

PLAGUE DRONES - CHAOS - DEATH GUARD

110–220 PTS

PLAGUE DRONE

M	T	Sv	W	LD	OC
10"	8	6+	5	7+	2

INVULNERABLE
SAVE

5+

PLAGUEBRINGER

M	T	Sv	W	LD	OC
10"	8	6+	5	7+	2

INVULNERABLE
SAVE

5+

AUFSTELLUNG

2-5x Plague Drone - Equipped with: Death's heads, Foul mouthparts, Plaguesword (Large Flying Base)

1x Plaguebringer - Equipped with: Death's heads, Foul mouthparts, Plaguesword (Large Flying Base)

KEYWORDS: Mounted, Fly, Chaos, Daemon, Nurgle, Summoned, Plague Drones

FACTION KEYWORDS: Plague Legions

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Death's heads BLAST, LETHAL HITS	12"	D3	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Foul mouthparts EXTRA ATTACKS, LETHAL HITS	Melee	2	4+	5	-1	2
Plaguesword LETHAL HITS	Melee	2	3+	4	-1	1

ABILITIES

Daemonic Icon

Models in the bearer's unit have a Leadership characteristic of 6+.

Death's Heads

In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the end of the turn, each time a friendly NURGLE LEGIONES DAEMONICA unit makes an attack that targets that unit, you can re-roll the Wound roll.

Instrument of Chaos

Add 1 to Charge rolls made for the bearer's unit.

WEAPON ABILITIES

Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Extra Attacks

Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

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Lethal Hits

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.