


PLAGUECLAW

Rotten wood creaks as the throwing arm of the Plagueclaw is cranked slowly back, until it strains near to breaking point. Only then are the foul plagues of the Clans Pestilens loaded into the weapon's claw, bubbling and hissing with virulence. A single wrench upon a rusted lever and the vile brew is hurled high into the air to rain down upon the enemy.

	MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
	5+	Plagueclaw Catapult		6-31"	1	3+	3+	-2
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage	
4	Crew's Tools and Knives		1"	D6	5+	5+	-	1

DESCRIPTION

A Plagueclaw is a single model consisting of a deadly contraption crewed by a trio of fume-addled skaven. The catapult lobs a bubbling blend of semi-congealed poisons and diseases at the foe, and the crew defends their scaffold-like charge with a variety of Tools and Knives.

ABILITIES

Ponderous War Machine: A Plagueclaw cannot make charge moves. However, you can add 1 to all save rolls for a Plagueclaw in the shooting phase.

Arcing Shot: A Plagueclaw can shoot at enemy units that are not visible to it.

Barrage of Disease: If the target unit of a Plagueclaw's shooting attack has more than 10 models, you can add 1 to the hit roll, and the Damage of the shot is increased to 2D6. **NURGLE** units find the toxic payloads showering them rather refreshing, and only suffer damage from a Plagueclaw's shooting attack on a wound roll of a 6 or more.

KEYWORDS

CHAOS, SKAVEN, NURGLE, PESTILENS, WAR MACHINE, PLAGUECLAW