



SKAVEN



**WARSCROLLS
COMPENDIUM**

INTRODUCTION

Screeching and scrabbling throughout time and space, the skaven gnaw at the fringes of every nation. The Children of the Horned Rat infest the Mortal Realms much as vermin infest a sewer, watching, lurking and sniffing out


opportunities to further their vile agendas. They are each desperate to rise above friend and foe alike, and will commit acts of shocking betrayal to do so, for all skaven possess a vicious ingenuity born of a desire for conquest.

The warscrolls in this compendium allow you to use your Citadel Miniatures collection in fantastical battle, whether telling epic stories set during the Age of Sigmar, or recreating the wars of the world-that-was.

WARSCROLL KEY

- 1. Title:** The name of the model that the warscroll describes.
- 2. Characteristics:** This set of characteristics tells you how fast, powerful and brave the model is, and how effective its weapons are.
- 3. Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).
- 4. Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.
- 5. Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword.
- 6. Damage Table:** Some models have a damage table that is used to determine one or more of the model's characteristics. Look up the number of wounds the model has suffered to find the value of the characteristic in question.

1 QUEEK HEADTAKER

2 

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Reid	Damage
Dwarf Gouger	1"	3	3+	3+	-	D3
Rusted Sword	1"	3	3+	3+	-	1


3 **DESCRIPTION**
Queek Headtaker is a single model. He wields the fabled Dwarf Gouger in one hand and a Barbed Sword in the other. He is protected by Wisp-shield Armour and carries the severed heads of his latest enemies upon a trophy rack.

4 **ABILITIES**
Headtaker: You can re-roll failed wounds with the Queek Headtaker when he targets a HERO.
Dwarf Gouger: When Queek Headtaker targets a DRAKON unit with Dwarf Gouger, the damage inflicted is doubled.
Wisp-shield Armour: If you pass a save roll for Queek Headtaker with a roll of 6 or more, the unit that struck the hero immediately suffers 1 mortal wound.

COMMAND ABILITY
Kill-able: If Queek Headtaker uses this ability, you can re-roll any hit rolls of a 1 for any SKAVEN unit from your army that is within 12" of Queek when it is chosen to fight in the combat phase. You can re-roll failed hit rolls of 1 and 2 instead if the SKAVEN unit is attacking a DWARF or an OGRE & GORKEN unit. This ability just said your next hero phase.

5 **KEYWORDS** CHAOS, SKAVEN, VERMINUS, HERO, SKAVEN WARLORD, QUEEK HEADTAKER

WARLORD SPINETAIL

2 


MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Reid	Damage
Blade of Corruption	1"	3	3+	3+	-	D3
Rusty Dagger	1"	3	3+	4+	-	1

DESCRIPTION
Warlord Spinetail is a single model. He wields the Blade of Corruption alongside a Rusty Dagger, and he can charge foes to death with his abnormally large Spinetail.

ABILITIES
your opponent roll a die. If you roll the higher result, the enemy HERO suffers a mortal wound. If your result is double your opponent's, that model suffers D3 mortal wounds instead.

COMMAND ABILITY
wound. NINETEEN units are not affected by this ability and do not suffer this extra mortal wound.

THANQUOL AND BONERIPPER

2 

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Reid	Damage
Warpfire Projectors	See below	2	4+	3+	-	D3
Staff of the Horned Rat	2"	4	3+	3+	-	3
Warpfire Bracers	2"	4	3+	3+	-	2
Crushing Blows	2"	4	3+	3+	-	2

6 **DAMAGE TABLE**

Wounds Suffered	Move	Crushing Blows	Casting Value
0-3	10"	6	4+
4-5	9"	5	7+
6-8	8"	4	8+
9-10	7"	3	9+
11+	6"	2	10+

DESCRIPTION
Thanquol and Boneripper is a single model that comprises the scheming GREY SEER Thanquol and the latest (and enormous!) incarnation of his loyal Rat OGRE bodyguard, Boneripper. Thanquol is armed with the Staff of the Horned Rat and bears a Warp amulet. He also has a stack of Warpstone Tokens that he uses to boost his magical powers (and feed his addiction).

Boneripper can be equipped either with deadly Warpfire Projectors that burn a swathe of death at range, or with Warpfire Bracers that trail green flame as they wreak utter havoc in melee. Either way, Boneripper can also attack using his sheer physical bulk, pulverising the foe with Crushing Blows.

ABILITIES
Warp amulet: Thanquol and Boneripper had 1 wound in each of your hero phases.
Warpfire Projectors: When firing Boneripper's Warpfire Projectors, pick a unit within range. It suffers D3 mortal wounds.
Warpstone Addiction: When Thanquol attempts to cast a spell he must consume a piece of unadorned warpstone. When he does so, roll a D6, on a 2 or more you can re-roll the subsequent casting attempt. If it is failed, on the roll of a 1, the Warpstone Token has no effect other than to highlight Thanquol's sense of megalomania and paranoia.
MAGIC
Thanquol is a wizard. He can attempt to cast two different spells in each of your own hero phases, and attempt to unbind two spells in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Scorch spells. Thanquol also knows the spells of any SKAVEN WIZARD that is within 12" in the hero phase (not only while he remains within 12" of that Wizard).

SCORCH
Thanquol directs out his power and his foes (or his underlings!) are roasted alive by a gout of magical flame. Scorch has a casting value of 6. If successfully cast, select a visible unit within 20". That unit suffers D3 mortal wounds. If Thanquol targets a SKAVEN unit with this spell, it suffers D6 mortal wounds instead.

COMMAND ABILITY
Blessings of the Horned Rat: If Thanquol uses this ability, select a SKAVEN unit within 12". Until your next hero phase, roll a die whenever that unit suffers a wound or mortal wound. Add one to the result if the unit lost 13 or more models. On a 6 from horns and that wound or mortal wound is ignored.

KEYWORDS CHAOS, SKAVEN, MASTERCLAN, HERO, WIZARD, GREY SEER, THANQUOL AND BONERIPPER

THANQUOL AND BONERIPPER



MISSILE WEAPONS

Warpfire Projectors

Range

8"

Attacks

To Hit

To Wound

Rend

Damage

See below

MELEE WEAPONS

Range

Attacks

To Hit

To Wound

Rend

Damage

Staff of the Horned Rat

2"

2

4+

3+

-1

D3

Warpfire Braziers

2"

4

3+

3+

-2

3

Crushing Blows

2"

✱

4+

3+

-1

2

DAMAGE TABLE

Wounds Suffered

Move

Crushing Blows

Casting Value

0-3

10"

6

6

4-5

9"

5

7

6-8

8"

4

8

9-10

7"

3

9

11+

6"

2

10

DESCRIPTION

Thanquol and Boneripper is a single model that comprises the scheming Grey Seer Thanquol and the latest (and enormous!) incarnation of his loyal Rat Ogre bodyguard, Boneripper. Thanquol is armed with the Staff of the Horned Rat and bears a Warp-amulet. He also has a stash of Warpstone Tokens that he uses to boost his magical powers (and feed his addiction).

