



# PLAGUE CENSER BEARERS



Plague Censer Bearers rush forwards in a foaming frenzy. Maddened by disease, they swing their weapons in devastating arcs, crunching armour, flesh and bone. Few can long endure their assault, or the choking clouds of plague-smog that accompany it.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Plague Censer	2"	2	4+	3+	-1	1

## DESCRIPTION

A unit of Plague Censer Bearers has any number of models, each armed with a Plague Censer.

## ABILITIES

**Frenzied Assault:** *The presence of the enemy drives these crazed warriors into a terrible rage.*

Add 1 to the Attacks characteristic of this unit's melee weapons if this unit made a charge move in the same turn.

**Plague Disciples:** *Plague Censer Bearers become even more frenzied in the presence of their zealous brethren.*

You can re-roll hit rolls for attacks made by this unit while it is wholly within 18" of any friendly **PLAGUE MONKS** units. In addition, you can re-roll battleshock tests for this unit while it is wholly within 18" of any friendly **PLAGUE MONKS** units.

**Poisonous Fumes:** *Plague censers emit huge clouds of noxious gas.*

At the end of the combat phase, roll 1 dice for each unit within 3" of any units with this ability. On a 4+ the unit being rolled for suffers 1 mortal wound. On a 6 that unit suffers D3 mortal wounds instead of 1. This ability has no effect on **CLANS PESTILENS** units.

## KEYWORDS

CHAOS, SKAVEN, SKAVENTIDE, NURGLE, CLANS PESTILENS, PLAGUE CENSER BEARERS