FOUL BLIGHTSPAWN

60 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Plague sprayer ANTI-INFANTRY 2+, IGNORES COVER, TORRENT	12"	D6	N/A	7	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	5	0	1

AUFSTELLUNG

1x Foul Blightspawn (40mm)

Equipped with: Plague sprayer, Close combat weapon

ABILITIES

CORE - Leader

Blinding Spray

In the Fight phase, you can select one model from your army with this ability to use this ability. If you do, until the end of that phase, that model's unit has the Fights First ability. Each model can only be selected for this ability once per battle.

Putrefying Stink

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

Leader

This model can be attached to the following unit: PLAGUE MARINES†

†*Can join even if the unit is already led by another Leader.*

KEYWORDS: Infantry, Character, Chaos, Nurgle, Grenades, Foul Blightspawn, Leader

FACTION: Death Guard

WEAPON RULES

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+.*

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.

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.

KEYWORDS: Infantry, Character, Chaos, Nurgle, Grenades, Foul Blightspawn, Leader

FACTION: Death Guard

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).