

# PLAGUE MONKS

Driven into battle by their frenzied faith, the Plague Monks of Clan Pestilens wash over their enemies like a flood of filth. They hack and stab wildly with their foetid blades, spreading disease and infection with every blow while scrabbling with jagged claws and biting with chisel-like, rotted fangs.



## MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Foetid Blade	1"	2	4+	4+	-	1
Woe-stave	2"	1	4+	5+	-	1

## DESCRIPTION

A unit of Plague Monks has 5 or more models. Some units of Plague Monks are armed with a pair of Foetid Blades, while others attack with a Foetid Blade in one claw and a Woe-stave in the other.

## BRINGER-OF-THE-WORD

The leader of this unit is a Bringer-of-the-Word. Some Bringers-of-the-Word choose to wield a Foetid Blade and carry a Plague Scroll; others bear a Book of Woes in one claw and a Foetid Blade in the other.

## ICON BEARERS

Models in this unit may be Icon Bearers. Some Icon Bearers carry Contagion Banners, while others sport an Icon of Pestilence.

## PLAGUE HARBINGERS

Models in this unit may be Plague Harbingers. Some Plague Harbingers carry clanging Doom Gongs, whilst others go to war with dreaded Bale-chimes.

## ABILITIES

**Foetid Blades:** You can re-roll all failed hit rolls for models that are armed with more than one Foetid Blade.

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

**Plague Scroll:** Once per battle, in your hero phase, a Bringer-of-the-Word with a Plague Scroll can chant a vile passage to weaken his foes with fevers and poxes. Pick an enemy unit within 13" of the Bringer-of-the-Word. Until your next hero phase, you can re-roll all wound rolls of 1 made against that unit.

**Book of Woes:** Once per battle, in your hero phase, a Bringer-of-the-Word with a Book of Woes can read aloud a corrupt prayer and release a stinking blast of diseased fury. Roll a dice for every unit within 13" of the Bringer-of-the-Word. On the roll of a 4 or more, that unit suffers a mortal wound. **NURGLE** units are only affected on the roll of a 6.

**Icon of Pestilence:** If a unit contains one or more Icons of Pestilence, the Plague Monks are infected with highly diseased blood. If an infected Plague Monk is slain in the combat phase, roll a dice; on a 6 the attacking unit suffers a mortal wound.

**Contagion Banner:** If a unit contains one or more Contagion Banners, then in one of your hero phases the Plague Monks can use their power to bless their weapons with even more contagious diseases. Until your next hero phase, whenever you roll a 6 or more to wound for this unit, roll an additional dice. On the roll of another 6, the target unit suffers a mortal wound in addition to any other damage.

**Doom Gong:** A Doom Gong causes those that hear it to stumble and vomit. Subtract 1 from the run or charge rolls of all enemy units within 12" of at least one unit that includes any Doom Gongs.

**Bale-chime:** If a unit includes one or more Bale-chimes, the clamour causes the enemy's armour to rust and rot. Each wound roll of 6 or more you roll when attacking with such a unit is resolved with a Rend Characteristic of -1.



Icon of Pestilence



Contagion Banner

## KEYWORDS

CHAOS, SKAVEN, NURGLE, PESTILENS, PLAGUE MONKS