



PLAGUE CENSER BEARERS



MELEE WEAPONS

Plague Censer

Range

2"

Attacks

2

To Hit

4+

To Wound

3+

Rend

-1

Damage

1

DESCRIPTION

A unit of Plague Censer Bearers has 5 or more models. They wield Plague Censers – spiked metal balls filled with billowing, noxious filth that are attached to lengths of rusty chain. The frenzied monks flail these foul weapons around with a rabid fervour, breaking bones, rupturing organs and infecting those nearby with virulent contagions.

ABILITIES

Frenzied Assault: On a turn in which they charge, all models in this unit make 3 attacks with their Plague Censers, rather than 2.

Poisonous Fumes: In your hero phase, roll a dice for each unit that is within 3" of any Plague Censer Bearers. If the result is 4 or more, the unit suffers 1 mortal wound. **NURGLE** units are not affected by the poisonous fumes and do not suffer any mortal wounds.

Plague Disciples: You can re-roll failed hit rolls for a Plague Censer Bearer if it is within 13" of any **PLAGUE MONKS** when chosen to attack in the combat phase. You can also choose to re-roll any battleshock test for this unit if it is within 13" of any **PLAGUE MONKS** in the battleshock phase.

KEYWORDS

CHAOS, SKAVEN, NURGLE, PESTILENS, PLAGUE CENSER BEARERS