DAEMON PRINCE OF NURGLE

M	T	SV	W	LD	OC	
8"	12	2+	10	6+	3	4+

AUFSTELLUNG

1x Daemon Prince of Nurgle (60mm)

Equipped with: Infernal cannon, ➤ Hellforged weapons - strike, ➤ Hellforged weapons - sweep

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Infernal cannon LETHAL HITS	24"	3	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Hellforged weapons - strike LETHAL HITS	Melee	7	2+	8	-2	3
➤ Hellforged weapons - sweep LETHAL HITS	Melee	14	2+	6	-1	1

ABILITIES

RULES - Deadly Demise D3, Nurgle's Gift (Aura)

Death Guard Defenders
While this model is within 3" of one or more friendly Death Guard Infantry units, this model has the Lone Operative ability.

Fevered Strategist
Once per Battle Round, one model from your army with this ability can use it when a friendly Death Guard unit within 12" of that model is targeted with a Stratagem. If it does, reduce the CP cost of that Stratagem by 1CP.

Miasma of Pestilence (Aura)
While a friendly Death Guard unit is within 6" of this model, each time a ranged attack targets that unit, models in that unit have the Benefit of Cover against that attack.

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].