

CHAOS					MORTARION - Mortarion the Reaper, The Pale King										460 Pts				
Heretic Astartes - Death Guard																			
1																			
Full HP	10"			2+	2+	7	12				17	6	3	5+	6	2+	4++/4++		
Mid HP	9"			3+	3+	6	11				12	5	3	6+	5	2+	4++/4++		
Low HP	8"			4+	4+	5	10				6	4	3	7+	4	2+	4++/4++		
Unit Aptitudes																			
Sire of the Death Guard		Units in a detachment that included this unit improve their Leadership characteristic by 1 and can re-roll Moral test. Moreover, the weapons equipped by units in a detachment that included this unit gain the Sustained Hit 1 special rule.																	
Preternatural Resilience		Each time an attack with one or more of the following keywords is allocated to this model, subtract half of the Damage characteristic of that attack (round inferior), Ignores Cover, Psychic, Blast, Template.																	
Miasma of Pestilence (Aura)		While a friendly unit is within 6" of this model, each time a ranged attack targets that unit, models in that unit have the Benefit of Cover against that attack.																	
Diseased Influence (Aura)		While a friendly unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a Wound roll of 1.																	
Toxic Presence (Aura)		While a friendly unit is within 12" of this model, add 3" to the Contagion Range from the Nurgle's Gift aptitude of that unit.																	
Shadow of the Reaper		Leadership tests taken agains Fear caused by Mortarion are at a -1 penalty. In addition, so long as he is not in Reserve or locked in combat, in the Shooting phase Mortarion may attempt to redeploy by passing a leadership test. This special redeployment may be anywhere within 10" of his starting position and may not be placed within 3" of an ennemy model. If Mortarion is part of a unit, he is automatically separated from them. Mortation may assault normally in a turn that he is redeployed in this way but counts as making a disordered charge if doing so.																	
Witch-Spite		Any Malediction power affecting Mortarion or a unit he has joined is negated on a D6 roll of 4+.																	
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 / Relentless / Frag Grenades / Eternal Warrior / Very Bulky / Fear / Fleet / Fearless / Adamantium Will / It Will Not Die / Move Through Cover / Daemon / Lone Operative / Psyker (2)																			
Psychic Domains																			
Warprot - Nurgle - Contagion																			
Weapons																		Nb	Pts
Phosphex bombs					6"	1	8	-4	D3	Assault - Blast - Poisoned (3+) - Crawling Fire - Lingering Death							1		
Rotwind					18"	1	7	-2	D6+3	Psychic - Blast - Devastating Wounds - Lethal Hits							1		
Silence - Strike					Melee	User	x2	-3	4	Melee - Reaping Blow - Sunder - Instant Death - Two Handed - Devastating Wounds - Lethal Hits - Master-crafted							1		
Silence - Sweep					Melee	x3	User	-1	1	Melee - Reaping Blow - Sunder - Instant Death - Two Handed - Devastating Wounds - Lethal Hits - Master-crafted							1		
The Lantern					18"	1	9	-4	3	Pistol - Assault - Sunder - Sustained Hit D3 - Master-crafted							1		
Faction Aptitudes															Unit type				
Intractable		Remorseless		Sons of Barbarus			Nurgles Gift (Aura)			The Reaping			Monster / Jump						