Boneripper can be equipped either with deadly Warpfire Projectors that burn a swathe of death at range, or with Warpfire Braziers that trail green flame as they wreak utter havoc in melee. Either way, Boneripper can also attack using his sheer physical bulk, pulverising the foe with Crushing Blows.

ABILITIES

Warp-amulet: Thanquol and Boneripper heal 1 wound in each of your hero phases.

Warpfire Projectors: When firing Boneripper's Warpfire Projectors, pick a unit within range; it suffers 2D6 mortal wounds.

Warpstone Addiction: When Thanquol attempts to cast a spell he must consume a piece of unrefined warpstone. When he does so, roll a dice; on a 2 or more you can re-roll the subsequent casting attempt if it is failed. On the roll of a 1, the Warpstone Token has no effect (other than to heighten Thanquol's sense of megalomania and paranoia).

MAGIC

Thanquol is a wizard. He can attempt to cast two different spells in each of your own hero phases, and attempt to unbind two spells in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Scorch spells. Thanquol also knows the spells of any **SKAVEN WIZARD** that is within 13" in the hero phase (but only whilst he remains within 13" of that Wizard).

SCORCH

Thanquol thrusts out his paw and his foes (or his underlings) are roasted alive by a gout of magical flame. Scorch has a casting value shown in the damage table, above. If successfully cast, select a visible unit within 26". That unit suffers D3 mortal wounds. If Thanquol targets a **SKAVEN** unit with this spell, it suffers D6 mortal wounds instead.

COMMAND ABILITY

Blessings of the Horned Rat: If Thanquol uses this ability, select a **SKAVEN** unit within 13". Until your next hero phase, roll a dice whenever that unit suffers a wound or mortal wound. Add one to the result if the unit has 13 or more models. On a 6 or more, the Horned Rat saves his minion from harm and that wound or mortal wound is ignored.

KEYWORDS

CHAOS, SKAVEN, MASTERCLAN, HERO, WIZARD, GREY SEER, THANQUOL AND BONERIPPER

SKAVEN GREY SEER



MELEE WEAPONS

Warpstone Staff

Range

Attacks

To Hit

To Wound

Rend

Damage

2"

1

4+

3+

-1

D3

DESCRIPTION

A Skaven Grey Seer is a single model. He carries a Warpstone Staff to battle and a stash of Warpstone Tokens.

ABILITIES

Warpstone Tokens: When a Skaven Grey Seer attempts to cast a spell he can consume a piece of unrefined warpstone. If he does so, roll a dice; on a 2 or more you can re-roll the subsequent casting attempt if it fails. On the roll of a 1, the warpstone ravages the Skaven Grey Seer's body and he suffers a mortal wound.

MAGIC

A Skaven Grey Seer is a wizard. He can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Vermintide spells.

VERMINTIDE

The Grey Seer summons a tide of voracious rats that scurry forth and gnaw a swathe of ruin across the battlefield. Vermintide has a casting value of 6. If successfully cast, select an enemy unit that is within 26" of the caster. Roll a dice for each model in the selected unit; it suffers a mortal wound for each result of a 6 you roll.

COMMAND ABILITY

'Underlings Will not Flee, must Fight-fight!': If a Skaven Grey Seer uses this ability, then until your next hero phase you can roll a dice whenever a **SKAVEN** model from your army flees whilst within 26" of the Grey Seer. On a 4 or more that model is more scared of the Grey Seer's wrath than the enemy and does not flee.

KEYWORDS

CHAOS, SKAVEN, MASTERCLAN, HERO, WIZARD, GREY SEER

SCREAMING BELL



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Warpstone Staff	2"	3	4+	4+	-1	1
Rat Ogre's Claws	1"	4	4+	3+	-1	2
Rusty Wheels and Spikes	1"	D6	✱	3+	-	1

DAMAGE TABLE

Wounds Suffered	Move	Rusty Wheels & Spikes	Peal of Doom Range
0-2	4"	2+	13"
3-4	4"	3+	11"
5-7	2"	4+	9"
8-9	2"	4+	7"
10+	1"	5+	5"

DESCRIPTION

A Screaming Bell is a single model crewed by a hulking Rat Ogre who heaves on a great chain to ring the dreaded bell. A Grey Seer perches atop the Screaming Bell, exhorting his minions and casting spells. He carries a Warpstone Staff. A brazier of warpstone burns at the fore of the Screaming Bell, disrupting the abilities of spellcasters unaccustomed to the baleful vapours. Any who come too close to the Screaming Bell meet a quick and messy end beneath its Rusty Wheels and Spikes or are pulverised by the Rat Ogre's Claws.

ABILITIES

Pushed Into Battle: For every 3 **SKAVEN** models that are within 1" of a Screaming Bell at the start of your movement phase, add 1" to its Move characteristic until the end of the phase. If there are at least 10 **SKAVEN** models within 1" of this model when you roll the dice to see how far it can charge, it makes 2D6 attacks with its Rusty Wheels and Spikes in the following combat phase rather than D6.

Warpstone Brazier: The fell stench of burning warpstone disrupts the flow of many spellcasters. All **WIZARDS** must subtract 1 from their casting rolls if they are within 6" of any Screaming Bells. This does not affect **CHAOS WIZARDS**.

Peal of Doom: In your hero phase, the Screaming Bell tolls. Roll two dice, add the scores together and consult the table below to see what happens (no modifiers can be applied to this roll). If a result says that it effects units 'within range of the Peal of Doom', consult the Damage Table above to see the current range of that effect.

- 2 *Magical Backlash:* The Screaming Bell immediately suffers 1 mortal wound.
- 3-4 *Unholy Clamour:* The Screaming Bell can move an extra 6" in its next movement phase.
- 5-6 *Deafening Peals:* Roll a dice for every enemy unit within range of the Peal of Doom. On a 4 or more, that unit suffers a mortal wound.
- 7 *Avalanche of Energy:* Add 1 to all casting rolls for **SKAVEN WIZARDS** that are within range of the Peal of Doom during this hero phase.
- 8-9 *Apocalyptic Doom:* Roll a dice for every enemy unit within range of the Peal of Doom. On a 4 or more, that unit suffers D3 mortal wounds.
- 10-11 *Wall of Unholy Sound:* All **SKAVEN** models from your army that are within 13" of the Screaming Bell when they attack in your next combat phase make one extra attack with each of their melee weapons.
- 12 *A Stirring Beyond the Veil:* The bell summons a Verminlord to the battlefield. Set up a single **VERMINLORD** anywhere on the battlefield that is more than 9" from any enemy model. The Verminlord cannot move in its next movement phase.

- 13 *Improbable Victory!:* Against all probability and reason, you immediately win the battle (and are hereafter branded a cheat – not that that should bother a true skaven general).

MAGIC

The Grey Seer atop a Screaming Bell is a wizard. He can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Cracks Call spells.

