



# MIASMIC MALIGNIFIER

105 PTS

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

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

## AUFSTELLUNG

1x Miasmic Malignifier (Hull)

Equipped with: Miasmic gouts

## 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 RULES

### 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

### 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").

### 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).