

MORTARION

25 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Mortarion (10+ wounds remaining)	12"	2+	2+	8	8	18	7	10	3+
	Mortarion (6-9 wounds remaining)	10"	2+	2+	8	8	N/A	6	10	3+
	Mortarion (1-5 wounds remaining)	8"	2+	2+	8	8	N/A	5	10	3+

Mortarion is equipped with: the Lantern; attendants' claws and teeth; Silence; phosphex bombs. Your army can only include one **MORTARION** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Lantern	12"	Pistol 1	8	-3	3	Each time an attack is made with this weapon, if a hit is scored, draw a straight line between the closest point of this model's base (or hull) and that of the closest model in the target unit. Make one wound roll against the target unit, and each other unit this line passes over.
Attendants' claws and teeth	Melee	Melee	2	0	1	Plague Weapon (pg 62). Each time the bearer fights, it makes D6 additional attacks with this weapon.
Silence	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Eviscerating blow	Melee	Melee	x2	-4	D3+3	Plague Weapon (pg 62)
- Reaping scythe	Melee	Melee	User	-2	1	Plague Weapon (pg 62). Each time an attack is made with this weapon profile, make 3 hit rolls instead of 1.
Phosphex bombs	6"	Grenade 2D6	5	-1	1	Blast

ABILITIES

Disgustingly Resilient, Contagions of Nurgle (pg 62-63)

Primarch of the Death Guard: In your Command phase, select one friendly **DEATH GUARD CORE** or **DEATH GUARD CHARACTER** unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.

Lord of the Death Guard (Aura): While a friendly **DEATH GUARD CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Daemon Primarch: If your army is Battle-forged, this model must be your army's **WARLORD**. If more than one model in your army has a rule to this effect, then one of those models must be your army's **WARLORD**.

The Barbaran Plate: This model has a 4+ invulnerable save.

Host of Plagues: At the start of the first battle round, select one of the following Warlord Traits: Shamblerot; Ferric Blight; Gloaming Bloat; Eater Plague; Sanguous Flux; The Droning; Nurgle's Fruit (pg 41-43). You cannot select a Warlord Trait that another model in your army already has. Until the end of the battle, this model gains the selected Warlord Trait in addition to any others it has, even if it is not your **WARLORD**.

Putrid Explosion: When this model is destroyed, roll one D6 before removing it from play. On a 4+ it explodes, and each unit (excluding **NURGLE** units) within 6" suffers D3 mortal wounds.

Toxic Presence: This model counts the battle round number as being 4 for the purposes of determining the Contagion range of the Contagion abilities (pg 63) it has.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny three psychic power in your opponent's Psychic phase. It knows *Smite* and three psychic powers from the Contagion discipline (pg 51).

FACTION KEYWORDS: CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD

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