

# PLAGUE LEGION

 2 DP · TAKE AND HOLD

## ENHANCEMENTS

### Maggot Maws

15 pts

LEGIONES DAEMONICA NURGLE model only. In your Shooting phase, select one enemy unit within 6" of the bearer; that enemy unit must take a Battle-shock test. Then roll one D6: on a 3+, that enemy unit suffers D3 mortal wounds. Each time the bearer uses this Enhancement, no mortal wounds are inflicted by your army's Daemonic Terror rule.

### Font of Spores (Aura)

20 pts

LEGIONES DAEMONICA NURGLE MONSTER model only. While a friendly LEGIONES DAEMONICA NURGLE unit is within 6" of the bearer, improve the Armour Penetration characteristic of weapons equipped by models in that unit by 1.

### Cankerblight (Aura)

15 pts

LEGIONES DAEMONICA NURGLE model only. Each time an enemy unit (excluding MONSTERS and VEHICLES) that is within 6" of the bearer fails a Battle-shock test, the bearer can use this Enhancement. If it does, one model in that unit is destroyed (chosen by its controlling player). Each time the bearer uses this Enhancement, no mortal wounds are inflicted by your army's Daemonic Terror rule.

### Droning Shroud (Aura)

35 pts

LEGIONES DAEMONICA NURGLE MONSTER model only. While a friendly LEGIONES DAEMONICA NURGLE unit is within 6" of the bearer, that unit can only be targeted by a ranged attack if the attacking model is within 18".

## DETACHMENT-REGEL

While an enemy unit is within 9" of one or more LEGIONES DAEMONICA NURGLE units from your army, that enemy unit is within your army's Shadow of Chaos. In each player's Command phase, select one enemy unit within your army's Shadow of Chaos. That unit must take a Battle-shock test.

## STRATAGEMS

2 CP

PLAGUE LEGION – STRATEGIC PLOY  
STRATAGEM · WAHAPEDIA

COMMAND

### FOETID RESURGENCE

**When:** Your Command phase.

**Target:** One LEGIONES DAEMONICA NURGLE unit from your army that is on the battlefield.

**Effect:** Return up to 1 destroyed model to your unit (excluding CHARACTER models) or up to D3 destroyed models instead (excluding CHARACTER models) if your unit is a BATTLELINE unit, with their full wounds remaining. If your unit is a MONSTER unit, one model in your unit regains up to D3+1 lost wounds instead.

1 CP

PLAGUE LEGION – STRATEGIC PLOY  
STRATAGEM · WAHAPEDIA

COMMAND

### PLAGUE OF WOES

**When:** Your opponent's Command phase, before selecting any targets for the Melancholic Miasma Detachment rule.

**Target:** One Legiones Daemonica Nurgle unit from your army.

**Effect:** Until the end of the phase, after an enemy unit takes a Battle-shock test as a result of the Melancholic Miasma Detachment rule, select one other enemy unit within 9" of your unit; that enemy unit must take a Battle-shock test.

1 CP

PLAGUE LEGION – BATTLE TACTIC  
STRATAGEM · WAHAPEDIA

MOVEMENT

### MURKSHADOWS

**When:** Your Movement phase.

**Target:** One Legiones Daemonica Nurgle Infantry unit from your army.

**Effect:** Until the end of the phase, each time your unit makes a Normal move, add 5" to the Move characteristic of models in your unit.

1 CP

PLAGUE LEGION – BATTLE TACTIC  
STRATAGEM · WAHAPEDIA

SHOOTING

### FEVER VISIONS

**When:** Your Shooting phase or the Fight phase.

**Target:** One Legiones Daemonica Nurgle unit from your army that has not been selected to shoot or fight this phase.

**Effect:** Until the end of the phase, each time a model in your unit makes an attack, add 1 to the Hit roll. After your unit has finished making its attacks, select one enemy unit hit by one or more of those attacks; that enemy unit must take a Battle-shock test.

1 CP

PLAGUE LEGION – STRATEGIC PLOY  
STRATAGEM · WAHAPEDIA

CHARGE

### ROT AND RENEWAL

**When:** Your Movement phase or your Charge phase.

**Target:** One Legiones Daemonica Nurgle unit from your army.

**Effect:** Until the end of the phase, each time a model in your unit makes a move, it can move through terrain features.

1 CP

PLAGUE LEGION – BATTLE TACTIC  
STRATAGEM · WAHAPEDIA

FIGHT

### SEEPING VIRULENCE

**When:** Fight phase.

**Target:** One Legiones Daemonica Nurgle unit from your army that has not been selected to fight this phase.

**Effect:** Until the end of the phase, each time a model in that unit makes an attack, an unmodified Hit roll of 5+ scores a Critical Hit.