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge (32mm)
4-9x Plague Marine w/ bubotic weapons oder Plague Marine w/ heavy plague weapon oder Plague Marine w/ blight launcher oder Plague Marine w/ boltgun oder Plague Marine w/ plague spewer oder Plague Marine w/ icon of despair (32mm)

Wargear Options:
- Each Plague Champion can replace its Plague knives with Power fist or Bubotic weapons.
- Each Plague Champion can replace its Boltgun with Bolt pistol, Plasma gun or Plasma pistol.

KEYWORDS: Infantry, Battleline, Grenades, Chaos, Nurgle, Plague Marines

FACTION KEYWORDS: Heretic Astartes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blight launcher BLAST, LETHAL HITS	24"	D3	3+	6	-1	2
Bolt pistol LETHAL HITS	12"	1	3+	5	-1	1
Boltgun LETHAL HITS	24"	2	3+	5	-1	1
Meltagun MELTA 2	12"	1	3+	9	-4	D6
Plague belcher ANTI-INFANTRY 4+, IGNORES COVER, TORRENT	12"	D6	N/A	4	0	1
Plague spewer ANTI-INFANTRY 2+, IGNORES COVER, TORRENT	12"	D6	N/A	5	-1	1
➤ Plasma gun - standard RAPID FIRE 1	24"	1	3+	7	-2	1
➤ Plasma gun - supercharge HAZARDOUS, RAPID FIRE 1	24"	1	3+	8	-3	2
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS, PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bubotic weapons LETHAL HITS	Melee	4	3+	5	-2	1
Heavy plague weapon LETHAL HITS	Melee	3	4+	8	-2	2
Plague knives LETHAL HITS	Melee	3	3+	5	-1	1
Power fist LETHAL HITS	Melee	3	3+	8	-2	2

ABILITIES

Icon of Despair
While an enemy unit is within 6" of the bearer, worsen the Leadership characteristic of models in that unit by 1.

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Infused with the Blessings of Nurgle
In your Shooting phase, each time this unit is selected to shoot, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the start of your next turn, that unit is Afflicted.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.