CRACKS CALL

With an arcane incantation, the Grey Seer causes the very ground to split asunder. Cracks Call has a casting value of 6. If successfully cast, select a unit within 18" and roll two dice; that unit suffers a mortal wound for each point by which the total score exceeds its Move characteristic (for example, if you rolled a 7, and the unit's Move was 4", it would suffer 3 mortal wounds). Cracks Call has no effect on units that can fly.

COMMAND ABILITY

The Altar of the Horned Rat: If the Grey Seer atop the Screaming Bell uses this ability, then until your next hero phase you can add one to the Move and Bravery of all **SKAVEN** units from your army that can see the Screaming Bell.

KEYWORDS

CHAOS, SKAVEN, MASTERCLAN, HERO, WIZARD, GREY SEER, SCREAMING BELL

LORD SKREECH VERMINKING



MISSILE WEAPONS

Prehensile Tails

Range	Attacks	To Hit	To Wound	Rend	Damage
6"	☀	3+	4+	-	1

MELEE WEAPONS

Doom Glaive

Plaguereaper

Range	Attacks	To Hit	To Wound	Rend	Damage
3"	4	3+	3+	-1	3
1"	☀	3+	3+	-	1

DAMAGE TABLE

Wounds Suffered	Move	Prehensile Tails	Plaguereaper
0-2	12"	5	5
3-4	10"	4	5
5-7	8"	3	4
8-9	6"	2	4
10+	4"	1	3

DESCRIPTION

Lord Skreech Verminking is a single model. He wields a Doom Glaive and Plaguereaper and can lash out with his long Prehensile Tails.

ABILITIES

The Thirteen-headed One: In each of your hero phases, Lord Verminking can call upon his knowledge of the stealth of the Eshin clans, the flesh-crafting skills of the Moulder clans, the plague-craft of the Pestilens clans, the technological insight of the Skryre clans, the warrior skills of the Verminus clans or the arcane lore of the Grey Seers. Depending on the option you choose, he gains the following benefit, which lasts until your next hero phase:

Eshin Clans: Your opponent must subtract 1 from any hit rolls that target Lord Verminking.

Moulder Clans: Lord Verminking heals D3 wounds.

Pestilens Clans: You can add 1 to all wound rolls for Lord Verminking.

Skryre Clans: Lord Verminking's Doom Glaive inflicts an extra D3 Damage (for a total of D3+3).

Verminus Clans: You can add 1 to all hit rolls for Lord Verminking.

Grey Seers: You add 1 to all casting and unbinding rolls for Lord Verminking.

MAGIC

Lord Skreech Verminking is a wizard. He can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. He knows Arcane Bolt, Mystic Shield and the Dreaded Thirteenth Spell.

THE DREADED THIRTEENTH SPELL

With a sickening lurch, the fabric of reality is torn open by the twisting, mutating power of the Great Horned Rat. The Dreaded Thirteenth Spell has a casting value of 8. If successfully cast, pick a visible enemy unit within 13" and roll 13 dice. For each roll of 4 or more that unit suffers a mortal wound. Each model slain by the spell is mutated into a skaven as follows: after resolving this spell you can set up a new **VERMINUS** unit within 9" of the target unit – set up one model in this new unit for each model slain by this spell. The unit may not move in the following movement phase.

COMMAND ABILITY

The Rat King: If Lord Skreech Verminking uses this ability, then until your next hero phase you can re-roll wound rolls of 1 for all **SKAVEN** units from your army that are within 13" of Lord Verminking when they attack in the combat phase.

KEYWORDS

CHAOS, DAEMON, MASTERCLAN, HERO, WIZARD, MONSTER, VERMINLORD, LORD SKREECH VERMINKING

VERMINLORD WARBRINGER



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Prehensile Tails	6"	☼	3+	4+	-	1

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Doom Glaive	3"	4	3+	3+	-1	3
Punch Dagger	1"	4	☼	3+	-1	2

DAMAGE TABLE

Wounds Suffered	Move	Prehensile Tails	Punch Dagger
0-2	12"	5	2+
3-4	10"	4	3+
5-7	8"	3	3+
8-9	6"	2	4+
10+	4"	1	4+

DESCRIPTION

A Verminlord Warbringer is a single model. It wields a Doom Glaive and Punch Dagger, and can lash out with its long Prehensile Tails.

ABILITIES

Verminous Fury: You can re-roll failed hit rolls for a Verminlord Warbringer if it charged in the same turn.

MAGIC

This model is a wizard. It can cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Death Frenzy spells.

DEATH FRENZY

Gesticulating wildly, the Verminlord gifts his minions with a rabid and frothing rage that even death does not cool. Death Frenzy has a casting value of 5. If successfully cast, select a **VERMINUS** unit within 13". Until your next hero phase, each time a model from that unit is slain in the combat phase, you can make a pile in move and then attack with it before removing it.

COMMAND ABILITY

Tyrants of Battle: If a Verminlord Warbringer uses this ability, you can re-roll hit rolls and wound rolls of 1 for **VERMINUS** models from your army that are within 13" of the Verminlord when they attack in the combat phase.

KEYWORDS

CHAOS, DAEMON, MASTERCLAN, VERMINUS, HERO, WIZARD, MONSTER, VERMINLORD, VERMINLORD WARBRINGER

VERMINLORD CORRUPTOR



MISSILE WEAPONS

Prehensile Tails

Range	Attacks	To Hit	To Wound	Rend	Damage
6"	☼	3+	4+	-	1

MELEE WEAPONS

Plaguereapers

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	☼	3+	3+	-	1

DAMAGE TABLE

Wounds Suffered	Move	Prehensile Tails	Plaguereapers
0-2	12"	5	10
3-4	10"	4	9
5-7	8"	3	8
8-9	6"	2	7
10+	4"	1	6

DESCRIPTION

A Verminlord Corruptor is a single model. It wields a pair of Plaguereapers, and can lash out with its long Prehensile Tails.

ABILITIES

Plaguereapers: You can re-roll failed hit rolls for a Verminlord Corruptor's Plaguereapers.

Plaguemaster: If an enemy model suffers a wound from a Verminlord Corruptor but is not slain, roll a dice at the end of the turn. On a 2 or more, that model suffers a mortal wound as its injuries become infected with an extremely virulent contagion.

MAGIC

A Verminlord Corruptor is a wizard. It can attempt to cast two different spells in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Plague spells.

PLAGUE

With a gurgling rasp the Verminlord Corruptor unleashes one of the thirteen blessed diseases. Plague has a casting value of 6. If successfully cast, pick an enemy unit within 13" of this model. Roll a dice for each model in the enemy unit. For each roll of a 6, the enemy unit suffers a mortal wound. After resolving the spell's effects, roll another dice to see whether the plague spreads. On the roll of a 4 or higher you can pick a different unit (friend or foe) within 7" of the previous one and resolve the spell's effects against that unit. Continue doing this until you roll 3 or lower when rolling to see whether the plague spreads, or until there are no more units within range that have not already been affected by the spell this phase.

