TRI-LOBE VECTORS [CRUCIBLE]

120 PTS

TRI-LOBE VECTOR

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blight launcher BLAST LETHAL HITS	24"	D3	2+	6	-1	2
Bolt pistol LETHAL HITS PISTOL	24"	1	2+	4	0	1
Boltgun LETHAL HITS	24"	2	2+	4	0	1
Combi-bolter LETHAL HITS RAPID FIRE 2	24"	2	2+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	2+	4	0	1
Hyper blight grenades ASSAULT BLAST LETHAL HITS	12"	D6	2+	7	-1	2
Injector pistol ANTI-INFANTRY 2+ PISTOL PRECISION	3"	1	3+	4	-1	3
Meltagun MELTA 2	12"	1	2+	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
Plague sprayer ANTI-INFANTRY 2+ IGNORES COVER TORRENT	12"	D6	N/A	7	-2	2
Plaguespurt gauntlet ANTI-INFANTRY 4+ IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1
Reaper autocannon DEVASTATING WOUNDS SUSTAINED HITS 1	36"	4	2+	7	-1	1
Twin plague spewer ANTI-INFANTRY 2+ IGNORES COVER TORRENT TWIN-LINKED	12"	D6	N/A	5	-1	1
➤ Plague Wind - focused witchfire HAZARDOUS PSYCHIC TORRENT	12"	D6+3	N/A	6	-2	D3
➤ Plague Wind - witchfire PSYCHIC TORRENT	12"	D6	N/A	4	-1	D3

AUFSTELLUNG

3x Tri-lobe Vector - Equipped with: Blight launcher, Boltgun, Combi-bolter, Combi-weapon, Hyper blight grenades, Meltagun, Plague belcher, Plague spewer, Plague sprayer, ➤ Plague Wind - witchfire, ➤ Plague Wind - focused witchfire, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge, Reaper autocannon, Twin plague spewer, Bolt pistol, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Injector pistol, Plaguespurt gauntlet, Balesword, Bubotic weapons, Close combat weapon, Corrupted staff, Flail of corruption, reat plague blade, Heavy plagu n, Plague knife, Powe er - strike, ➤

KEYWORDS: Infantry, Character, Grenades, Chaos, Nurgle, Tri-lobe Vectors, Leader
FACTION KEYWORDS: Death Guard

TRI-LOBE VECTORS [CRUCIBLE]

120 PTS

TRI-LOBE VECTOR

M	T	Sv	W	LD	OC
5"	6	3+	4	6+	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 RAPID FIRE 1 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
Balesword LETHAL HITS	Melee	4	2+	5	-2	2
Bubotic weapons LETHAL HITS	Melee	5	2+	5	-2	1
Close combat weapon	Melee	4	3+	4	0	1
Corrupted staff LETHAL HITS PSYCHIC	Melee	4	3+	6	-1	D3
Flail of corruption LETHAL HITS	Melee	6	2+	5	-1	2
Great plague blade DEVASTATING WOUNDS LETHAL HITS	Melee	6	2+	8	-2	2
Heavy plague weapon LETHAL HITS	Melee	5	2+	8	-2	2
Plague knife LETHAL HITS	Melee	5	2+	4	0	1
Power fist LETHAL HITS	Melee	5	2+	8	-2	2
➤ Manreaper - strike LETHAL HITS	Melee	5	2+	9	-2	3
➤ Manreaper - sweep LETHAL HITS	Melee	10	2+	6	-1	1

ABILITIES

CORE - Leader, Leader

Foul Infusion
While this model is leading a unit, weapons equipped by models in that unit have the [Lethal Hits] ability. In addition, each time a model in that unit makes an attack, a Critical hit is scored on an unmodified Hit roll of 5+, instead of only 6.

Malicious Calculations
While this model is leading a unit, each time a model in that unit makes an attack, you can ignore any or all modifiers to that attack's Ballistic Skill or Weapon Skill characteristics and/or any or all modifiers to the Hit roll.

Putrefying Stink
Enemy models cannot start or end an Advance move within 9" of this model.

Shroud of Disease
While this model is leading a unit, that unit cannot be targeted by ranged attacks unless the attacking model is within 18".

KEYWORDS: Infantry, Character, Grenades, Chaos, Nurgle, Tri-lobe Vectors, Leader
FACTION KEYWORDS: Death Guard

TRI-LOBE VECTORS [CRUCIBLE]

120 PTS

TRI-LOBE VECTOR

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

Sickening Vitality
While this model is leading a unit, add 1" to the Move characteristic of models in that unit and you can re-roll Advance and Charge rolls made for that unit.

Tainted Narthecium
While this model is leading a unit, in your Command phase, you can return one destroyed Bodyguard model to that unit.

Tocsin of Misery (Aura)
In the Battle-shock step of your opponent's Command phase, if an enemy unit that is below its Starting Strength is within 9" of one or more models with this ability, that enemy unit must take a Battle-shock test, subtracting 1 from that test if it is a Psyker unit.

Unclean Icon
While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

Vector of Disease
While this model is leading a unit, melee weapons equipped by models in that unit have the [**Sustained Hits** 1] and [Lance] abilities.

Leader
This model can be attached to the following units: Blightlord Terminators, Deathshroud Terminators

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+.*

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

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).*

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.*

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**].*

KEYWORDS: Infantry, Character, Grenades, Chaos, Nurgle, Tri-lobe Vectors, Leader
FACTION KEYWORDS: Death Guard

TRI-LOBE VECTORS [CRUCIBLE]

120 PTS

TRI-LOBE VECTOR

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

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.

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

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.

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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, Character, Grenades, Chaos, Nurgle, Tri-lobe Vectors, Leader
FACTION KEYWORDS: Death Guard