
























CHAOS					LORD OF CONTAGION - Lord Felthius												130 Pts			
Heretic Astartes - Death Guard																				
1																				
	4"			2+	2+	4	6				6	5	3	6+	1	2+	4++/4++			
Unit Aptitudes																				
Vector of Disease					While this model is leading a unit, each time a model in that unit makes a melee attack, you can re-roll the Hit roll.															
Abundance of Sickness					In the Fight phase, each time this model loses a wound, roll one D6: on a 4+, the closest enemy unit within Engagement Range of this model suffers 1 mortal wound.															
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 Grenades / Fearless / Bulky / Deep Strike / Move Through Cover / Feel no Pain (4+)																				
Weapons																	Nb	Pts		
Plagueblade - Strike					Melee	User	x2	-2	3	Melee - Lethal Hits							1	16		
Plagueblade - Sweep					Melee		x2	User	0	1	Melee - Lethal Hits							1	9	
Faction Aptitudes																			Unit type	
Intractable		Remorseless		Sons of Barbarus			Nurgle's Gift (Aura)		The Reaping							Infantry				