

SKAVEN OF CLAN PESTILENS



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 staves while the higher ranked members carry heavier weapons and even warplock 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 Pestilence warband must include a minimum of three models. You have 500 warp tokens to assemble and equip your initial warband. Note that the Skaven deal in warp token (wt). For all intents and purposes, treat these the same as gold crowns. The maximum number of warriors in the warband may never exceed twenty.

Plague Priest: Each Clan Pestilence warband must include one Plague Priest - no more, no less!

Plague Champions: Your warband may include up to two Plague Champions

Monk Initiates: Your warband may include up to three Monk Initiates

Plague Monks: Your warband may include any number of Plague Monks

Plague Rate: Your warband may include up to five Plague Rats

Skaven Slaves: Your warband may include up to five Skaven Slaves

STARTING EXPERIENCE

A **Plague Priest** starts with 20 experience

Plague Champions start with 11 experience

Monk Initiates start with 0 experience

Henchmen start with 0 experience

CLAN PESTILENCE SKILL TABLE

	Combat	Shooting	Academic	Strength	Speed	Special
Priest	x			x	x	x
Champion	x			x	x	x
Initiate	x				x	x

CLAN PESTILENCE SPECIAL SKILLS

Skaven Heroes with the Special skill available to them may choose to use the following Skill list instead of any of the standard Skill tables available to them.

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. Clan Pestilens Heroes and Plague Monks, Undeads and followers of Nurgle are immune to this effect.

Numb: 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.

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

Resilient: Same as the Strength skill.

Rotten Body: 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 PESTILENCE EQUIPMENT LIST

Hand-to-Hand Combat Weapons:

Dagger (first free)
 2 wt
 Staff
 3 wt
 Sword
 10 wt
 Halberd
 15 wt
 Spear
 10 wt
 Flail
 15 wt
 Double-handed weapon
 15 wt
 Plague Censor
 100 wt

Armour:

Shield
 5 wt
 Helmet
 10 wt
 Light Armour
 20 wt

Missile Weapons:

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

CLANRAT EQUIPMENT LIST

Hand-to-Hand Combat Weapons:

Dagger (first free)
 2 wt
 Club/Staff
 3 wt
 Sword
 10 wt
 Spear
 10 wt
 Flail
 15 wt
 (Plague Monks and Initiates only)

Armour:

Shield
 5 wt
 Helmet
 10 wt
 Light Armour
 20 wt

Missile Weapons:

Sling
 2 tc

CLAN PESTILENCE SPECIAL EQUIPMENT

PLAGUE CENSER**Cost:** 75+5D6 wt Rare 12

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.

Name	Range	Strength	Special Rules
Plague Censer	Close Combat	As User +2	Heavy, Two Handed, Fog of Death

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

Two-handed: A flail requires two hands to use and a model 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 at the end of each close-combat phase roll a D6 for each model in base contact with the Plague Censer wielder, on the roll of 6 the model suffer a wound from the poisonous gas. No armour save is allowed as the vapours penetrate any defenses. Note that Plague Censer wielder are immune to the Fog of Death, even if they are in basecontact with another Plague Censer wielder.

HEROES

1 PLAGUE PRIEST65 wt

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, conducted by the Plague Priests, also consolidate the intimate bond between Clan Pestilens and the Horned Rat as his chosen disciples.

Profile	M	WS	BS	S	T	W	I	A	Ld
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Plague Priest	4	4	3	3	3	1	5	1	7
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Weapons/Armour: Your Plague Priest may be equipped from the Clan Pestilence equipment list.

SPECIAL RULES:

Leader: Any warrior within 6" of the Plague Priest may use his Leadership value when taking Leadership tests.

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

Resilient: The Plague Priest is a disease-ridden Skaven and start with the Resilience Strength skill.

0-2 PLAGUE CHAMPIONS.....45 wt

Plague Champions are a stage between the rank of Plague Monk and the much-feared Plague Priests and they have studied the Liturgus Infecticus at length. 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 those 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
Plague Champion	5	4	3	3	3	1	5	1	6

Weapons/Armour: Plague Champions may be equipped from the Clan Pestilence equipment list.

SPECIAL RULES:

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

Resilient: The Plague Priest is a disease-ridden Skaven and start with the Resilience Strength skill.

0-3 MONK INITIATES.....20 wt

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
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Monk Initiate	5	3	2	3	3	1	4	1	5
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Weapons/Armour: Monk Initiates may be equipped from the Clanrat equipment list.

HENCHMEN

PLAGUE MONKS.....25 wt each

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

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

Weapons/Armour: Plague Monks may be equipped from the Clanrat equipment table.

0-5 PLAGUE RATS.....25 wt each

Although Clan Pestilens doesn't breed their own monsters there is a use for all the plague-infected rats that inhabit their strongholds and lairs. The rats can overwhelm even the stoutest dwarf tunnel fighter and buy their larger cousins valuable time to close the distance.

Profile	M	WS	BS	S	T	W	I	A	Ld
Plague Rat	6	2	0	3	3	1	4	1	4

Weapons/Armour: Teeth and Claws.

SPECIAL RULES:

Plague infested: The rats are infected with various diseases and plagues. All their attacks counts as if their teeth were coated with Black Lotus.

Animals: The Plague-Rats are animals and never gain experience.

0- 5 SLAVES.....15 wt each

Infighting is common among the Skaven Clans, 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
Slave	5	2	2	3	3	1	4	1	4

Weapons/Armour: Skaven Slaves may be equipped from the Clanrat equipment table.

SPECIAL RULES:

Abused: Skaven Slaves are badly mistreated and never have the chance to advance. Slaves do not gain experience.