# MIASMIC MALIGNIFIER - CHAOS - DEATH GUARD

**105 PTS**

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| - | 10 | 3+ | 12 | 6+ | 0 |

**AUFSTELLUNG**

1x Miasmic Malignifier (Hull)

**Equipped with:** Miasmic gouts

**KEYWORDS:** Fortification, Chaos, Nurgle, Miasmic Malignifier, Frame

**FACTION KEYWORDS:** Death Guard

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Miasmic gouts<br>IGNORES COVER, TORRENT | 9" | 2D6 | N/A | 3 | 0 | 1 |

## ABILITIES

**Deployment**
Both parts of this Fortification must be deployed within 1" of each other. Both parts are then treated as a single model for all rules purposes.

**Diseased Cover**
Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this Fortification, that model has the Benefit of Cover against that attack.

**Fortification**
While an enemy unit is only within Engagement Range of one or more Fortifications from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.

- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

**Putrescent Fog (Aura)**
Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of this model.

## WEAPON ABILITIES

**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.

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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

**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.*