

The Plague

Army Special Rules

Frenzied

All models in this list are Steadfast, mostly because they are driven blood-mad by the contagion. In addition, their melee attacks are Vicious.

Brainless

The unit automatically passes all Nerve tests... you must kill them all.

Heavy Weapon Teams

A heavy weapon team counts as a single model armed with the weapon stated in the unit entry. Note that a 'solid' that is upgraded to include a heavy weapon team is still 'solid'.

In addition, any weapon carried by the heavy weapon team counts as having the Reload! rule.

Allies

None.

INFANTRY

3rd Generation Plague Troopers

Plague Troopers Team **Cost: 60pts**

	Spd	Hit	Att	Def	Ner
Trooper	5	5+	2	4+	-/11

Unit: 4 Troopers (assault rifles) and 1 Leader (assault rifle).

Options: The Leader may replace his rifle with a cleaver for **+15pts**.

Plague Troopers Section **Cost: 120pts**

	Spd	Hit	Att	Def	Ner
Trooper	5	5+	2	4+	-/11

Unit: 9 Troopers (assault rifles) and 1 Leader (assault rifle).

Options: One Trooper can replace his rifle with a light machine gun for **+15pts** or a grenade launcher for **+20pts**. The Leader may replace his rifle with a cleaver for **+15pts**.

Plague Troopers Platoon **Cost: 240pts**

	Spd	Hit	Att	Def	Ner
Trooper	5	5+	2	4+	-/11

Unit: 19 Troopers (assault rifles) and 1 Leader (assault rifle).

Options: Up to two Troopers can replace their rifle with a light machine gun for **+15pts** or a grenade launcher for **+20pts**. The Leader may replace his rifle with a cleaver for **+15pts**.

3rd Generation Plague Warriors

Plague Warriors Team **Cost: 60pts**

	Spd	Hit	Att	Def	Ner
Warrior	5	5+	2	4+	-/11

Unit: 4 Warriors (pistol) and 1 Leader (pistol).

Options: The Leader may have a cleaver for +15pts.

Plague Warriors Section **Cost: 120pts**

	Spd	Hit	Att	Def	Ner
Warrior	5	5+	2	4+	-/11

Unit: 9 Warriors (pistol) and 1 Leader (pistol).

Options: One Warrior can replace his pistol with a light machine gun for +15pts or a grenade launcher for +20pts. The Leader may have a cleaver for +15pts.

Plague Warriors Platoon **Cost: 240pts**

	Spd	Hit	Att	Def	Ner
Warrior	5	5+	2	4+	-/11

Unit: 19 Warriors (pistol) and 1 Leader (pistol).

Options: One Warrior can replace his pistol with a light machine gun for +15pts or a grenade launcher for +20pts. The Leader may have a cleaver for +15pts.

Heavy Weapons

Heavy Weapon Section **Cost: 75pts**

	Spd	Hit	Att	Def	Ner
Trooper	5	5+	2	4+	-/11

Unit: 3 heavy weapon teams (heavy machine guns).

Options: Replace all heavy machine guns with missile launchers for +30pts in total, or with mortars for +30pts in total.

Plague Zombies*

Plague Zombies **Cost: 200pts**

	Spd	Hit	Att	Def	Ner
Zombie	4	5+	2	3+	-/-

Unit: 20 Plague Zombies (no weapons, identify one as a leader... of sorts).

Options: Increase the number of Zombies in the unit to 30 for +100pts or to 40 for +200pts.

Special: Brainless

Plague Striders

Plague Striders Section **Cost: 165pts**

	Spd	Hit	Att	Def	Ner
Plague Strider	6	5+	1	6+	-/11

Unit: 3 striders (heavy machine guns).

Special: Fast, Crushing Strength (1), Bulky.

Options: Replace all machine guns with missile launchers for **+30pts** in total.

Second Generation

2nd Gen Mutants **Cost: 105pts**

	Spd	Hit	Att	Def	Ner
Mutant	6	4+	3	5+	-/11

Unit: 3 Second Gen Mutants.

Options: Increase the number of Mutants in the unit to 4 for **+35pts** or to 5 for **+70pts**.

Special: Crushing Strength (3), Bulky.

Note that this unit does count as a 'Solid' unit when picking the army.

Plague Swarm

Plague Swarm **Cost: 90pts**

	Spd	Hit	Att	Def	Ner
Plague-swarm	8	4+	5	3+	-/10

Unit: 3 Bases of Plague Swarm (no weapons, identify one as a leader... of sorts).

Options: Increase the number of Plague Swarm bases in the unit to 4 for **+30pts** or to 5 for **+60pts**.

Plague Dogs*

Plague Dogs **Cost: 60pts**

	Spd	Hit	Att	Def	Ner
Dog	9	4+	2	3+	-/10

Unit: 5 Plague Dogs (no weapons, identify one as a leader... of sorts).

Options: Increase the number of Dogs in the unit to 10 for **+60pts**.

HEROES AND MONSTERS

1st Gen Plague Mutant (Hero)

Cost: 75pts

	Spd	Hit	Att	Def	Ner
1st Gen Mutant	6	3+	4	6+	-/12

Unit: 1 1st Gen Mutant.

Special: Inspiring, Crushing Strength (4).

Plague Teraton (Monster)

Cost: 90pts

	Spd	Hit	Att	Def	Ner
Teraton	5	4+	6	6+	-/11

Unit: 1 Teraton.

Special: Crushing Strength (6), Tough (6).

Weapons

	Fire	Ran	Special
Assault rifle	1	24	-
Pistol	1	12	Pistol
Light machine gun	5	36	-
Grenade launcher	1	18	Blast (D3), Piercing (2)
Missile launcher	1	36	Piercing (5)
Heavy machine gun	3	36	Piercing (2)
Mortar	1	72	Indirect Fire, Blast (D3), Piercing (1)

Cleaver

This weapon confers Crushing Strength (4) to all of the model's Attacks. It cannot be used in conjunction with a pistol though, so a model equipped with both must choose which one to use before he attacks in melee.