**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.

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**MISSILE WEAPONS**

<table>
<thead>
<tr>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Plagueclaw Catapult</td>
<td>6-31&quot;</td>
<td>1</td>
<td>3+</td>
<td>3+</td>
<td>-2</td>
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</tbody>
</table>

**MELEE WEAPONS**

<table>
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<tr>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>1&quot;</td>
<td>D6</td>
<td>5+</td>
<td>5+</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

**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.

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**KEYWORDS**

CHAOS, SKAVENTIDE, NURGLE, CLANS PESTILENS, WAR MACHINE, PLAGUECLAW