

LORD OF VIRULENCE

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

AUFSTELLUNG

1x Lord of Virulence

Equipped with: Twin plague spewer, Power fist

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin plague spewer ANTI-INFANTRY 2+, IGNORES COVER, TORRENT, TWIN-LINKED	12"	D6	N/A	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power fist LETHAL HITS	Melee	5	2+	8	-2	2

ABILITIES

CORE - Leader

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

Blight Bombardment

At the start of your Shooting phase, select one enemy unit within 30" of and visible to this model. Until the end of the phase, each time a friendly Death Guard unit makes a ranged attack that targets that unit, re-roll a Hit roll of 1 (if that attack is made with a Blast weapon, you can re-roll the Hit roll instead).

Virulent Aura

While this model is leading a unit, each time a model in that unit makes a ranged attack, you can re-roll the Wound roll.

Leader

This model can be attached to the following units:

- Blightlord Terminators
- Deathshroud Terminators



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.

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

