

BIOLOGUS PUTRIFIER

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

AUFSTELLUNG

1x Biologus Putrifier

Equipped with: Hyper blight grenades, Injector pistol, Plague knives

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hyper blight grenades ASSAULT, BLAST, LETHAL HITS	12"	D6	3+	7	-1	2
Injector pistol ANTI-INFANTRY 2+, PISTOL, PRECISION	3"	1	3+	4	-1	3

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Plague knives LETHAL HITS	Melee	4	3+	4	0	1

ABILITIES

CORE - Leader

RULES - Deadly Demise 1, Leader, Nurgle's Gift (Aura)

Extraction of Fresh Disease

The first time this model's unit destroys an enemy unit as a result of a melee attack, until the end of the battle, add 6 to the Objective Control characteristic of this model.

Foul Infusion

While this model is leading a unit, weapons equipped by models in that unit have the **[Lethal Hits]** ability. In addition, each time a model in that unit makes an attack, a Critical Hit is scored on an unmodified Hit roll of 5+, instead of only on a 6.

Leader

This model can be attached to the following unit: Plague Marines

You can attach this model to a Plague Marines 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.



WEAPON RULES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

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].

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.

Precision

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.