

Foul Blightspawn

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

AUFSTELLUNG

1x Foul Blightspawn

Equipped with: Plague sprayer, Close combat weapon

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Plague sprayer ANTI-INFANTRY 2+, IGNORES COVER, TORRENT	12"	D6	N/A	7	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	4	0	1

ABILITIES

CORE - Leader

RULES - Leader, Nurgle's Gift (Aura)

Blinding Spray

In the Fight phase, you can select one model from your army with this ability to use this ability. If you do, until the end of that phase, that model's unit has the Fights First ability. Each model can only be selected for this ability once per battle.

Putrefying Stink

Enemy models cannot start or end an Advance move within 9" of this model.

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+.

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).

Torrent

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

