ICON BEARER - CHAOS - DEATH GUARD

45 PTS

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

AUFSTELLUNG

1x Icon Bearer (32mm)

Equipped with: Boltgun, Plague knife

KEYWORDS: Infantry, Character, Chaos, Nurgle, Grenades, Death Guard Icon Bearer

FACTION KEYWORDS: Death Guard

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Boltgun LETHAL HITS	24"	2	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Plague knife LETHAL HITS	Melee	4	3+	5	-1	1

ABILITIES

CORE - Leader

Blessed Icon of Disease
Once per battle, at the start of any phase, you can select one friendly Death Guard unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

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

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

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].

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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.