

CHAOS																	
Heretic Astartes - Death Guard										MALIGNANT PLAGUECASTER - Nurgus the Pustulent					80 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 Move and Charge roll 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												Nb	Pts				
Corrupted staff				Melee	User	+2	-1	D3	Melee - Lethal Hits - Psychic			1	12				
Plague Wind - Witchfire				Template	2	4	-1	D6	Psychic - Ignores Cover - Lethal Hits			1					
Plague Wind - Focused Witchfire				Template	2	6	-2	D6+3	Psychic - Hazardous - Ignores Cover - Lethal Hits			1					
Plague bolt pistol				12"	1	4	0	1	Pistol - Lethal Hits			1					
Faction Aptitudes														Unit type			
Intractable		Remorseless		Sons of Barbarus		Nurgles Gift (Aura)		The Reaping				Infantry					