

# Plague Disciples • 300pts

Plague Disciples 3.4.1

## Plague Champion [1] - 60pts

Quality 3+

Defense 3+

Tough 3

Hero, Tough(3), Putrid

Weapon	RNG	ATK	AP	SPE
Flamer Pistol	6"	A1	-	Blast(3), Reliable
CCW	-	A2	-	-

## Plague Brother [1] - 40pts

Quality 3+

Defense 3+

Putrid

Weapon	RNG	ATK	AP	SPE
CCW	-	A1	-	-
Plasma Rifle	24"	A1	4	-

## Plague Brother [1] - 30pts

Quality 3+

Defense 3+

Putrid

Weapon	RNG	ATK	AP	SPE
Heavy Rifle	24"	A1	1	-
CCW	-	A1	-	-

## 2x Plague Cultists [3] - 40pts

Quality 5+

Defense 5+

Putrid

Weapon	RNG	ATK	AP	SPE
3x Rifles	24"	A1	-	-
3x CCWs	-	A1	-	-

## Plague Destroyer [1] - 90pts

Quality 3+

Defense 3+

Tough 3

Ambush, Tough(3), Putrid

Weapon	RNG	ATK	AP	SPE
Rapid Heavy Rifle	24"	A2	1	-
Flamer-Mod	12"	A1	-	Blast(3), Reliable, Limited
CCW	-	A1	-	-

## Special Rules

**AP:** Targets get -X to Defense rolls when blocking hits.

**Ambush:** May be set aside before deployment. At the start of any round after the first, may be deployed anywhere over 9" away from enemy units. Players alternate in placing Ambush units, starting with the player that activates next. Units that deploy via Ambush can't seize or contest objectives on the round they deploy.

**Blast:** Ignores cover, and after resolving other special rules, each hit is multiplied by X, where X is up to as many hits as enemy models in the target unit and within 3" of it. Hits must be split evenly between all enemy units within 3" of any model from the target (defender picks how).

**Defense:** Gets +X to Defense rolls.

**Hero:** Friendly units within 12" may take morale tests using the hero's Quality, as long as the hero isn't Shaken.

**Limited:** May only be used once per game.

**Putrid:** When taking a wound, roll one die. On a 6+ it is ignored.

**Reliable:** Attacks at Quality 2+.

**Tough:** This model only rolls to check wound effects once it has taken at least X wounds, and is only Knocked Out on rolls of 5+X or more.