



PLAGUE MONKS



Driven into battle by their frenzied faith, Plague Monks overwhelm their enemies in a pestilential mass. They hack and stab wildly with their foetid blades, spreading disease and infection with every blow.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Pair of Foetid Blades	1"	2	3+	4+	-	1
Foetid Blade and Woe-stave	2"	2	4+	4+	-	1

DESCRIPTION

A unit of Plague Monks has any number of models. The unit is armed with one of the following weapon options: Pair of Foetid Blades; or Foetid Blade and Woe-stave.

BRINGER-OF-THE-WORD: 1 model in this unit can be a Bringer-of-the-Word. That model carries a Book of Woes.

STANDARD BEARERS: 1 in every 10 models in this unit can be a Standard Bearer. While this unit includes any Standard Bearers, each time a model from this unit is slain by an attack made with a melee weapon, before the model is removed from play, roll a dice. On a 6, pick 1 enemy unit within 3" of the slain model. That unit suffers 1 mortal wound.

PLAGUE HARBINGERS: 1 in every 10 models in this unit can be a Plague Harbinger. Add 1 to run and charge rolls for this unit while it includes any Plague Harbingers.

ABILITIES

Book of Woes: *The champions of the Plague Monks lead their followers in recitations from foul Books of Woes, endlessly repeating the Liturgus Infectus and Rite of Infection, calling upon the Horned Rat to strike down the enemy with disease.*

In your hero phase, you can pick 1 enemy unit within 13" of this unit's Bringer-of-the-Word and roll a dice. On a 1-3, nothing happens. On a 4-5, that unit suffers 1 mortal wound. On a 6, that unit suffers D3 mortal wounds. This ability has no effect on **NURGLE** units.

Foetid Weapons: *The weapons that are wielded by Plague Monks are foul-smelling and tainted; even the slightest cut can infect the victim with any number of debilitating diseases.*

If the unmodified wound roll for an attack made with a melee weapon by this unit is 6, that attack succeeds twice instead of once. Make a save roll for each success.

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.

KEYWORDS

CHAOS, SKAVEN, SKAVENTIDE, NURGLE, CLANS PESTILENS, PLAGUE MONKS