

PLAGUE FURNACE

The vast censer of the Plague Furnace roars low and loud as it swings ominously back and forth. Clouds of billowing smog roll from within, spilling forth to engulf the foe in a tide of choking foulness. Meanwhile, the chattering Plague Priest that rides the furnace to war spreads the blessings of filth to his befouled flock.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Great Censer	3"	—		See below	—	
Warpstone-tipped Staff	2"	3	4+	3+	-	D3
Rusty Wheels and Spikes	1"	D6	☀	3+	-	1

Wounds Suffered	DAMAGE TABLE		
	Move	Great Censer Damage	Rusty Wheels and Spikes
0-2	4"	D6 Mortal Wounds	2+
3-4	4"	D3 Mortal Wounds	3+
5-7	2"	D3 Mortal Wounds	4+
8-9	2"	1 Mortal Wound	4+
10+	1"	1 Mortal Wound	5+

DESCRIPTION

A Plague Furnace is a single model crewed by a trio of fanatical Plague Monks, who chitter with delight as they send the smoldering Great Censer crashing into the enemy's ranks. At its fore stands a cackling Plague Priest wielding a Warpstone-tipped Staff that sparks with malign power. Any who come too close to the Plague Furnace meet a quick and messy end beneath its Rusty Wheels and Spikes.

ABILITIES

Great Censer: In the combat phase the chain holding the mighty swinging censer can be let loose, sending a giant spiked ball of death crashing through enemy formations. To resolve a Great Censer attack, pick a point on the battlefield within 3". Roll a dice for each unit (friend or foe) within 2" of that point other than the Plague Furnace itself. On a 4 or more, that unit is caught by the Great Censer attack and suffers a number of Mortal Wounds as shown in the Damage Table above.

Poisonous Fumes: The Plague Furnace is wreathed in a deadly fog. In your hero phase, roll a dice for each unit that is within 3" of this model. If the result is 4 or more, the unit suffers D3 mortal wounds. **NURGLE** units are not affected by the poisonous fumes and do not suffer any mortal wounds.

Pushed Into Battle: For every 3 **SKAVEN** models that are within 1" of a Plague Furnace at the start of your movement phase, add 1" to its Move characteristic until the end of the phase. If there are at least 10 **SKAVEN** models within 1" of this model when you roll the dice to see how far it can charge, it makes 2D6 attacks with its Rusty Wheels and Spikes in the following combat phase rather than D6.

Icon of the Horned Rat: The loathsome power of a Plague Furnace's fumes increases the devotion of nearby Plague Monks. Add 1 to the Bravery of all **PESTILENS** units that are within 5" of a Plague Furnace.

Noxious Prayers: In your hero phase, the Plague Priest aboard a Plague Furnace can pray for diseases to bless his followers. Pick one of the prayers below then roll a dice. If the result is 3 or higher the prayer is answered, and its effect takes place. If the result is 1 the Plague Priest utters an incorrect phrase and the Plague Furnace suffers a mortal wound.

Rabid Fever: Select a **PESTILENS** unit within 13". The Plague Priest bestows that unit with a brain fever that drives them into a rabid killing frenzy. Until your next hero phase, if a model from this unit is slain in the combat phase, it can make a pile in move and then attack with one of its weapons before you remove it.

Bless With Filth: Select a **PESTILENS** unit within 13". A foul mist wraps around that unit's weapons and their blades begin to drip with toxic filth. You can re-roll all failed wound rolls for that unit until your next hero phase.

KEYWORDS

CHAOS, SKAVEN, NURGLE, PESTILENS, HERO, PRIEST, PLAGUE PRIEST, PLAGUE FURNACE