

# PLAGUECLAW

Rotten wood creaks as the throwing arm of the Plagueclaw is cranked slowly back. Foul plague-slop is loaded into the weapon's claw, before being launched in a high arc to rain infectious filth down upon the enemy lines.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Plagueclaw Catapult	6-31"	1	3+	3+	-2	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Rusty Knives	1"	D6	5+	5+	-	1

## DESCRIPTION

A Plagueclaw is a single model armed with a Plagueclaw Catapult and Rusty Knives.

## ABILITIES

**Barrage of Disease:** A Plagueclaw hurls great globs of diseased filth at its targets.

A Plagueclaw Catapult can target enemy units that are not visible to the attacking model. In addition, add 1 to hit rolls and increase the Damage characteristic to 2D6 for attacks made with a Plagueclaw Catapult if the target has 10 or more models.

**Hideous Death:** *Those splashed by this weapon's semi-congealed liquid ammunition die horribly, their skin sloughing off in clumps and their bodies erupting in glistening sores.*

Subtract 1 from the Bravery characteristic of a unit targeted by any Plagueclaw Catapults until the end of the turn.