WARSCROLL

PLAGUE PRIEST

Plague Priests shriek blasphemous prayers that unleash the dark diseases of the Great Corruptor upon their foes. Those not wasted away or withered into ooze are swiftly slain by blows from the priests’ warpstone-capped staves and smog-belching censers.

<table>
<thead>
<tr>
<th>MELEE WEAPONS</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
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<tr>
<td>Warpstone-tipped Staff</td>
<td>2&quot;</td>
<td>1</td>
<td>4+</td>
<td>3+</td>
<td>-1</td>
<td>D3</td>
</tr>
<tr>
<td>Plague Censer</td>
<td>2&quot;</td>
<td>2</td>
<td>4+</td>
<td>3+</td>
<td>-1</td>
<td>1</td>
</tr>
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</table>

DESCRIPTION

A Plague Priest is a single model armed with a Warpstone-tipped Staff and a Plague Censer.

ABILITIES

Plague Prayers: Plague Priests can beseech the Horned Rat to unleash dread maladies on the foe.

In your hero phase, this model can chant one of the following prayers. If it does so, pick 1 of the prayers and then make a prayer roll by rolling a dice. On a 1, this model suffers 1 mortal wound and the prayer is not answered. On a 2, the prayer is not answered. On a 3+ the prayer is answered.

Disease-disease!: If this prayer is answered, pick 1 enemy unit within 13” of this model, and roll 1 dice for each model in that unit. For each 6, that unit suffers 1 mortal wound. This prayer has no effect on Clans Pestilens units.

Pestilence-pestilence!: If this prayer is answered, pick a point on the battlefield that is within 13” of this model. Roll a dice for each unit within 3” of that point. On 4+ that unit suffers D3 mortal wounds. This prayer has no effect on Clans Pestilens units.

Frenzied Assault: The presence of the enemy drives this crazed warrior into a terrible rage.

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

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.

KEYWORDS

CHAOS, SKAVEN, SKAVENTIDE, NURGLE, CLANS PESTILENS, HERO, PRIEST, PLAGUE PRIEST