

PLAGUEBEARERS

Plaguebearers trudge to battle amidst the drone of flies' wings and endless counting. These corpse-like daemons tally the diseases unleashed by Nurgle upon the Mortal Realms, and as they do so they stab and hack at their enemies with filth-ridden plagueswords. Relentless and resilient in equal measure, Plaguebearers overwhelm their victims as surely as a terminal sickness.



MELEE WEAPONS

Plaguesword

Range

1"

Attacks

1

To Hit

4+

To Wound

3+

Reid

-

Damage

1

DESCRIPTION

A unit of Plaguebearers has 10 or more models. They are armed with vile Plagueswords.

PLAGUERIDDEN

The leader of this unit is a Plagueridden. Add 1 to the Attacks characteristic of a Plagueridden's Plaguesword.

ICON BEARER

Models in this unit can be Icon Bearers. If the unmodified roll is a 1 when making a battleshock test for a unit that includes any Icon Bearers, no models from the unit flee. Instead, D6 Plaguebearer models are added to the unit.

PIPERS

Models in this unit can be Pipers. Re-roll battleshock rolls of 1 for enemy units while they are within 6" of any Pipers.

ABILITIES

Disgustingly Resilient: Roll a dice each time you allocate a wound or mortal wound to a model in this unit. On a 5+ the wound is negated.

Cloud of Flies: Subtract 1 from the hit rolls of attacks that target this unit in the shooting phase. If this unit contains 20 or more models, subtract 2 from the hit rolls of attacks that target this unit in the shooting phase, and 1 from the hit rolls of attacks that target this unit in the combat phase instead.

Locus of Fecundity: Re-roll save rolls of 1 for this unit while it is within 7" of a friendly **NURGLE DAEMON HERO**.

KEYWORDS

CHAOS, DAEMON, PLAGUEBEARER, NURGLE, PLAGUEBEARERS