CHAOS

Heretic Astartes - Death Guard

MALIGNANT PLAGUECASTER - Nurgus the Pustulent

92 Pts

1																	
	5"			3+	3+	4	5				4	3	3	6+	1	3+	4++/4++

Unit Aptitudes

Gift of Contagion (Psychic)	In your Shooting phase, you can select one enemy unit within 18" of and visible to this Psyker and roll one D6: on a 1, this Psyker's unit suffers D3 mortal wounds; on a 2+, until the start of your next Shooting phase, each time a model in that enemy unit makes a melee attack, subtract 1 from the Wound roll.
Pestilent Fallout (Psychic)	In your Shooting phase, after this model has shot, if one or more of those attacks made with its Plague Wind scored a wound against an enemy Infantry unit, until the start of your next turn, subtract 2 from that unit's Move characteristic and subtract 2 from Advance and Charge rolls made for that unit.
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+) / Psyker (2)

Psychic Domains

Warprot - Nurgle - Contagion - Telepathy

Weapons							Pts
Corrupted staff	Melee	User	+2	-1	D3	Melee - Lethal Hits - Psychic	12
Plague Wind - Witchfire	Template	2	4	-1	D6	Psychic - Ignores Cover - Lethal Hits	0
Plague Wind - Focused Witchfire	Template	2	6	-2	D6+3	Psychic - Hazardous - Ignores Cover - Lethal Hits	0
Plague bolt pistol	12"	1	4	0	1	Pistol - Lethal Hits	0

Faction Aptitudes				Unit type
Intractable	Remorseless	Sons of Barbarus	Nurgles Gift (Aura)	Infantry