BLIGHTLORD TERMINATORS

115–370 PTS

BLIGHTLORD CHAMPION

M	T	Sv	W	LD	OC
5"	7	2+	3	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blight launcher BLAST LETHAL HITS	24"	D3	3+	6	-1	2
Combi-bolter LETHAL HITS RAPID FIRE 2	24"	2	3+	5	-1	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	5	-1	1
Plague spewer ANTI-INFANTRY 2+ IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Reaper autocannon DEVASTATING WOUNDS SUSTAINED HITS 1	36"	4	3+	7	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bubotic blade LETHAL HITS	Melee	3	3+	5	-2	2
Close combat weapon	Melee	3	3+	5	0	1
Flail of corruption LETHAL HITS	Melee	6	3+	5	-1	2

ABILITIES

Blistering Fusillade
If this unit has a Starting Strength of 5 or more, or if a Character is leading this unit, then each time a model in this unit makes a ranged attack that targets an Afflicted unit, improve the Strength and Armour Penetration characteristics of that attack by 1.

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).*

AUFSTELLUNG

1x Blightlord Champion - Equipped with: Bubotic blade, Combi-weapon, Combi-bolter (40mm)

2-9x Blightlord Terminator w/ combi-bolter oder Blightlord Terminator w/ combi-weapon oder Blightlord Terminator w/ plague spewer and CCW oder Blightlord Terminator w/ flail oder Blightlord Terminator w/ blight launcher oder Blightlord Terminator w/ reaper autocannon oder Blightlord Terminator w/ plague spewer and bubotic blade (40mm)

Wargear Options:
- Each Blightlord Champion can [illegible]place its Combi-bolter with [illegible]weapon.

KEYWORDS: Infantry, Chaos, Nurgle, Blightlord Terminators, Terminator
FACTION KEYWORDS: Death Guard

BLIGHTLORD TERMINATORS

115–370 PTS

BLIGHTLORD CHAMPION

M	T	Sv	W	LD	OC
5"	7	2+	3	6+	1

INVULNERABLE SAVE 4+

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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**].*

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).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

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

FACTION RULES

Nurgle's Gift (Aura)

If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

KEYWORDS: Infantry, Chaos, Nurgle, Blightlord Terminators, Terminator
FACTION KEYWORDS: Death Guard

BLIGHTLORD TERMINATORS

115–370 PTS

BLIGHTLORD CHAMPION

M	T	Sv	W	LD	OC
5"	7	2+	3	6+	1

INVULNERABLE SAVE 4+

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Infantry, Chaos, Nurgle, Blightlord Terminators, Terminator
FACTION KEYWORDS: Death Guard