

SLOPPITY BILEPIPER

M	T	SV	W	LD	OC	
5"	5	7+	5	7+	1	5+

AUFSTELLUNG
1x Sloppity Bilepiper
Equipped with: Marotter

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Marotter LETHAL HITS	Melee	4	3+	5	0	1

ABILITIES

CORE - Leader

RULES - Deep Strike, Leader, The Shadow of Chaos, Warp Rifts

Disease of Mirth (Aura)

At the start of the Fight phase, every enemy unit (excluding Monsters and Vehicles) within 6" of this model must take a Battle-shock test.

Gloom Rot

Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic, subtract 1 from the Wound roll.

Jolly Gutpipes

While this model is leading a unit, add 1 to the Move characteristic of models in that unit and you can re-roll Advance rolls made for that unit.

Leader

This model can be attached to the following unit:

- PLAGUEBEARERS



WEAPON RULES

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].