

PLAGUE DRONES

PLAGUE DRONE

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

PLAGUEBRINGER

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

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 BLAST, LETHAL HITS	12"	D3	4+	4	0	1
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
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.

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.



Plaguesword
LETHAL HITS

Melee 2 3+ 4 -1 1

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]**.*