COMMAND ABILITY

Gouge-tear their Eyes!: If a Verminlord Corruptor uses this ability, select this model or one **SKAVEN** unit within 18". Until your next hero phase, when that unit is selected to attack in the combat phase, you can add 1 to the attacks characteristic of all its melee weapons.

KEYWORDS

CHAOS, DAEMON, MASTERCLAN, NURGLE, PESTILENS, HERO, WIZARD, MONSTER, VERMINLORD, VERMINLORD CORRUPTOR

VERMINLORD DECEIVER



MISSILE WEAPONS

Doomstar	13"	1	3+	3+	-1	D3
Prehensile Tails	6"	☀	3+	4+	-	1

MELEE WEAPONS

Warpstiletto	1"	5	3+	☀	-3	D3
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DAMAGE TABLE

Wounds Suffered	Move	Prehensile Tails	Warpstiletto
0-2	12"	5	2+
3-4	10"	4	3+
5-7	8"	3	3+
8-9	6"	2	4+
10+	4"	1	4+

DESCRIPTION

A Verminlord Deceiver is a single model. It wields a Warpstiletto and Doomstar, and can lash out with its long Prehensile Tails.

ABILITIES

Doomstar: If a Doomstar hits a unit that has 10 or more models, it inflicts D6 Damage instead of D3.

Shrouded In Darkness: Your opponent must subtract 2 from any hit rolls he makes that target a Verminlord Deceiver in the Shooting phase.

MAGIC

A Verminlord Deceiver is a wizard. It can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Skitterleap spells.

SKITTERLEAP

The Verminlord Deceiver or one of his minions vanishes in a puff of smoke, only to reappear elsewhere on the battlefield an eye blink later. Skitterleap has a casting value of 3. If successfully cast, choose this model or another **SKAVEN HERO** from your army within 13".

You can remove the selected model from the battlefield, and then set it up again anywhere on the battlefield that is more than 6" from an enemy model. That model cannot move again in your next movement phase.

COMMAND ABILITY

Lord of Assassins: If a Verminlord Deceiver uses this ability, you can re-roll all failed wound rolls for **ESHIN** models from your army that are within 13" when they attack in the combat phase. This ability lasts until your next hero phase.

KEYWORDS

CHAOS, DAEMON, MASTERCLAN, ESHIN, HERO, WIZARD, MONSTER, VERMINLORD, VERMINLORD DECEIVER

VERMINLORD WARPSEER



MISSILE WEAPONS

Prehensile Tails

Range	Attacks	To Hit	To Wound	Rend	Damage
6"	☀	3+	4+	-	1

MELEE WEAPONS

Doom Glaive

Range	Attacks	To Hit	To Wound	Rend	Damage
3"	4	3+	☀	-1	3

DAMAGE TABLE

Wounds Suffered	Move	Prehensile Tails	Doom Glaive
0-2	12"	5	2+
3-4	10"	4	2+
5-7	8"	3	3+
8-9	6"	2	3+
10+	4"	1	4+

DESCRIPTION

A Verminlord Warpseer is a single model. It wields a Doom Glaive, carries an eldritch Scry-orb and can lash out with its long Prehensile Tails.

ABILITIES

Scry-orb: You can re-roll failed save rolls for a Verminlord Warpseer with a Scry-orb. Once per battle, in your shooting phase, the Verminlord Warpseer can choose to throw its Scry-orb. If it does so, select a unit within 13". That unit suffers D6 mortal wounds (the unit suffers 6 mortal wounds instead if has a Move of 5" or less). Once the Scry-orb has been thrown you can no longer re-roll failed save rolls for the Verminlord Warpseer.

MAGIC

A Verminlord Warpseer is a wizard. It can attempt to cast two different spells in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Howling Warpgale spells.

HOWLING WARPGALE

The Verminlord gestures and the heavens broil with storm clouds while the foe is battered with fierce gales and struck by bolts of warp lightning. Howling Warpgale has a casting value of 6. If successfully cast, select a visible unit within 26". That unit suffers D3 mortal wounds (it suffers 3 mortal wounds instead if it can fly). Until your next hero phase, that unit cannot run or fly, and halves the distance of any charge move it moves.

COMMAND ABILITY

Forth-forth, Children of the

Horned Rat! If a Verminlord Warpseer uses this ability, you can summon a unit of **GIANT RATS** to the battlefield. Set up a unit of 3D6 Giant Rats anywhere within 13" of the Verminlord Warpseer and more than 9" from any enemy models. The unit is added to your army but cannot move in your next movement phase.

KEYWORDS

CHAOS, DAEMON, MASTERCLAN, HERO, WIZARD, MONSTER, VERMINLORD, VERMINLORD WARPSEER

QUEEK HEADTAKER



MELEE WEAPONS

Dwarf Gouger

Barbed Sword

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

3

3+

3+

-1

D3

1"

3

3+

3+

-

1

DESCRIPTION

Queek Headtaker is a single model. He wields the fabled Dwarf Gouger in one claw and a Barbed Sword in the other. He is protected by Warp-shard Armour and carries the severed heads of his latest enemies upon a trophy rack.

ABILITIES

Headtaker: You can re-roll failed wound rolls for Queek Headtaker when he targets a **HERO**.

Dwarf Gouger: When Queek Headtaker targets a **DUARDIN** unit with Dwarf Gouger, the damage inflicted is doubled.

Warp-shard Armour: If you pass a save roll for Queek Headtaker with a roll of 6 or more, the unit that struck the blow immediately suffers 1 mortal wound.

COMMAND ABILITY

Kill-kill! If Queek Headtaker uses this ability, you can re-roll any hit rolls of a 1 for any **VERMINUS** units from your army that are within 13" of Queek when they are chosen to attack in the combat phase. This ability lasts until your next hero phase.

KEYWORDS

CHAOS, SKAVEN, VERMINUS, HERO, SKAVEN WARLORD, QUEEK HEADTAKER

WARLORD SPINETAIL



MELEE WEAPONS

Blade of Corruption

Rusty Dagger

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

3

3+

3+

-

D3

1"

3

3+

4+

-

1

DESCRIPTION

Warlord Spinetail is a single model. He wields the Blade of Corruption alongside a Rusty Dagger, and he can throttle foes to death with his abnormally large Spined Tail.

ABILITIES

Spined Tail: If Warlord Spinetail is within 3" of an enemy **HERO** at the start of a combat phase, he can attempt to throttle them with his tail. If he does, both you and

your opponent roll a dice. If you roll the higher result, the enemy **HERO** suffers a mortal wound. If your result is at least double your opponent's, that model suffers D3 mortal wounds instead.

Blade of Corruption: At the end of the combat phase, roll a dice for each enemy model that suffered any wounds from the Blade of Corruption in that phase but was not slain. On a 6 that model succumbs to a corrupting disease and suffers a mortal

wound. **NURGLE** units are not affected by this ability and do not suffer this extra mortal wound.

COMMAND ABILITY

Attack-attack! If Warlord Spinetail uses this ability, you can re-roll any wound rolls of a 1 for any **VERMINUS** units from your army if they are within 13" of Spinetail when they are chosen to attack in the combat phase. This ability lasts until your next hero phase.

