

MORTARION

M	T	SV	W	LD	OC	
10"	12	2+	16	5+	6	

AUFSTELLUNG

1x Mortarion (100mm)

Equipped with: Lantern, Rotwind, ► Silence - strike, ► Silence - sweep

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Lantern PISTOL, SUSTAINED HITS D3	24"	1	2+	10	-3	3
Rotwind BLAST, DEVASTATING WOUNDS, LETHAL HITS, PSYCHIC	24"	D6+3	2+	7	-2	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Silence - strike DEVASTATING WOUNDS, LETHAL HITS	Melee	5	2+	14	-3	D6+1
► Silence - sweep LETHAL HITS, SUSTAINED HITS 1	Melee	15	2+	8	-2	2

ABILITIES

RULES - Deadly Demise D6, Deep Strike, Feel No Pain 5+, Nurgle's Gift (Aura)

Damaged: 1-6 wounds remaining

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Host of Plagues

At the end of your Movement phase, roll one D6 for each enemy unit within 6" of this model, adding 1 to the result if that unit is Afflicted; on a 3+, that enemy unit suffers D3 mortal wounds.

Lord of the Death Guard

Once per turn, this model can use one of the Lord of the Death Guard abilities.

Diseased Influence (Lord of the Death Guard)

Effect: Just after an enemy unit ends a Normal, Advance or Fall Back move within 8" of a friendly Death Guard unit that is within 6" of this model, if that Death Guard unit is not within Engagement Range of one or more enemy unit, it can make a Normal move of up to 5".



Boon of Death (Lord of the Death Guard)

Effect: In the Fight phase, when a friendly Death Guard unit within 6" of this model is selected as the target of an attack, this model can use this ability. If it does, until the end of the phase, each time a model in that Death Guard unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 2+, do not remove it from play; that destroyed model can fight after the attacking unit has finished its attacks, and it is then removed from play.

Inflamed Reprisal (Lord of the Death Guard)

Effect: In your opponent's Shooting phase, when a friendly Death Guard unit within 6" of this model is selected as the target of an attack, this model can use this ability. If it does, after the attacking unit has finished making its attacks, that Death Guard unit can shoot as if it were your Shooting phase, but when resolving those attacks, worsen the BS characteristic of that attack by 1 and it can only target that enemy unit (and only if it is an eligible target).



WEAPON RULES

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*



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.

Psychic

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

