

MYPHITIC BLIGHT-HAULER

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

AUFSTELLUNG

1-2x Myphitic Blight-hauler - Equipped with: Bile spurt, Gnashing maw, ➤ Missile launcher - frag, ➤ Missile launcher - krak, Multi-melta

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bile spurt LETHAL HITS	12"	3	3+	5	0	1
Multi-melta LETHAL HITS, MELTA 2	18"	2	3+	9	-4	D6
➤ Missile launcher - frag BLAST	48"	D6	3+	4	0	1
➤ Missile launcher - krak	48"	1	3+	9	-2	D6

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Gnashing maw LETHAL HITS	Melee	4	3+	6	-1	1

ABILITIES

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

Tank Hunters

In your Shooting phase, each time a model in this unit makes a attack that targets a Monster or Vehicle unit, add 1 to the Hit roll and add 1 to the Wound roll.

WEAPON RULES

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*



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].

Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

