PLAGUE CENSER BEARERS

Plague Censer Bearers rush forwards in a foaming frenzy. Maddened by disease, they swing their weapons in devastating arcs, crunching armour, flesh and bone. Few can long endure their assault, or the choking clouds of plague-smog that accompany it.

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<th>MELEE WEAPONS</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
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<tr>
<td>Plague Censer</td>
<td>2&quot;</td>
<td>2</td>
<td>4+</td>
<td>3+</td>
<td>-1</td>
<td>1</td>
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**DESCRIPTION**
A unit of Plague Censer Bearers has any number of models, each armed with a Plague Censer.

**ABILITIES**

**Frenzied Assault:** The presence of the enemy drives these crazed warriors into a terrible rage.

Add 1 to the Attacks characteristic of this unit’s melee weapons if this unit made a charge move in the same turn.

**Plague Disciples:** Plague Censer Bearers become even more frenzied in the presence of their zealous brethren.

You can re-roll hit rolls for attacks made by this unit while it is wholly within 18" of any friendly Plague Monks units. In addition, you can re-roll battleshock tests for this unit while it is wholly within 18" of any friendly Plague Monks units.

**Poisonous Fumes:** Plague censers emit huge clouds of noxious gas.

At the end of the combat phase, roll 1 dice for each unit within 3" of any units with this ability. On a 4+ the unit being rolled for suffers 1 mortal wound. On a 6 that unit suffers D3 mortal wounds instead of 1. This ability has no effect on Clans Pestilens units.