

Clan Pestilens Warband

Clan Pestilens exist to spread plague and pestilence through their foul rites and experiments. They have been chosen by the Horned Rat himself as his Disciples of Decay and are responsible for more deaths than any other clan, mainly due to the plagues and diseases they have unleashed on the cities and empires in the Old World. The main strongholds of Clan Pestilens consist of captured Slann temple-cities in the humid jungles of Lustria and a mighty stronghold in the southlands. They also have their own quarter in Skavenblight, maintaining their position as one of the most powerful clans in the Skaven Under-Empire.

Plague Monks favour knives and staffs while the higher ranked members carry heavier weapons and even warlock pistols. The knives are long and serrated and are often rusty or smeared in rotten corpses to ensure that the any non-lethal wound becomes infected. The Clan members do not need to wear armour since their bodies are hardened by the diseases they carry they feel little pain, they rely on their thick fur to protect them. The robes themselves offer protection equal to soft leather and will be considered as light armour when combined with the scattered pieces of chain mail or plate that some plague monks do wear underneath their putrid robes.

Choice of Warriors

A Clan Pestilens Warband must include a minimum of three models. You have 500 Gold Crowns to recruit your initial Warband. The maximum number of warriors in the Warband may never exceed 20.

Plague Priest: Each Clan Pestilens Warband must have one Plague Priest to lead it—no more, no less.

Plague Champions: Your Warband may include up to two Plague Champions.

Monk Initiates: Your Warband may include up to two Monk Initiates.

Plague Monks: Your Warband may include up to seven Plague Monks.

Clanrats: Any number of models may be Clanrats.

Slaves: Your Warband may include up to five Slaves.

Starting Experience

A **Plague Priest** starts with 20 experience.

Plague Champions start with 8 experience.

Monk Initiates start with 0 experience.

Plague Monks start with 0 experience.

Clanrats start with 0 experience.

Slaves start with 0 experience.

Maximum Characteristics

Characteristics for Skaven warriors may not be increased beyond the maximum limits shown on the following profile. If a characteristic is at its maximum, take the other option or roll again if you can only increase one characteristic. If both are already at their maximum, you may increase any other by +1 instead. Remember that Henchman can only add +1 to any characteristic.

Profile	M	WS	BS	S	T	W	I	A	Ld
Skaven	6	6	6	4	4	3	7	4	7

Special Clan Pestilens Equipment

Plague Censer

75+5D6 gold crowns

Availability: Rare 12, Clan Pestilens Champions only

A Plague Censer is a hollow spiked metal ball attached to a long chain and is swung as a flail. A plague-infested shard of warpstone is burning inside the ball so that it emits a foul bubonic vapour as the censer is swung. Flesh exposed to the vapour quickly erupts into sores and fluid-filled blisters and lungs liquefy as the poisonous gas is inhaled. Only members of Clan Pestilens that have proven their skill in combat and knowledge of the Liturgus Infecticus are given the honour of wielding a Plague Censer, smashing the skulls of

their enemies or watching them die as their lungs liquefy. More often than not the Censer Bearers themselves die from the lethal fumes but they die with a grim smile on their lips as they know they will now meet the Horned Rat, their master.

Range	Strength	Special Rules
Close Combat	As user, as user +2	Heavy, Two-handed, Fog of Death

SPECIAL RULES

Heavy: The Plague Censer is wielded as a flail, and offer +2 Strength only on the first round of combat.

Two-handed: A flail requires two hands to use and a models using a flail may not use a shield, buckler or additional hand weapon in close combat. If the model has a shield he still gets a +1 bonus to his armour save against shooting.

Fog of Death: The billowing clouds of vapour created by the swinging Censer makes the wielder a difficult target to shoot at, there is an extra penalty of -1 to hit for shooting at the wielder of a Plague Censer. In addition a model hit by a Plague Censer must roll equal to or under his Toughness or the bubonic vapours overcome the model and inflict one wound, but will not cause critical hits. A roll of 6 always causes a wound on a model, regardless of its Toughness, no armour save is allowed as the vapours penetrate any defenses. This wound is taken in addition to the hit by the flail which means that the model may suffer several hits.

Special Clan Pestilens Skills

	Combat	Shooting	Academic	Strength	Speed	Special
Plague Priest	×		×	×	×	×
Plague Champions	×			×	×	×
Monk Initiates	×				×	×

Cloud of Flies

The Skaven is surrounded by a cloud of buzzing flies. The flies will get in the eyes of enemy models. Any model in base contact with the character suffers a -1 penalty to all to hit rolls. Members of Clan Pestilens and followers of Nurgle are immune to this effect.

Frenzy

The Skaven has contracted a disease that gives him feverish nightmares that turn him into a frothing madman in combat. The Hero is subject to *Frenzy*.

Resilience

The disease-ridden Skaven has an increased resilience to wounds and his Toughness is increased by +1, note that this is the only way for a Skaven to gain T5.

No Pain

The Skaven has little feeling left in his rotten body and ignores blows that would have sent a manling or clanrat to the ground. The Hero treats a *Stunned* result as *Knocked down*.

