

TYPHUS

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

AUFSTELLUNG

1x Typhus

Equipped with: ► Lakrimae - strike, ► Lakrimae - sweep

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Lakrimae - strike LETHAL HITS	Melee	6	2+	9	-2	3
► Lakrimae - sweep LETHAL HITS	Melee	12	2+	6	-1	1

ABILITIES

CORE - Leader

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

Eater Plague (Psychic)

In your Shooting phase, you can select one enemy unit within 18" of and visible to this Psyker (excluding units with the Lone Operative ability that are not part of an Attached unit and are not within 12" of this Psyker and roll one D6: on a 1, this Psyker's unit suffers D3 mortal wounds; on a 2-5, that enemy unit suffers D6 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.

The Destroyer Hive

While this model is leading a unit, each time a melee attack targets that unit, subtract 1 from the Hit roll.

Leader

This model can be attached to the following units:

- Blightlord Terminators
- Deathshroud Terminators
- Poxwalkers



WEAPON RULES

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].

