

# PLAGUE PRIEST

ON PLAGUE FURNACE

The huge censer of the Plague Furnace roars low and loud as it swings ominously back and forth. Clouds of billowing smog roll from within to shroud the foe in choking foulness even as the Plague Priest riding the carriage shrieks his twisted prayers.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Great Plague Censer	3"	See opposite		See opposite		
Warpstone-tipped Staff	2"	1	4+	3+	-1	D3
Foetid Blades	1"	6	4+	4+	-	1
Rusty Spikes	1"	D6	★	3+	-1	1

## DAMAGE TABLE

Wounds Suffered	Move	Great Plague Censer	Rusty Spikes
0-3	6"	D3+4	2+
4-5	6"	D3+3	3+
6-8	4"	D3+2	4+
9-10	4"	D3+1	4+
11+	3"	D3	5+

### KEYWORDS

CHAOS, SKAVEN, SKAVENTIDE, NURGLE, CLANS PESTILENS, WAR MACHINE, HERO, PRIEST, PLAGUE FURNACE, PLAGUE PRIEST

## DESCRIPTION

A Plague Priest on Plague Furnace is a single model armed with a Warpstone-tipped Staff.

**MOUNT:** This model's Plague Furnace attacks with its Great Plague Censer and Rusty Spikes.

**CREW:** This model has a Plague Monk crew that attacks with their Foetid Blades. For rules purposes, the crew are treated in the same manner as a mount.

## ABILITIES

**Altar of the Horned Rat:** *Those skaven that scurry to battle in the twisted shadow of a Plague Furnace are wreathed in potent fumes that fill them with unnatural courage.*

Do not take battleshock tests for friendly **SKAVENTIDE** units while they are wholly within 13" of this model.

**Great Plague Censer:** *Once a Plague Furnace is engaged in combat, its mighty swinging plague censer is let loose, sending the giant spiked ball of death crashing into enemy formations.*

Do not use the attack sequence for an attack made with this model's Great Plague Censer. Instead pick 1 enemy unit within 3" of this model and roll a dice. On a 2+ that unit suffers a number of mortal wounds equal to the Great Plague Censer value shown on the damage table opposite.

**Noxious Prayers:** *The Plague Priest that rides atop a Plague Furnace can pray for diseases to bless his followers.*

In your hero phase, this model can chant one of the following prayers. If it does so, pick 1 of the prayers and then make a prayer roll by rolling a dice. On a 1, this model suffers 1 mortal wound and the prayer is not answered. On a 2, the prayer is not answered. On a 3+ the prayer is answered.

**Filth-filth!** If this prayer is answered, pick 1 friendly **CLANS PESTILENS** unit wholly within 13" of this model. You can re-roll wound rolls for attacks made by that unit until your next hero phase.

**Rabid-rabid!** If this prayer is answered, pick 1 friendly **CLANS PESTILENS** unit wholly within 13" of this model. Add 1 to the Attacks characteristic of melee weapons used by that unit until your next hero phase. You cannot pick the same unit to be affected by this prayer more than once per hero phase.

**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.

**Protection of the Horned Rat:** *An eerie sense of watchfulness surrounds this war engine, and an unholy warding protects it from harm.*

Roll a dice each time you allocate a wound or mortal wound to this model. On a 5+ that wound or mortal wound is negated.

**Pushed into Battle:** *The wheeled carriage that supports a Plague Furnace must be pushed into battle by a teeming horde of skaven.*

This model cannot move unless it starts the move within 6" of 10 or more friendly **SKAVENTIDE** models. In addition, this model's Rusty Spikes have an Attacks characteristic of 2D6 instead of D6 if this model made a charge move in the same turn.