CHAOS - DEATH GUARD

MALIGNANT PLAGUECASTER

Leader | Nurgle's Gift (Aura)

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

60 PTS
Base 32mm

1 KOMMANDO

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2 BEWEGUNG

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3 BESCHUSS

Bolt pistol — LETHAL HITS | PISTOL

R	A	BS	S	AP	D
12"	1	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

➤ Plague Wind - focused witchfire — HAZARDOUS | PSYCHIC | TORRENT

R	A	BS	S	AP	D
12"	D6+3	N/A	6	-2	D3

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

➤ Plague Wind - witchfire — PSYCHIC | TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	4	-1	D3

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Pestilent Fallout (Psychic)

In your Shooting phase, after this model has shot, select one enemy Infantry unit hit by one or more of those attacks made with its Plague Wind. Until the end of your opponent's next turn, that unit is enfeebled. While a unit is enfeebled, subtract 2" from the Move characteristic of models in that unit.

4 ANGRIFF

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5 NAHKAMPF

Corrupted staff — LETHAL HITS | PSYCHIC

R	A	WS	S	AP	D
Melee	4	3+	6	-1	D3

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

Gift of Contagion (Psychic)

While this model is leading a unit, each time a model in that unit makes an attack which targets a unit which is Afflicted, that attack has the [Sustained Hits 1] ability.

GEGEN DIESE EINHEIT

W6 · RW 3+ · 4 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S12+	S7–11	S6	S4–5	S1–3

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	5+	6+	–

REGELN & KEYWORDS KURZ

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.

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.

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…

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.

PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

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 rol…

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

AUFSTELLUNG

1x Malignant Plaguecaster

Ausrüstung: Bolt pistol, ➤ Plague Wind - focused witchfire, ➤ Plague Wind - witchfire, Corrupted staff

Anführer

This model can be attached to the following units: PLAGUE MARINES, POXWALKERS

KEYWORDS Infantry, Character, Chaos, Nurgle, Psyker, Malignant Plaguecaster, Leader · **FRAKTION** Death Guard