

# BLIGHTLORD TERMINATORS

## BLIGHTLORD CHAMPION

|    |   |    |   |    |    |    |
|----|---|----|---|----|----|----|
| M  | T | SV | W | LD | OC |    |
| 5" | 7 | 2+ | 3 | 6+ | 1  | 4+ |

### AUFSTELLUNG

1x Blightlord Champion - Equipped with: Bubotic blade, Combi-weapon, Combi-bolter  
2-9x Blightlord Terminator w/ combi-bolter oder Blightlord Terminator w/ combi-weapon oder Blightlord Terminator w/ plague spewer and CCW oder Blightlord Terminator w/ flail oder Blightlord Terminator w/ blight launcher oder Blightlord Terminator w/ reaper autocannon oder Blightlord Terminator w/ plague spewer and bubotic blade

### Wargear Options:

- Each Blightlord Champion can replace its Combi-bolter with Combi-weapon.

## RANGED WEAPONS

| WEAPON                                                             | RANGE | A  | BS  | S | AP | D |
|--------------------------------------------------------------------|-------|----|-----|---|----|---|
| Blight launcher<br>BLAST, LETHAL HITS                              | 24"   | D3 | 3+  | 6 | -1 | 2 |
| Combi-bolter<br>LETHAL HITS, RAPID FIRE 2                          | 24"   | 2  | 3+  | 4 | 0  | 1 |
| Combi-bolter<br>LETHAL HITS, RAPID FIRE 2                          | 24"   | 2  | 3+  | 4 | 0  | 1 |
| Combi-weapon<br>ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1 | 24"   | 1  | 4+  | 4 | 0  | 1 |
| Plague spewer<br>ANTI-INFANTRY 2+, IGNORES COVER, TORRENT          | 12"   | D6 | N/A | 5 | -1 | 1 |

## ABILITIES

**RULES** - Deep Strike, Nurgle's Gift (Aura)

### Blistering Fusillade

If this unit has a Starting Strength of 5 or more, or if a Character is leading this unit, then each time a model in this unit makes a ranged attack that targets an Afflicted unit, improve the Strength and Armour Penetration characteristics of that attack by 1.



|                                      |     |   |    |   |    |   |
|--------------------------------------|-----|---|----|---|----|---|
| Reaper autocannon                    | 36" | 4 | 3+ | 7 | -1 | 1 |
| DEVASTATING WOUNDS, SUSTAINED HITS 1 |     |   |    |   |    |   |

✂ MELEE WEAPONS

| WEAPON                             | RANGE | A | WS | S | AP | D |
|------------------------------------|-------|---|----|---|----|---|
| Bubotic blade<br>LETHAL HITS       | Melee | 3 | 3+ | 5 | -2 | 2 |
| Close combat weapon                | Melee | 3 | 3+ | 4 | 0  | 1 |
| Flail of corruption<br>LETHAL HITS | Melee | 6 | 3+ | 5 | -1 | 2 |

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+.*

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).*



### Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

### Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

### 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].*



### Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

### Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).*

### Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.