

# LORD OF CONTAGION

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

## AUFSTELLUNG

1x Lord of Contagion

**Equipped with:** ► Manreaper - strike, ► Manreaper - sweep

## ✂ MELEE WEAPONS

| WEAPON                              | RANGE | A  | WS | S | AP | D |
|-------------------------------------|-------|----|----|---|----|---|
| ► Manreaper - strike<br>LETHAL HITS | Melee | 5  | 2+ | 9 | -2 | 3 |
| ► Manreaper - sweep<br>LETHAL HITS  | Melee | 10 | 2+ | 6 | -1 | 1 |

## ABILITIES

**CORE** - Leader

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

### Unholy Resilience

The first time a model with this ability is destroyed in a battle round, roll one D6 at the end of the phase. On a 2+, set that model back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with 3 wounds remaining. Each model can only be set up in this way once per battle.

### Vector of Disease

While this model is leading a unit, melee weapons equipped by models in that unit have the [Sustained Hits 1] and [Lance] abilities.

### Leader

This model can be attached to the following units:

- Blightlord Terminators
- Deathshroud Terminators



## WEAPON RULES

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### 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].*

