MIASMIC MALIGNIFIER

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

AUFSTELLUNG
1x Miasmic Malignifier (Hull)
Equipped with: Miasmic gouts

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Miasmic gouts IGNORES COVER, TORRENT	9"	2D6	N/A	3	0	1

ABILITIES

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

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.

KEYWORDS: Fortification, Chaos, Nurgle, Miasmic Malignifier, Frame

FACTION: Death Guard **105 PTS**

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.