

MALIGNANT PLAGUECASTER

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

AUFSTELLUNG

1x Malignant Plaguecaster

Equipped with: Bolt pistol, ► Plague Wind - focused witchfire, ► Plague Wind - witchfire, Corrupted staff

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol LETHAL HITS, PISTOL	12"	1	3+	4	0	1
► Plague Wind - focused witchfire HAZARDOUS, PSYCHIC, TORRENT	12"	D6+3	N/A	6	-2	D3
► Plague Wind - witchfire PSYCHIC, TORRENT	12"	D6	N/A	4	-1	D3

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Corrupted staff LETHAL HITS, PSYCHIC	Melee	4	3+	6	-1	D3

ABILITIES

CORE - Leader

RULES - Leader, Nurgle's Gift (Aura)

Gift of Contagion (Psychic)

While this model is leading a unit, each time a model in that unit makes an attack which targets a unit which is Afflicted, that attack has the [Sustained Hits 1] ability.

Pestilent Fallout (Psychic)

In your Shooting phase, after this model has shot, select one enemy Infantry unit hit by one or more of those attacks made with its Plague Wind. Until the end of your opponent's next turn, that unit is enfeebled. While a unit is enfeebled, subtract 2" from the Move characteristic of models in that unit.

Leader

This model can be attached to the following units:

Plague Marines, Poxwalkers



WEAPON RULES

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

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].

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Psychic

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).



Torrent

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

