

Lazar

20 gold crowns to hire + 10 gold crowns upkeep

After the defeat of Sultan Jaffar, the Skaven turned against Araby, hoping to capture territory so they could reopen their now dwindling supply of Warpstone. In their war on the Arabian peninsula, they released some of their most horrific plagues. Thousands died in the cities and towns and the people that survived fled inland. The plague is a wasting disease, with the body and limbs slowly decaying. Outbreaks of the plague continue to this day, and those showing symptoms are condemned to life in dilapidated colonies. With no feeling in most of their body the Lazars, as they are known, can withstand a tremendous amount of abuse.

May be hired: The Lazar may be hired by any warband that dare to approach him.

Rating: A Lazar increases the warband's rating by +12 points plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	LD
Lazar	4	2	2	3	3	2	3	1	7

Weapons and armour: The Lazar is armed with a dagger, a sling and either a club or a staff.

Skills: The Lazar do not gain skills instead his disease advances and he becomes even more terrible to look upon and people will turn and run in fear of catching the dreaded diseases. Any model within 1" of the Lazar must pass a Psychology test or flee away from the Lazar, this range increases by +1" per subsequent skill advance that you roll.

SPECIAL RULES

Fear: Lazars are recognized on sight for what they are, and therefore cause *Fear* in all living races. Followers of Nurgle or Clan Pestilen are not affected by his appearance and are not afraid to catch his diseases.

No pain: The Lazars have no feeling in most parts of their body and can ignore injuries that would have sent an ordinary warrior to the ground stunned by the pain. Lazars treat a *stunned* result as *knocked down*.