

BLIGHTLORD
TERMINATORS

Deep Strike | Nurgle's Gift (Aura)

M

5"

T

7

SV

2+

W

3

LD

6+

OC

1

RW

4+

115–370 PTS

Base 40mm



1

KOMMANDO

2

BEWEGUNG

3

BESCHUSS

Blight launcher

BLAST

LETHAL HITS

R	A	BS	S	AP	D
24"	D3	3+	6	-1	2

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

Combi-bolter

LETHAL HITS

RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	3+	5	-1	1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Combi-weapon

ANTI-INFANTRY 4+

DEVASTATING WOUNDS

RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	4+	5	-1	1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Plague spewer

ANTI-INFANTRY 2+

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	5	-1	1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Reaper autocannon

DEVASTATING WOUNDS

SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	4	3+	7	-1	1

VERWUNDET

2+

T1-3

3+

T4-6

4+

T7

5+

T8-13

6+

T14+

Blistering Fusillade

If this unit has a Starting Strength of 5 or more, or if a Character is leading this unit, then each time a model in this unit makes a ranged attack that targets an Afflicted unit, improve the Strength and Armour Penetration characteristics of that attack by 1.

4

ANGRIFF

5

NAHKAMPF

Bubotic blade

LETHAL HITS

R	A	WS	S	AP	D
Melee	3	3+	5	-2	2

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Close combat weapon

R	A	WS	S	AP	D
Melee	3	3+	5	0	1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Flail of corruption

LETHAL HITS

R	A	WS	S	AP	D
Melee	6	3+	5	-1	2

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT					
W7 - RW 2+ - 4++ - 3 LP je Modell					
WIRD VERWUNDET MIT					
2+	3+	4+	5+	6+	
S14+	S8-13	S7	S4-6	S1-3	
RETTUNGSWURF JE DS					
DS 0	DS -1	DS -2	DS -3	DS -4	
2+	3+	4+	4++	4++	

REGELN & KEYWORDS KURZ

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" horizo...

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.

ANTI This ability always takes the form [ANTI-X Y+].

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 (roun...

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...

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 mod...

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.

RAPID FIRE This ability always takes the form [RAPID FIRE X].

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

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

AUFSTELLUNG

1x Blightlord Champion - Equipped with: Bubotic blade, Combi-weapon, Combi-bolter

2-9x Blightlord Terminator w/ combi-bolter oder Blightlord Terminator w/ combi-weapon oder Blightlord Terminator w/ plague spewer and CCW oder Blightlord Terminator w/ flail oder Blightlord Terminator w/ blight launcher oder Blightlord Terminator w/ reaper autocannon oder Blightlord Terminator w/ plague spewer and bubotic blade

• Each Blightlord Champion can replace its Combi-bolter with Combi-weapon.