

PLAGUE TOADS [LEGENDS]

PLAGUE TOAD

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

AUFSTELLUNG

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

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

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

Gloom 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 OCP, 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].

