

# DAEMON PLAGUE TOADS OF NURGLE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Grasping Tongue	7"	1	4+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Yawning Maw	1"	2	4+	4+	-	D3

## DESCRIPTION

A unit of Daemon Plague Toads consists of any number of models. They can grasp victims with their muscular pus-sticky tongues, which shoot out a considerable distance from impossibly wide maws studded with rows of leprous teeth.

## ABILITIES

**Leaps and Bounds:** Daemon Plague Toads can move across scenery (but not enemy models) as if they could fly.

**Rot-eaters:** These terrifying abominations have mouths which slit their entire rancid bodies apart when they yawn open for victims. If the hit roll for the Yawning Maw is 6 or more, that attack scores an immediate additional hit as enemies are swallowed whole by the Plague Toads' impossibly large jaws.

**Bloated Flesh:** Most weapons simply slide harmlessly through the bloated, abscess-riddled flesh of a Daemon Plague Toad with precious little effect, the foul bulk of the thing swallowing up blades and arrows harmlessly. Whenever a Daemon Plague Toad suffers a wound or a mortal wound, roll a D6. On a roll of a 4 or more that wound is ignored.

## MAGIC

**CHAOS WIZARDS** know the Summon Daemon Plague Toads spell, in addition to any others they know.

### SUMMON DAEMON PLAGUE TOADS

The Summon Daemon Plague Toads spell has a casting value of 5. If successfully cast, you can set up a single Daemon Plague Toad within 14" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase. If the result of the casting roll was 11 or more, set up a unit of up to 3 Daemon Plague Toads instead.

## KEYWORDS

CHAOS, DAEMON, NURGLE, TAMURKHAN'S HORDE, DAEMON PLAGUE TOADS OF NURGLE