

LORD OF CONTAGION

M	T	SV	W	LD	OC	
5"	7	2+	6	6+	1	4+

AUFSTELLUNG

1x Lord of Contagion (40mm)

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

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Manreaper - strike LETHAL HITS	Melee	5	2+	9	-2	3
► Manreaper - sweep LETHAL HITS	Melee	10	2+	6	-1	1

ABILITIES

CORE - Leader

RULES - Deep Strike, Leader, Nurgle's Gift (Aura)

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].

