# TYPHUS

**90 PTS**

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

4+

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| ➤ Lakrimae - strike<br>LETHAL HITS | Melee | 6 | 2+ | 9 | -2 | 3 |
| ➤ Lakrimae - sweep<br>LETHAL HITS | Melee | 12 | 2+ | 6 | -1 | 1 |

**AUFSTELLUNG**

1x Typhus (50mm)

**Equipped with:** ➤ Lakrimae - strike, ➤ Lakrimae - sweep

## ABILITIES

**CORE** - Leader

### Eater Plague (Psychic)

In your Shooting phase, you can select one enemy unit within 18" of and visible to this Psyker (excluding units with the Lone Operative ability that are not part of an Attached unit and are not within 12" of this Psyker and roll one D6: on a 1, this Psyker's unit suffers D3 mortal wounds; on a 2-5, that enemy unit suffers D6 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.

### The Destroyer Hive

While this model is leading a unit, each time a melee attack targets that unit, subtract 1 from the Hit roll.

### Leader

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

KEYWORDS: Infantry, Character, Epic Hero, Chaos, Nurgle, Psyker, Typhus, Terminator, 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].*

## 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.

KEYWORDS: Infantry, Character, Epic Hero, Chaos, Nurgle, Psyker, Typhus, Terminator, Leader

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### 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).

KEYWORDS: Infantry, Character, Epic Hero, Chaos, Nurgle, Psyker, Typhus, Terminator, Leader

**FACTION: Death Guard**