PLAGUEBEARERS

115 PTS

PLAGUERIDDEN

M	T	SV	W	LD	OC	
5"	5	7+	2	7+	2	5+

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5"	5	7+	2	7+	2	5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Plaguesword LETHAL HITS	Melee	2	3+	4	-1	1

ABILITIES

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

Infected Outbreak
If you control an objective marker at the end of your Command phase and this unit is within range of that objective marker, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

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

WEAPON RULES

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].

KEYWORDS: Infantry, Battleline, Chaos, Daemon, Nurgle, Plaguebearers, Summoned

FACTION: Plague Legions

AUFSTELLUNG

1x Plagueridden - Equipped with: Plaguesword (32mm)
9x Plaguebearer - Equipped with: Plaguesword (32mm)

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.

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