
























CHAOS																		
Heretic Astartes - Death Guard										NOXIOUS BLIGHTBRINGER - Blightlord Septimus							60 Pts	
1																		
	5"			3+	3+	4	5				4	3	3	6+	1	3+		
Unit Aptitudes																		
Sickening Vitality				While this model is leading a unit, you can add 6" to Advance moves for that model and Charge rolls made for that unit.														
The Bell Tolls (Aura)				While an enemy unit is within Contagion Range of this model, each time a Battle-shock or Leadership test is taken for that enemy unit, subtract 2 from that test.														
Mark of Nurgle				Each time an attack is made against this unit, if the Strength characteristic of that attack is at least double the Toughness characteristic of this unit, subtract 1 from that attack's wound roll.														
Unit Special Rules																		
Independent Character / Frag & Krak Grenades / Fearless / Move Through Cover / Feel no Pain (4+)																		
Weapons													Nb	Pts				
Cursed plague bell				Melee	+1	User	0	2	Melee - Lethal Hits			1	5					
Infected plasma pistol - Standard				12"	1	7	-2	1	Pistol - Sustained Hit D3			1	8					
Infected plasma pistol - Supercharge				12"	1	8	-3	2	Pistol - Gets Hot - Sustained Hit D3			1	7					
Faction Aptitudes																	Unit type	
Intractable	Remorseless	Sons of Barbarus			Nurgles Gift (Aura)			The Reaping						Infantry				