

FOETID BLOAT-DRONE

M	T	SV	W	LD	OC	5+
10"	9	3+	10	6+	3	

AUFSTELLUNG

1x Foetid Bloat-drone

Equipped with: Plaguespitter, Fleshmower, Plague probe

Wargear Options:

- This model can replace its Fleshmower with Two plaguespitters.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Plaguespitter ANTI-INFANTRY 2+, IGNORES COVER, TORRENT	12"	D6	N/A	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Fleshmower LETHAL HITS	Melee	10	3+	7	-1	2
Plague probe LETHAL HITS	Melee	3	3+	6	-1	1

ABILITIES

RULES - Deadly Demise D3, Nurgle's Gift (Aura)

Hovering Death

This model is eligible to shoot and declare a charge in a turn in which it Fell Back.



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+.

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].

Torrent

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