



FLAGELLANTS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Castigating Flails and Clubs	1"	2	5+	4+	-	1

DESCRIPTION

A unit of Flagellants has 10 or more models. Flagellants march into war waving signs proclaiming their faith and ringing bells to terrify the unbelievers. Units of Flagellants launch themselves at the foe armed with a mixture of Castigating Flails and Clubs.

PROPHET

The leader of this unit is a Prophet. You can re-roll failed hit rolls for a Prophet.

ABILITIES

Glorious Martyrs: Flagellants make one additional attack in the combat phase if any models from their unit have been slain earlier in this turn. If 5 or more models have been slain earlier in the turn, then they instead make two additional attacks.

Fanatical Fury: You can re-roll hit rolls and wound rolls of 1 for Flagellants if they charged during the same turn.

Reckless Abandon: When all hope is lost a Flagellant will fling himself at the enemy with reckless abandon, heedless of his own survival. Each time a Flagellant flees, select an enemy unit within 6" and roll a dice; on a 4 or more that unit suffers a mortal wound before the foe can slay the frenzied Flagellant. If there are no enemy units within 6", then the Flagellant instead bashes himself to death with his own flail and is removed from play as normal.

KEYWORDS

ORDER, HUMAN, CELESTIAL, DEVOTED OF SIGMAR, FLAGELLANTS