CHAOS - DEATH GUARD

MALIGNANT PLAGUECASTER

60 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol LETHAL HITS PISTOL	12"	1	3+	5	-1	1
➤ Plague Wind - focused witchfire HAZARDOUS PSYCHIC TORRENT	12"	D6+3	N/A	6	-2	D3
➤ Plague Wind - witchfire PSYCHIC TORRENT	12"	D6	N/A	4	-1	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Corrupted staff LETHAL HITS PSYCHIC	Melee	4	3+	6	-1	D3

AUFSTELLUNG

1x Malignant Plaguecaster (32mm)

Equipped with: Bolt pistol, ➤ Plague Wind - focused witchfire, ➤ Plague Wind - witchfire, Corrupted staff

ABILITIES

CORE - Leader

Gift of Contagion (Psychic)
While this model is leading a unit, each time a model in that unit makes an attack which targets a unit which is Afflicted, that attack has the [Sustained Hits 1] ability.

Pestilent Fallout (Psychic)
In your Shooting phase, after this model has shot, select one enemy Infantry unit hit by one or more of those attacks made with its Plague Wind. Until the end of your opponent's next turn, that unit is enfeebled. While a unit is enfeebled, subtract 2" from the Move characteristic of models in that 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.

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).

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

CORE RULES

◈ Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◈ Nurgle's Gift (Aura)
If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.
CONTAGION RANGE
1st Battle Round: Contagion Range = 3"
2nd Battle Round: Contagion Range = 6"
3rd Battle Round Onwards: Contagion Range = 9"
Contagion Range cannot be greater than 12" after modifiers.
AFFLICTED
During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.
Skullsquirm Blight
- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.
- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.
Rattlejoint Ague
Worsen the Save characteristic of models in this unit by 1.
Scabrous Soulrot
Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).