

Noxious Blightbringer

M	T	SV	W	LD	OC
5"	6	3+	4	6+	1

AUFSTELLUNG

1x Noxious Blightbringer (40mm)

Equipped with: ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Cursed plague bell

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Plasma pistol - standard <small>PISTOL</small>	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge <small>HAZARDOUS, PISTOL</small>	12"	1	3+	8	-3	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Cursed plague bell <small>ANTI-PSYKER 2+, LETHAL HITS</small>	Melee	5	3+	4	0	2

ABILITIES

CORE - Leader

RULES - Leader, Nurgle's Gift (Aura)

Sickening Vitality

While this model is leading a unit, add 1" to the Move characteristic of models in that unit and you can re-roll Advance and Charge rolls made for that unit.

Tocsin of Misery (Aura)

In the Battle-shock step of your opponent's Command phase, if an enemy unit that is below its Starting Strength is within 9" of this model, that enemy unit must take a Battle-shock test, subtracting 1 from that test if it is a Psyker unit.

Leader

This model can be attached to the following units: PLAGUE MARINES, POXWALKERS



WEAPON RULES

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

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.