

# PLAGUE SURGEON

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

## AUFSTELLUNG

1x Plague Surgeon (40mm)

**Equipped with:** Bolt pistol, Balesword

### RANGED WEAPONS

| WEAPON                                            | RANGE | A | BS | S | AP | D |
|---------------------------------------------------|-------|---|----|---|----|---|
| Bolt pistol<br><small>LETHAL HITS, PISTOL</small> | 12"   | 1 | 3+ | 5 | -1 | 1 |

### MELEE WEAPONS

| WEAPON                                  | RANGE | A | WS | S | AP | D |
|-----------------------------------------|-------|---|----|---|----|---|
| Balesword<br><small>LETHAL HITS</small> | Melee | 4 | 3+ | 5 | -2 | 2 |

## ABILITIES

**CORE** - Leader

**RULES** - Leader, Nurgle's Gift (Aura)

### Inflamed Infections

At the start of the Fight phase, select one enemy unit within Engagement Range of this model. Until the end of the phase, each time this model makes an attack that targets that unit, an unmodified Hit roll of 5+ scores a Critical Hit. If that unit is below Half-strength, an unmodified Hit roll of 4+ scores a Critical Hit instead.

### Tainted Narthecium

While this model is leading a unit, in your Command phase, you can return 1 destroyed Bodyguard model to that unit.

### Leader

This model can be attached to the following unit: PLAGUE MARINES†

†\*Can join even if the unit is already led by another Leader.\*



## 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].*

### 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.