KEYWORDS

CHAOS, SKAVEN, VERMINUS, HERO, SKAVEN WARLORD, WARLORD SPINETAIL

TRETCH CRAVENTAIL



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Claw Spear	2"	2	3+	4+	-	1
Studded Flail	1"	2	4+	3+	-	1
Hooked Tail Blade	1"	2	4+	5+	-	1

DESCRIPTION

Tretch Craventail is a single model. He wields a Claw Spear and a Studded Flail, and can lash out with his Hooked Tail Blade. He also wears the Lucky Skullhelm.

ABILITIES

Lucky Skull Helm: You can re-roll all failed save rolls for Tretch Craventail.

Stay Here, I'll Get Help!: At the end of a charge phase, Tretch Craventail can attempt to scurry away if he is within 3" of any enemy models. If he does so, roll a dice; on a 2 or more he can immediately retreat as if it were the Movement phase.

COMMAND ABILITY

Hack-hack, Slash-slash: If Tretch Craventail uses this ability, pick one **VERMINUS** unit within 13". Until your next hero phase, that unit's melee weapons improve their Rend by 1 (for example, a rend of '-' becomes -1, a rend of -1 becomes -2, and so on). In addition, until your next hero phase, any wound rolls of 6 for this unit in close combat will inflict double damage.

KEYWORDS

CHAOS, SKAVEN, VERMINUS, HERO, SKAVEN WARLORD, TRETCH CRAVENTAIL

SKAVEN WARLORD



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Warpforged Blade	1"	3	3+	3+	-2	D3
War Halberd	2"	3	3+	3+	-1	1
Barbed Blade	1"	5	3+	4+	-	1

DESCRIPTION

A Skaven Warlord is a single model. Some Skaven Warlords enter battle wielding only a dreaded Warpforged Blade. Others prefer to fight with a pair of Barbed Blades, whilst yet others wield a War Halberd in one hand and a Barbed Blade in the other. Some Skaven Warlords also carry a Clanshield into battle.

ABILITIES

Strike and Scurry Away: After a Skaven Warlord has attacked in the combat phase, he can attempt to scurry away from any retaliation. If he does so, roll a dice; on a 4 or more the Skaven Warlord can immediately retreat as if it were the movement phase.

Clanshield: You can add 1 to save rolls for a Skaven Warlord with a Clanshield against attacks that have Damage 1.

Flurry of Rusted Steel: You can re-roll failed hit rolls of 1 for a Skaven Warlord carrying a pair of Barbed Blades, as he has a better chance of landing a blow.

COMMAND ABILITY

Gnash-gnaw on their Bones!: If a Skaven Warlord uses this ability, pick one **VERMINUS** unit within 13". Until your next hero phase, all models in that unit make one extra attack with each of their melee weapons.

KEYWORDS

CHAOS, SKAVEN, VERMINUS, HERO, SKAVEN WARLORD

SKAVEN CHIEFTAIN WITH BATTLE STANDARD



MELEE WEAPONS

Rusty Blade

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	4	3+	3+	-	1

DESCRIPTION

A Skaven Chieftain with Battle Standard is a single model. He wields a Rusty Blade and carries a Sacred Banner of the Horned Rat daubed with evil runes.

ABILITIES

Treacherous Progression: If your general is a **SKAVEN** and has only 1 Wound remaining, a Skaven Chieftain with Battle Standard can stab-stab him in the back if he is within 1" at the start of any hero phase. If he does so, your general is slain and this model usurps his position; he becomes your general and gains all the command abilities known by his former master.

Sacred Banner of the Horned Rat: In your hero phase you can declare that this model will plant his battle standard and call upon the curse of the Horned Rat. If you do, you may not move this model until your next hero phase, but in the battleshock phase, **SKAVEN** units from your army that are within 13" do not need to take battleshock tests. In addition, you can re-roll hit rolls of 1 for all **SKAVEN** units in your army that are within 13" of a planted Banner of the Horned Rat.

KEYWORDS

CHAOS, SKAVEN, VERMINUS, HERO, TOTEM, SKAVEN CHIEFTAIN WITH BATTLE STANDARD

CLANRATS



MELEE WEAPONS

Rusty Spear

Rusty Blade

Range	Attacks	To Hit	To Wound	Rend	Damage
2"	1	5+	4+	-	1
1"	1	4+	4+	-	1

DESCRIPTION

A unit of Clanrats has 10 or more models. Some units are armed with Rusty Spears, while others wield Rusty Blades. In either case, they also carry Clanshields.

CLAWLEADER

The leader of this unit is the Clawleader. A Clawleader makes 2 attacks rather than 1.

STANDARD BEARER

Models in this unit may be Standard Bearers. If the unit includes any Standard Bearers, it can retreat and still charge in the same turn.

BELL CHIMERS

Models in this unit may be Bell Chimers. If the unit includes any Bell Chimers, it can move an extra 2" whenever it runs or retreats.

ABILITIES

Clanshields: You can add 1 to the save rolls for a unit with Clanshields against attacks that have Damage 1.

Strength in Numbers: You can add 1 to the wound rolls for Clanrats if their unit has 20 or more models. If the unit has 30 or more models, you can add 1 to their hit and wound rolls.

KEYWORDS

CHAOS, SKAVEN, VERMINUS, CLANRATS

STORMVERMIN



MELEE WEAPONS

Rusty Halberd

Range

2"

Attacks

2

To Hit

4+

To Wound

3+

Rend

-1

Damage

1

DESCRIPTION

A unit of Stormvermin has 10 or more models. Units of Stormvermin are armed with Rusty Halberds. Some units of Stormvermin also carry Clanshields into battle.

FANGLEADER

The leader of this unit is the Fangleader. A Fangleader makes 3 attacks with his Rusty Halberd rather than 2.

STANDARD BEARER

Models in this unit may be Standard Bearers. If the unit includes any Standard Bearers, it can retreat and still charge in the same turn.

PACK DRUMMERS

Models in this unit may be Pack Drummers. If the unit includes any Pack Drummers, it can move an extra 2" whenever it runs or retreats.

ABILITIES

Clanshields: You can add 1 to the save rolls for a unit with Clanshields against attacks that have Damage 1.

Murderous Ferocity: You can add 1 to the hit rolls for a Stormvermin if it targets a unit that has fewer models than its own unit.

KEYWORDS

CHAOS, SKAVEN, VERMINUS, STORMVERMIN

SKAVENSLAVES



MISSILE WEAPONS

Sling

Range

9"

Attacks

1

To Hit

5+

To Wound

5+

Rend

-

Damage

1

MELEE WEAPONS

Range

Attacks

To Hit

To Wound

Rend

Damage

Rusty Spear

2"

1

6+

4+

-

1

Rusty Blade

1"

2

5+

4+

-

1

DESCRIPTION

A unit of Skavenslaves has 20 or more models. Many Skavenslave units wield Rusty Spears, whilst others fight with Rusty Blades; some units also have Scavenged Shields to protect them. Some Skavenslave units are instead armed only with Slings.

