

LORD OF BLIGHTS

The Lord of Blights is a lumbering destroyer who bludgeons his way through the enemy ranks with bubotic hammer and vermid shield. A creator as well as a destroyer, the Lord of Blights cultivates fine crops of death's heads that he hands out to his warriors, enabling them to fling volleys of diseased projectiles. The best of these he keeps, plucking them from his gallowrack to hurl at the foe.



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Thrice-ripened Death's Head		14"	1	3+	3+	-3	D3
Munificent Bounty Death's Head		14"	1	4+	3+	-	1
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Bubotic Hammer		1"	3	3+	3+	-1	2

DESCRIPTION

A Lord of Blights is a single model. He hurls Thrice-ripened Death's Heads at the enemy and hands out lesser Munificent Bounty Death's Heads for his minions to use. In combat he smashes the foe to the ground with his Bubotic Hammer, while fending off their return blows with his Vermid Shield.

ABILITIES

Munificent Bounty: At the start of your shooting phase, you can pick 1 friendly Putrid Blightkings unit that is within 3" of this model. That unit can shoot in that shooting phase using the Munificent Bounty Death's Head missile weapon shown above.

Vermid Shield: In the combat phase, re-roll save rolls of 1 for this model.

COMMAND ABILITY

Plague of Flies: You can use this command ability in your hero phase. If you do, pick a friendly **NURGLE** unit within 21" of it. Until your next hero phase, subtract 1 from the hit rolls of attacks that target that unit in the shooting phase. If the unit contains 20 or more models, subtract 2 from the hit rolls of attacks that target that unit in the shooting phase, and 1 from the hit rolls of attacks that target that unit in the combat phase instead.

KEYWORDS

CHAOS, MORTAL, NURGLE, ROTBRINGER, HERO, LORD OF BLIGHTS