

PLAGUEBEARERS

PLAGUERIDDEN

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

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5"	5	7+	2	7+	2	

AUFSTELLUNG

1x Plagueridden - Equipped with: Plaguesword
9x Plaguebearer - Equipped with: Plaguesword

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Plaguesword LETHAL HITS	Melee	2	3+	4	-1	1
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+.

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.

Infected Outbreak

If you control an objective marker at the end of your Command phase and this unit is within range of that objective marker, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.



Instrument of Chaos

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

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].

