

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
Foetid Blade	1"	2	4+	4+	-	1
Woe-stave	2"	1	4+	5+	-	1

DESCRIPTION

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

BRINGER-OF-THE-WORD: 1 model in this unit can be a Bringer-of-the-Word. That model replaces its weapon option with a Foetid Blade and carries a Book of Woes.

STANDARD BEARERS: 1 in every 20 models in this unit can either be a Contagion Banner Bearer or an Icon of Pestilence Bearer.

Contagion Banner: Roll a dice each time a model from this unit is slain by an attack made with a melee weapon if this unit includes any Contagion Banner Bearers, before the slain model is removed. On a 6 the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.

Icon of Pestilence: If the unmodified wound roll for an attack made with a melee weapon by a model from this unit is 6 while this unit includes any Icon of Pestilence Bearers, add 1 to the damage inflicted by that attack.

PLAGUE HARBINGERS: 1 in every 20 models in this unit can either be a Doom Gong Bearer or a Bale-chime Bearer.

Doom Gong: Add 1 to run and charge rolls for this unit while it includes any Doom Gong Bearers.

Bale-chime: If the unmodified hit roll for an attack made with a melee weapon by a model from this unit is 6 while this unit includes any Bale-chime Bearers, improve the Rend characteristic for that attack by 1.

ABILITIES

Pair of Foetid Blades: *Plague Monks armed with a pair of foetid blades slash furiously at the foe with little concern for their own protection.*

You can re-roll hit rolls for attacks made with a pair of Foetid Blades.

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.

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 4+ that unit 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 MONKS