PAWLEADER

The leader of this unit is the Pawleader. Add 1 to any hit roll for a Pawleader.

BELL CHIMERS

Models in this unit may be Bell Chimers. If the unit includes any Bell Chimers, it can move an extra 2" whenever it runs or retreats.

ABILITIES

Scavenged Shield: You can add 1 to the save rolls for a unit with Scavenged Shields against attacks that have Damage 1.

Cornered Rats: Roll a dice each time a Skavenslave flees, before it is removed from the battlefield. On a roll of a 6 the nearest unit within 6" (friend or foe) suffers 1 mortal wound as the terrified Skavenslave bites and claws manically to get away. Remove the Skavenslave if you rolled 5 or less, or after it has inflicted a mortal wound in its escape.

KEYWORDS

CHAOS, SKAVEN, VERMINUS, SKAVENSLAVES

IKIT CLAW



MISSILE WEAPONS

Warpfire Gauntlet

Range

8"

Attacks

To Hit

To Wound

Rend

Damage

See below

MELEE WEAPONS

Range

Attacks

To Hit

To Wound

Rend

Damage

Ikit's Claw

1"

1

4+

3+

-2

3

Storm Daemon

2"

2

3+

3+

-1

D3

DESCRIPTION

Ikit Claw is a single model. He carries the deadly blade Storm Daemon, and can crush victims with his powered Claw. Ikit wears a mighty device known as an iron frame, into which is built a Warpfire Gauntlet which can be fired in emergencies.

ABILITIES

Warpfire Gauntlet: Once per battle, in your shooting phase, Ikit Claw can fire a gout of warpfire from his gauntlet. Pick a unit within 8"; it suffers D3 mortal wounds.

MAGIC

Ikit Claw is a wizard. He can attempt to cast two different spells in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Warpstorm spells.

WARPSTORM

With the aid of Storm Daemon, Ikit Claw summons a tempest of warp lightning to kill-smite his foes. Warpstorm has a casting value of 7. If successfully cast, select up to three different visible units within 18". Roll a dice for each of these units; on a 2 or more that unit suffers D3 mortal wounds.

KEYWORDS

CHAOS, SKAVEN, SKRYRE, HERO, WIZARD, WARLOCK ENGINEER, IKIT CLAW

WARLOCK ENGINEER



MISSILE WEAPONS

Warplock Pistol

Range

9"

Attacks

1

To Hit

3+

To Wound

4+

Rend

-1

Damage

D3

MELEE WEAPONS

Range

Attacks

To Hit

To Wound

Rend

Damage

Warlock-augmented Blade

1"

1

4+

3+

-1

2

DESCRIPTION

A Warlock Engineer is a single model. He wields a Warlock-augmented Blade and carries a Warplock Pistol. They are also equipped with backpacks used to accumulate Warp-power.

ABILITIES

Warp-power Accumulator: When a Warlock Engineer attempts to cast Warp Lightning, he can super-charge his Warp-power accumulator. If he does so, and the casting attempt is successful, the spell inflicts D6 mortal wounds instead of D3. However, if the casting attempt fails, the Warlock Engineer is struck by the lightning he was attempting to control and he suffers a mortal wound.

MAGIC

A Warlock Engineer is a wizard. He can attempt to cast one spell in each of your own hero phases, and attempt to unbind

one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Warp Lightning spells.

WARP LIGHTNING

The skaven points his claw and bolts of greenish-black lightning arc outwards. Warp Lightning has a casting value of 5. If successfully cast, select one visible unit within 18". That unit suffers D3 mortal wounds.

KEYWORDS

CHAOS, SKAVEN, SKRYRE, HERO, WIZARD, WARLOCK ENGINEER

DOOM-FLAYER WEAPON TEAM



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Doom-Flayer	1"	D3	3+	3+	-2	D3
Crew's Rusty Knives	1"	2	5+	5+	-	1

DESCRIPTION

A Doom-Flayer Weapon Team is single model consisting of a motorised iron ball of whirling blades crewed by two maniacal skaven who add to the general carnage with their Rusty Knives.

ABILITIES

Whirling Death: Add 1 to all hit rolls for a Doom-Flayer in a turn in which this model charges.

More-more Whirling Death: Before rolling to see how many attacks are made by a Doom-Flayer, the skaven crew can kick the warpstone generator into overdrive. If they do so, roll a dice; on a 1 the model immediately suffers D3 mortal wounds. On a 2 or more the Doom-Flayer makes D6 attacks rather than D3.

KEYWORDS

CHAOS, SKAVEN, SKRYRE, DOOM-FLAYER WEAPON TEAM

RATLING GUN WEAPON TEAM



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Ratling Gun	18"	2D6	4+	4+	-1	1

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Crew's Rusty Knives	1"	2	5+	5+	-	1

DESCRIPTION

A Ratling Gun Weapon Team is a single model that consists of a pair of bold (or reckless!) skaven carrying a large, multi-barrelled gun that fires a clattering hail of warpstone bullets. The team can also lash out with their Rusty Knives.

ABILITIES

So Close, Can't Miss: You can add 1 to all hit rolls for a Ratling Gun in the shooting phase if the target is within 9".

More-more Hot Warplead: Before rolling to see how many shots are fired by a Ratling Gun, the skaven crew can crank the gears into overdrive. If they do so, roll a dice; on a 1 the model immediately suffers D3 mortal wounds as the frenetic crew trap their claws in the gun's mechanisms. On a 2 or more, the Ratling Gun fires 4D6 shots, instead of 2D6.

KEYWORDS

CHAOS, SKAVEN, SKRYRE, RATLING GUN WEAPON TEAM

WARPFIRE THROWER WEAPON TEAM



MISSILE WEAPONS

Warpfire Thrower

Range

8"

Attacks

To Hit

To Wound

Rend

Damage

See below

MELEE WEAPONS

Crew's Rusty Knives

Range

1"

Attacks

2

To Hit

5+

To Wound

5+

Rend

-

Damage

1

DESCRIPTION

A Warpgreyscale Thrower Weapon Team is single model consisting of two skaven carrying a large vat of pressurised fuel and a nozzle that spews bursts of unnatural flame. The crew can also lash out with their Rusty Knives.

ABILITIES

Warpfire Thrower: When firing a Warpgreyscale Thrower, pick a unit within range; it suffers D3 mortal wounds.

More-more Flaming Death: Before firing a Warpgreyscale Thrower, the skaven crew can attempt to pump through even more warp-laced fuel. If they do so, roll a dice; on a 1 the model immediately suffers D3 mortal wounds as the fuel ignites prematurely, knocking the crew off their feet. On a 2 or more, the Warpgreyscale Thrower inflicts D6 mortal wounds instead of D3.

