

# MYPHITIC BLIGHT-HAULER



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| M   | T | SV | W  | LD | OC |    |
|-----|---|----|----|----|----|----|
| 10" | 9 | 3+ | 10 | 6+ | 3  | 5+ |



## RANGED WEAPONS

| WEAPON                    |                     | RANGE | A  | BS | S | AP | D  |
|---------------------------|---------------------|-------|----|----|---|----|----|
| Bile spurt                | LETHAL HITS         | 12"   | 3  | 3+ | 5 | 0  | 1  |
| Multi-melta               | LETHAL HITS MELTA 2 | 18"   | 2  | 3+ | 9 | -4 | D6 |
| ► Missile launcher - frag | BLAST               | 48"   | D6 | 3+ | 4 | 0  | 1  |
| ► Missile launcher - krak |                     | 48"   | 1  | 3+ | 9 | -2 | D6 |

## MELEE WEAPONS

| WEAPON       |             | RANGE | A | WS | S | AP | D |
|--------------|-------------|-------|---|----|---|----|---|
| Gnashing maw | LETHAL HITS | Melee | 4 | 3+ | 6 | -1 | 1 |

### AUFSTELLUNG

1-2x Myphitic Blight-hauler - Equipped with: Bile spurt, Gnashing maw, ► Missile launcher - frag, ► Missile launcher - krak, Multi-melta (80mm)

## ABILITIES

### Tank Hunters

In your Shooting phase, each time a model in this unit makes a attack that targets a Monster or Vehicle unit, add 1 to the Hit roll and add 1 to the Wound roll.

## 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).

### 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].

### MELTA

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.



## CORE RULES

### ◆ **Deadly Demise D3**

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

### ◆ **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).

