

PLAGUEBURST CRAWLER

M	T	SV	W	LD	OC	
10"	10	2+	12	6+	3	5+

AUFSTELLUNG

1x Plagueburst Crawler (Hull)

Equipped with: 2x Entropy cannon, Heavy slugger, Plagueburst mortar, 2x Plaguespitter, Rothail volley gun, Armoured tracks

Wargear Options:

- This model can replace its Heavy slugger with Rothail volley gun.
- This model can replace its 2 entropy cannons with 2 plaguespitters.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Entropy cannon LETHAL HITS	36"	1	3+	10	-3	D6+1
Heavy slugger LETHAL HITS	36"	4	3+	5	-1	1
Plagueburst mortar BLAST, INDIRECT FIRE, LETHAL HITS	48"	D6+3	3+	8	-1	2
2x Plaguespitter ANTI-INFANTRY 2+, IGNORES COVER, TORRENT	12"	D6	N/A	6	-1	1
Rothail volley gun LETHAL HITS, RAPID FIRE 3	36"	3	3+	5	0	1

MELEE WEAPONS

ABILITIES

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

Damaged: 1-4 wounds remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Spore-laced Shock Waves

In your Shooting phase, each time you select a target for this model's Plagueburst mortar, roll one D6 for the target unit and every other enemy unit within 3" of the target unit, adding 1 to that roll if the unit being rolled for is Afflicted. On a 6+, the unit being rolled for is struck by spores; after resolving all of this model's attacks against the target unit, each unit struck by spores suffers D3 mortal wounds.



WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

WEAPON RULES

Anti

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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).*

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).

Indirect Fire

Units containing one or more models with an **[INDIRECT FIRE]** weapon can shoot using indirect shooting (10.07).



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].

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