KEYWORDS

CHAOS, SKAVEN, SKRYRE, WARPFIRE THROWER WEAPON TEAM

WARP-GRINDER WEAPON TEAM



MELEE WEAPONS

Warp-Grinder

Range

1"

Attacks

1

To Hit

4+

To Wound

3+

Rend

-2

Damage

3

Crew's Rusty Knives

Range

1"

Attacks

2

To Hit

5+

To Wound

5+

Rend

-

Damage

1

DESCRIPTION

A Warp-Grinder Weapon Team is single model consisting of two skaven carrying a warpstone-tipped drill and Rusty Knives.

ABILITIES

Tunnel Skulkers: Instead of setting this unit up on the battlefield, you can place it to one side as the drill tunnels underground. You can also place one accompanying **SKAVEN** unit to one side as they follow the drill into the tunnel. In any of your movement phases, the Warp-grinder Weapon Team may attempt to dig to the surface. If it does so, roll a D6. On the roll of a 1 or 2, the Warp-grinder Team (and accompanying unit) is lost – it does not resurface this turn but you can

try rolling again in your next movement phase. On the roll of a 3 or more, set up the Warp-Grinder Weapon Team anywhere on the battlefield more than 9" from any enemy models, and if there is an accompanying unit, set it up anywhere within 3" of the Warp-Grinder Weapon Team and 9" from any enemy models. This counts as each unit's move for that movement phase.

KEYWORDS

CHAOS, SKAVEN, SKRYRE, WARP-GRINDER WEAPON TEAM

POISONED WIND MORTAR WEAPON TEAM



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Poisoned Wind Mortar	6-22"	1	4+	4+	-2	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crew's Rusty Knives	1"	2	5+	4+	-	1

DESCRIPTION

A Poisoned Wind Mortar Team is a single model consisting of two skaven carrying a Poisoned Wind Mortar that fires deadly, warpstone gas-filled orbs. The crew can also lash out with their Rusty Knives.

ABILITIES

High-arching Shot: A Poisoned Wind Mortar Team can shoot at enemy units that are not visible to them.

More-more Range: Before firing a Poisoned Wind Mortar, the crew can attempt to lob their payload further. If they do so, roll a dice; on a 1 the model immediately suffers D3 mortal wounds as, in their excitement, they drop an orb. On a 2 or more the maximum range of the attack is increased to 30".

Wind Mortar Gas Cloud: You can add 1 to any hit rolls for a Poisoned Wind Mortar attack if the target unit has 10 or more models. In addition, if the target unit has 20 or more models, increase the damage of the attack from D6 to 6.

KEYWORDS

CHAOS, SKAVEN, SKRYRE, POISONED WIND MORTAR WEAPON TEAM

POISONED WIND GLOBADIERS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Poisoned Wind Globe	9"	1	4+	4+	-2	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Notched Knife	1"	1	5+	5+	-	1

DESCRIPTION

A unit of Poisoned Wind Globadiers has 5 or more models. Units of Poisoned Wind Globadiers wield Notched Knives and carry Poisoned Wind Globes which they hurl at their foes to choke them with deadly warpstone gas.

ABILITIES

Wind Globe Gas Cloud: You can add 1 to any hit rolls for a Poisoned Wind Globe attack if the target unit has 10 or more models.

Volley From the Back: A Poisoned Wind Globadier can shoot at enemy units that are not visible to it.

KEYWORDS

CHAOS, SKAVEN, SKRYRE, POISONED WIND GLOBADIERS

WARPLOCK JEZZAILS



MISSILE WEAPONS

Warplock Jezzail

Range

30"

Attacks

1

To Hit

4+

To Wound

3+

Rend

-2

Damage

2

MELEE WEAPONS

Rusty Blade

Range

1"

Attacks

2

To Hit

5+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

A unit of Warplock Jezzails has 3 or more models. Each model consists of a pair of skaven. One wields the Warplock Jezzail itself. The other carries a large Pavise (which provides cover as well as a rest for the long-barelled gun), and a Rusty Blade with which to stab-stab any foes that come too close.

ABILITIES

Pavise: If a Warplock Jezzail does not move in your movement phase, you can re-roll hit rolls of 1 for it in your next shooting phase so long as no enemy model is within 3". In addition, if the entire unit does not move in your movement phase, its save is 4+ against enemy shooting attacks until your next movement phase.

Warpstone Snipers: If you roll a 6 or more to hit with a Warplock Jezzail in the shooting phase you do not need to make a wound roll for that shot – the target automatically suffers 2 mortal wounds instead of the normal damage.

KEYWORDS

CHAOS, SKAVEN, SKRYRE, WARPLOCK JEZZAILS

DOOMWHEEL



MISSILE WEAPONS

Warp Lightning

Range

13"

Attacks

D6

To Hit

4+

To Wound

4+

Rend

-1

Damage

D3

MELEE WEAPONS

Giant Wheel and Ram Spikes

Range

1"

Attacks

D6

To Hit

3+

To Wound

3+

Rend

-1

Damage

1

Crew and Rat Horde's Teeth

Range

1"

Attacks

6

To Hit

5+

To Wound

5+

Rend

-

Damage

1

DESCRIPTION

A Doomwheel is a single model. Each is crewed by a Warlock Engineer and his apprentice, while the device's great wheel is powered by a scurrying, screeching Rat Horde. Both the crew and Rat Horde tear at the foe with their gnawing Teeth. The Doomwheel itself will mercilessly crush and skewer anything in its path with its Giant Wheel and Ram Spikes. Those that try and evade its bulk are zapped with voltaic bolts of Warp Lightning discharged from its crackling conductors.

ABILITIES

Rolling Doom: When a Doomwheel moves in the movement phase it can move within 3" of enemy models and even roll over them! The first model a Doomwheel moves over each turn is likely to be ground to paste; that model's unit suffers D3 mortal wounds as the Doomwheel rolls over it. A Doomwheel may still not finish its move within 3" of an enemy in the movement phase, and if it is already within 3" of an enemy it can only retreat or remain stationary.

More-more Speed: A Doomwheel cannot run. Instead, before rolling to see how far a Doomwheel can move, the skaven crew can goad the Rat Horde to run faster. If they do so, you can move twice the total distance rolled, but if you roll a double, the crew momentarily lose control and your opponent can move the Doomwheel in this phase instead.

KEYWORDS

CHAOS, SKAVEN, SKRYRE, WAR MACHINE, DOOMWHEEL

WARP LIGHTNING CANNON



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warp Lightning Cannon	24"			See below		
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crew's Tools and Knives	1"	D6	5+	5+	-	1

DESCRIPTION

A Warp Lightning Cannon is a single model consisting of a giant, warpstone-powered gun mounted on a ramshackle scaffold, crewed by a trio of Skryre skaven. The cannon's power output is notoriously unpredictable, but when the crew get it working right it can shoot bolts of pure warp lightning that scour all caught in their path. The crew will defend their war machine with a variety of Tools and Knives.

ABILITIES

Ponderous War Machine: A Warp Lightning Cannon cannot make charge moves. However, you can add 1 to all save rolls for a Warp Lightning Cannon in the shooting phase.

