

NOXIOUS BLIGHTBRINGER - CHAOS -
DEATH GUARD

60 PTS

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

AUFSTELLUNG 1x Noxious Blightbringer Equipped with: ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Cursed plague bell	KEYWORDS: Infantry, Character, Chaos, Nurgle, Noxious Blightbringer, Leader FACTION KEYWORDS: Death Guard
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⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS, PISTOL	12"	1	3+	8	-3	2

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Cursed plague bell ANTI-PSYKER 2+, LETHAL HITS	Melee	5	3+	4	0	2

ABILITIES

CORE - Leader

Sickening Vitality While this model is leading a unit, add 1" to the Move characteristic of models in that unit and you can re-roll Advance and Charge rolls made for that unit.
Tocsin of Misery (Aura) In the Battle-shock step of your opponent's Command phase, if an enemy unit that is below its Starting Strength is within 9" of this model, that enemy unit must take a Battle-shock test, subtracting 1 from that test if it is a Psyker unit.
Leader This model can be attached to the following units: Plague Marines, Poxwalkers <i>You can attach this model to a Plague Marines or Poxwalkers unit, even if one other Leader unit has already been attached to it (you cannot attach more than one of the same Leader to the same unit). If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.</i>

WEAPON ABILITIES

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. <i>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].</i>
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.

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

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.