PLAGUE DRONES

PLAGUE DRONE

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

PLAGUEBRINGER

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

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

RULES - Deep Strike, The Shadow of Chaos, Warp Rifts

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.

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.

KEYWORDS: Mounted, Fly, Chaos, Daemon, Nurgle, Plague Drones, Nurgle non-Battleline, Shadow Legion

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

WEAPON RULES

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.

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].