Fear

The Skaven's body is ridden with open sores, numerous pus spilling blisters and his rotting flesh is likely to come off any minute. The Hero causes *Fear*.

Clan Pestilens Equipment List

Hero Equipment List

Hand-to-hand Combat Weapons

Dagger	1st free/2 wt
Flail	15 gc
Halberd	10 gc
Spear	10 gc
Sword	10 gc
Staff	3 gc
Double-Handed Weapon	15 gc
Plague Censor	100 gc*

Henchmen Equipment List

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Club/Staff	3 gc
Sword	10 gc
Spear	10 gc
Flail (Plague Monks only)	15 gc

Missile Weapons

Sling	2 gc
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Missile Weapons

Sling	2 gc
Warplock Pistol	35 gc (70 for a brace)

Armour

Light Armour	20 gc
Shield	5 gc
Helmet	10 gc

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Light Armour	20 gc
Shield	5 gc
Helmet	10 gc

* – The lower cost of these items represents the Plague Priest outfitting his Warband with the best equipment available in Skavenblight or their Temple cities in Lustria. These prices are for a starting Warband *only*. Later purchases of these items are done using the price and rarity chart from the Mordheim rules.

Heroes

1 Plague Priest

65 Gold Crowns to hire

The Plague Priests are senior members of Clan Pestilens and command lesser strongholds or lairs and lead the smaller armies to battle. Although Clan Pestilens follow the Cult of the Horned Rat they have some rituals of their own designed to initiate new Plague Monks and to honour the Horned Rat. These rituals also consolidate the intimate bond between Clan Pestilens and the Horned Rat as his chosen disciples of pestilence and it is the Plague Priests that hold these rituals or assist a Plaguelord if one is present.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	3	4	4	1	5	1	7

Weapons/Armour: The Plague Priest may have any equipment from the Clan Pestilens equipment list.

SPECIAL RULES

Leader: Any models in the Warband within 6" of the Loremaster may use his Leadership instead of their own.

0-2 Plague Champions

40 Gold Crowns to hire

Plague Champions rank between Plague Monks and the much-feared Plague Priests and have studied the Liturgus Infecticus well. The most skilled of the Champions are set to lead regiments of Plague Monks in combat, where their leadership and oratory abilities are expected to install strength in the Plague Monks around them. They are to lead the way to the enemies of the Horned Rat and Clan Pestilens, be the first to enter in the fray and the last to leave. Besides their duties on the battlefield they assist the Plague Priests in preparing new lethal diseases and hold a vital position in the rituals in honour of the Horned Rat.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	3	4	4	1	5	1	6

Weapons/Armour: Plague Champions may have any equipment from the Clan Pestilens equipment list.

0-2 Monk Initiates

15 Gold Crowns to hire

Monk Initiates are Clanrats that have just recently been introduced into the ranks of the plague ridden monks of Clan Pestilens.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	2	2	3	3	1	4	1	5

Weapons/Armour: Monk Initiates may have any equipment from the Clan Pestilens equipment list.

Henchmen

0-7 Plague Monks

30 Gold Crowns to hire

The mainstay of the Clan Pestilens forces are the disease-ridden Plague Monks, they enter conflict blind to anything but the destruction of their enemies and they view the battle through a red veil of mad wanton destruction.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	3	3	4	1	4	1	5

Weapons/Armour: Plague Monks can be armed with weapons and armour chosen from the Henchman Equipment list.

Clan Rats

20 Gold Crowns to hire

Every Skaven Clan counts large numbers of Clanrats who make up the skilled working force as well as warriors in times of need. The Clanrats fight with scavenged weapons and crude spears. Those that survive a few battles form a rough militia, of course serving as a warrior grants you the right to feed on the fallen enemies.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	3	3	3	1	4	1	5

Weapons/Armour: Clan Rats can be armed with weapons and armour chosen from the Henchman Equipment list.

0-5 Skaven Slaves

10 Gold Crowns to hire

The Skaven race consists of numerous lesser Warlord clans, even the largest clans are divided into smaller factions, and they all wage war on each other. Food is scarce in the Under-Empire and the workforce and goods of a neighboring clan are always attractive. The clans are locked in a stalemate however and only when several clans ally together or sign non-aggression pacts may a clan triumph over another. Of course said alliances and pacts are often broken, in fact they are broken more often than not and the clans therefore form numerous alliances and pacts to at least have someone backing them up. The defeated Skaven are taken as slaves and forced to work in the mines, carrying goods and generally being assigned the most dangerous or menial tasks.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	2	2	3	3	1	4	1	4

Weapons/Armour: Slaves can be armed with weapons and armour chosen from the Henchman Equipment list.

SPECIAL RULES

Doomed: The Skaven Slaves have only two things to look forward to: a hard life with long working days, no food, constant abuse, and a short life. If the slave becomes so individual minded and confident that he becomes a Hero, i.e. he rolls the "the lad's got talent" advance, he is quickly executed by the leader who fear an uprising, this is regardless if you have the full quota of Heroes or not. Remove the unfortunate Slave from your roster.