

FLAGELLANTS

Entirely consumed by their zealous faith in the God-King, these holy warriors long for nothing more than to martyr themselves in battle. Armed with little more than clubs and flails, they leap upon their foes in a frenzied mob.



MELEE WEAPONS

Castigating Flails and Clubs

Range

1"

Attacks

2

To Hit

5+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

A unit of Flagellants has any number of models, each armed with Castigating Flails and Clubs.

PROPHET: 1 model in this unit can be a Prophet. Add 1 to the Attacks characteristic of that model's melee weapon.

ABILITIES

Glorious Martyrs: *Hymns are sung of the venerated fallen, driving those who remain into a righteous battle frenzy.*

Add 1 to the Attacks characteristic of this unit's melee weapons if any models from this unit have been slain in the same turn. Add 2 to the Attacks characteristic instead of 1 if 5 or more models from this unit have been slain in the same turn.

Fanatical Fury: *These warriors race into the fray without fear, striking down any that defy the glory of Sigmar.*

Add 1 to hit and wound rolls for attacks made by this unit if it made a charge move in 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 model from this unit flees, you can pick 1 enemy unit within 6" of this unit and roll a dice. On a 4+, that enemy unit suffers 1 mortal wound.

KEYWORDS

ORDER, HUMAN, CITIES OF SIGMAR, DEVOTED OF SIGMAR, FLAGELLANTS