

FOUL BLIGHTSPAWN

60 PTS

M	T	Sv	W	LD	OC
5"	6	3+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Plague sprayer ANTI-INFANTRY 2+ IGNORES COVER TORRENT	12"	D6	N/A	7	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	5	0	1

ABILITIES

CORE - Leader

- Blinding Spray**
In the Fight phase, you can select one model from your army with this ability to use this ability. If you do, until the end of that phase, that model's unit has the Fights First ability. Each model can only be selected for this ability once per battle.
- Putrefying Stink**
Enemy models cannot start or end an Advance move within 9" of this model.
- Leader**
This model can be attached to the following unit: PLAGUE MARINES†
†*Can join even if the unit is already led by another Leader.*

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



AUFSTELLUNG

1x Foul Blightspawn (40mm)
Equipped with: Plague sprayer,
Close combat weapon



KEYWORDS: Infantry, Character,
Chaos, Nurgle, Grenades, Foul
Blightspawn, Leader
FACTION KEYWORDS: Death
Guard

M	T	Sv	W	LD	OC
5"	6	3+	4	6+	1

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).

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Chaos, Nurgle, Grenades, Foul Blightspawn, Leader
FACTION KEYWORDS: Death Guard