PLAGUE TOADS [LEGENDS]

PLAGUE TOAD

M	T	SV	W	LD	OC
7"	8	6+	4	7+	2

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Grasping tongue LETHAL HITS	9"	D3	4+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Yawning maw LETHAL HITS	Melee	3	3+	6	-1	2

ABILITIES

Gloam Rot
Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic, subtract 1 from the Wound roll.

Grandfather's Blessing
If a model from your army with the Leader ability can be attached to a BEASTS OF NURGLE unit, it can be attached to this unit instead.

Pouncing Leap
You can target this unit with the Heroic Intervention Stratagem for 0CP, and can do so even if you have already used that Stratagem on a different unit this phase.

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].

AUFSTELLUNG

3x Plague Toad - Equipped with: Grasping tongue, Yawning maw

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.

The Shadow of Chaos

If your Army Faction is LEGIONES DAEMONICA, certain areas of the battlefield are considered to be within your army's Shadow of Chaos, as follows:

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

KEYWORDS: Beast, Chaos, Daemon, Nurgle, Plague Toads, Nurgle non-Battleline, Shadow Legion

FACTION: Legiones Daemonica

Warp Rifts

Each time a LEGIONES DAEMONICA unit from your army is set up on the battlefield using the Deep Strike ability, if it is set up wholly within your army's Shadow of Chaos, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".