

PLAGUE DRONES110–220 PTS

PLAGUE DRONE

| M   | T | Sv | W | LD | OC |
|-----|---|----|---|----|----|
| 10" | 8 | 6+ | 5 | 7+ | 2  |

INVULNERABLE  
SAVE



PLAGUEBRINGER

| M   | T | Sv | W | LD | OC |
|-----|---|----|---|----|----|
| 10" | 8 | 6+ | 5 | 7+ | 2  |

INVULNERABLE  
SAVE



AUFSTELLUNG

2-5x Plague Drone -  
Equipped with: Death's  
heads, Foul mouthparts,  
Plaguesword  
1x Plaguebringer - Equipped  
with: Death's heads, Foul  
mouthparts, Plaguesword

RANGED WEAPONS

| WEAPON                                | RANGE | A  | BS | S | AP | D |
|---------------------------------------|-------|----|----|---|----|---|
| Death's heads<br>BLAST<br>LETHAL HITS | 12"   | D3 | 4+ | 4 | 0  | 1 |

|                                       |     |    |    |   |   |   |
|---------------------------------------|-----|----|----|---|---|---|
| Death's heads<br>BLAST<br>LETHAL HITS | 12" | D3 | 4+ | 4 | 0 | 1 |
|---------------------------------------|-----|----|----|---|---|---|

MELEE WEAPONS

| WEAPON                                          | RANGE | A | WS | S | AP | D |
|-------------------------------------------------|-------|---|----|---|----|---|
| Foul mouthparts<br>EXTRA ATTACKS<br>LETHAL HITS | Melee | 2 | 4+ | 5 | -1 | 2 |

|                                                 |       |   |    |   |    |   |
|-------------------------------------------------|-------|---|----|---|----|---|
| Foul mouthparts<br>EXTRA ATTACKS<br>LETHAL HITS | Melee | 2 | 4+ | 5 | -1 | 2 |
|-------------------------------------------------|-------|---|----|---|----|---|

|                            |       |   |    |   |    |   |
|----------------------------|-------|---|----|---|----|---|
| Plaguesword<br>LETHAL HITS | Melee | 2 | 3+ | 4 | -1 | 1 |
|----------------------------|-------|---|----|---|----|---|

|                            |       |   |    |   |    |   |
|----------------------------|-------|---|----|---|----|---|
| Plaguesword<br>LETHAL HITS | Melee | 2 | 3+ | 4 | -1 | 1 |
|----------------------------|-------|---|----|---|----|---|

ABILITIES

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



**KEYWORDS:** Mounted, Fly,  
Chaos, Daemon, Nurgle,  
Plague Drones, Nurgle non-  
Battleline, Shadow Legion  
**FACTION KEYWORDS:**  
Legiones Daemonica

WEAPON ABILITIES

- 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]**.*

FACTION RULES

- 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.
- 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 9".

CORE 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.

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

**FACTION KEYWORDS:** Legiones Daemonica