

FOETID BLOAT-DRONE WITH HEAVY
BLIGHT LAUNCHER - CHAOS - DEATH
GUARD

125 PTS

M	T	Sv	W	LD	OC
10"	9	3+	10	6+	3

INVULNERABLE
SAVE



AUFSTELLUNG

1x Foetid Bloat-drone with heavy blight launcher
Equipped with: Heavy blight launcher, Plague probe

KEYWORDS: Vehicle, Fly, Chaos, Nurgle, Daemon, Foetid Bloat-drone
FACTION KEYWORDS: Death Guard

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy blight launcher BLAST, LETHAL HITS	36"	D6+2	3+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Plague probe LETHAL HITS	Melee	3	3+	6	-1	1

ABILITIES

Explosive Blight

In your Shooting phase, each time this model makes an attack that destroys an enemy unit, before removing the last model in that unit from play, roll a D6, adding 1 to the result if that unit is Afflicted; on a 5+, each enemy unit within 6" of that model is Afflicted until the start of your next turn.

WEAPON ABILITIES

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].

FACTION RULES

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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 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).

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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.