PLAGUE SURGEON

50 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol LETHAL HITS, PISTOL	12"	1	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Balesword LETHAL HITS	Melee	4	3+	5	-2	2

AUFSTELLUNG

1x Plague Surgeon (40mm)

Equipped with: Bolt pistol, Balesword

ABILITIES

CORE - Leader

Inflamed Infections

At the start of the Fight phase, select one enemy unit within Engagement Range of this model. Until the end of the phase, each time this model makes an attack that targets that unit, an unmodified Hit roll of 5+ scores a Critical Hit. If that unit is below Half-strength, an unmodified Hit roll of 4+ scores a Critical Hit instead.

Tainted Narthecium

While this model is leading a unit, in your Command phase, you can return 1 destroyed Bodyguard model to that unit.

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, Plague Surgeon, Leader

FACTION: Death Guard

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].

Pistol

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

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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.

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).