



# LORD OF CONTAGION

110 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | SV | W | LD | OC |
| 5" | 7 | 2+ | 6 | 6+ | 1  |



| ⚔ MELEE WEAPONS                     |       |    |    |   |    |   |
|-------------------------------------|-------|----|----|---|----|---|
| WEAPON                              | RANGE | A  | WS | S | AP | D |
| ► Manreaper - strike<br>LETHAL HITS | Melee | 5  | 2+ | 9 | -2 | 3 |
| ► Manreaper - sweep<br>LETHAL HITS  | Melee | 10 | 2+ | 6 | -1 | 1 |

## AUFSTELLUNG

1x Lord of Contagion (40mm)

Equipped with: ► Manreaper - strike, ► Manreaper - sweep

## ABILITIES

CORE - Leader

### Unholy Resilience

The first time a model with this ability is destroyed in a battle round, roll one D6 at the end of the phase. On a 2+, set that model back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with 3 wounds remaining. Each model can only be set up in this way once per battle.

### Vector of Disease

While this model is leading a unit, melee weapons equipped by models in that unit have the [Sustained Hits 1] and [Lance] abilities.

### Leader

This model can be attached to the following units: BLIGHTLORD TERMINATORS, DEATHSHROUD TERMINATORS

## WEAPON RULES

### 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].*

## RULES

### 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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

### 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.

### 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).