

POX RIDERS [LEGENDS]

POX RIDER

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

AUFSTELLUNG

3x Pox Rider - Equipped with: Grasping tongue, Pox rider plaguesword, 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
Pox rider plaguesword <small>EXTRA ATTACKS, LETHAL HITS</small>	Melee	2	3+	4	-1	1
Yawning maw <small>LETHAL HITS</small>	Melee	3	3+	6	-1	2

ABILITIES

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

Bounding Assault

Each time this unit ends a Charge move, until the end of the turn, Pox Rider plagueswords equipped by models in this unit have the [LANCE] ability.

Daemonic Icon

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

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.

Instrument of Chaos

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



WEAPON RULES

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].