Warp Lightning Cannon: To fire the Warp Lightning Cannon, first select an enemy unit as the target then roll a dice; the result of this dice determines the power of the warp lightning shot. Next, roll six more dice. Each time one of these dice

equals or beats the result of the power dice, the target unit suffers a mortal wound.

For example, if the first dice rolled was a 2, the target would suffer a mortal wound for each of the next six dice rolled that score a 2 or more.

KEYWORDS	CHAOS, SKAVEN, SKRYRE, WAR MACHINE, WARP LIGHTNING CANNON
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STORMFIENDS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ratling Cannons	12"	3D6	4+	4+	-1	1
Windlaunchers	16"	2	4+	4+	-2	D3
Warpfire Projectors	8"	See below				
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Doomflayer Gauntlets	1"	2D3	3+	3+	-2	D3
Grinderfists	1"	4	4+	3+	-2	3
Shock Gauntlets	1"	4	4+	3+	-1	2
Clubbing Blows	1"	4	4+	3+	-	2

DESCRIPTION

A unit of Stormfiends has 3 or more models. Each Stormfiend is armed with a set of dangerous Skryre clan weapons. Some enter battle with whirring Doomflayer Gauntlets to smash aside the foe, whilst some are equipped with Shock Gauntlets to electrocute their prey as they pound them. Other Stormfiends have had their claws replaced with drill-like Grinderfists to tunnel through solid rock (and anything else, of course).

Many Stormfiends are instead equipped with deadly ranged weapons. Some are fitted with a set of Warpfire Projectors that issue sheets of deadly flame, whilst others are equipped with Windlaunchers that lob globes of poisonous gas into the enemy ranks. Some Stormfiends are instead equipped with motorised Ratling Cannons that spit a hail of warp bullets at the foe.

Stormfiends armed with Ratling Cannons, Warpfire Projectors or Windlaunchers can use the sheer bulk of these weapons to make Clubbing Blows in the combat phase. Stormfiends armed with Doom-flayer Gauntlets or Shock Gauntlets are protected by heavy plates of Warp-laced Armour to sustain them whilst they are tearing apart the foe.

ABILITIES

Warp-laced Armour: A model with Warp-laced Armour has 7 Wounds rather than 6.

Doomflayer Gauntlets: Add 1 to all hit rolls for attacks made with Doomflayer Gauntlets in a turn in which the Stormfiend charges.

Windlauncher Gas Cloud: You can add 1 to any hit rolls for attacks made with Windlaunchers if the target unit has 10 or more models.

Windlauncher's Arcing Barrage: A Windlauncher can shoot at enemy units that are not visible to the Stormfiend firing it.

Grinderfist Tunnelers: If a unit of Stormfiends includes any models equipped with Grinderfists, you can place the unit to one side instead of setting it up on the battlefield as the Stormfiends tunnel underground. In any of your movement phases, the Stormfiends may attempt to resurface onto the battlefield. If they do so, roll a dice. On the roll of a 1 or 2, the Stormfiends have become lost – they do not resurface this turn but you can try rolling again in your next movement phase. On the roll of a 3 or more, set up the Stormfiends anywhere on the battlefield more than 9" from any enemy models. This is the unit's move for that movement phase.

Shock Gauntlets: If the hit roll for an attack made by a Shock Gauntlet is a 6 or more, that attack scores D6 hits rather than 1 as the electrical discharge arcs between targets.

Warpfire Projectors: When firing Warpfire Projectors, pick a unit within range; it suffers 2D3 mortal wounds.

KEYWORDS

CHAOS, SKAVEN, MOULDER, SKRYRE, STORMFIENDS

THROT THE UNCLEAN



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Whip of Domination	2"	3	3+	4+	-	1
Rusty Blade	1"	2	4+	4+	-	1
Creature-killer	2"	2	4+	3+	-	D3

DESCRIPTION

Throt the Unclean is a single model. Throt wields a Rusty Blade, the Whip of Domination, and Creature-killer.

ABILITIES

Master Controller: In your hero phase, pick one **MOULDER** unit within 6". Until your next hero phase, you can add 3" to all run and charge rolls for that unit, and add 1 to all hit rolls made by that unit in the combat phase.

Ravenging Hunger: In your hero phase, you can inflict up to 3 mortal wounds on a **SKAVEN** unit within 3". For each mortal wound inflicted, Throt heals a wound.

Whip of Domination: If an enemy model is slain by the Whip of Domination, its unit must subtract 1 from its Bravery in the next battleshock phase.

Creature-killer: When Throt the Unclean targets a **MONSTER** with Creature-killer, the weapon's damage is increased to D6.

Packmaster: **MOULDER** units from your army that are within 6" of Throt in the battleshock phase double their Bravery.

COMMAND ABILITY

Lord of Hell Pit: If Throt the Unclean uses this ability, select a **MOULDER** unit 13". You can select that unit to pile in and attack twice in your next combat phase instead of just once.

KEYWORDS

CHAOS, SKAVEN, MOULDER, HERO, PACKMASTER, THROT THE UNCLEAN

PACKMASTER SKWEEL GNAWTOOTH



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Warp-lash	2"	3	4+	3+	-1	D3
Gutsnagger and Rat Teeth	1"	D6	4+	4+	-	1

DESCRIPTION

Packmaster Skweel Gnawtooth is a single model. He wields a warptone-studded whip called Warp-lash, and is ever accompanied by his Wolf Rat, Gutsnagger and a bodyguard of verminous rats that bite with their gnawing Teeth.

ABILITIES

Herded into the Fray: In your hero phase, pick one **MOULDER** unit within 6". Until your next hero phase, you can add 1" to all run and charge rolls for that unit, and add 1 to all hit rolls made by that unit in the combat phase.

Packmaster: **MOULDER** units from your army that are within 6" of Skweel in the battleshock phase double their Bravery.

Exceptional Pack: After set-up is complete, you may select one unit of **GIANT RATS** or **RAT OGRES** to be Skweel's master-bred pack. Roll a dice and consult below to see what bonus that unit receives for the duration of the battle:

1-3 **Hyper-regeneration:** You can re-roll save rolls of 1 for this unit.

4-6 **Poisonous Bite:** You can re-roll wound rolls of 1 for this unit in the combat phase.

KEYWORDS

CHAOS, SKAVEN, MOULDER, HERO, PACKMASTER, SKWEEL GNAWTOOTH

PACKMASTER



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Herding Whip and Blade	2"	3	3+	4+	-	1
Herding Whip and Things-catcher	2"	2	4+	4+	-	D3
Shock-Prod	2"	1	4+	3+	-1	3

DESCRIPTION

A Packmaster is a single model. Many wield a Herding Whip and Blade to keep the Moulder clans' monsters under control, whilst others carry an aptly named Things-catcher alongside their trusty whip. A few Packmasters instead prefer the zapping power of a Shock-Prod, which packs a punch powerful enough to get the attention of any rampaging Rat Ogre.

ABILITIES

Herded into the Fray: In your hero phase, pick one **MOULDER** unit within 6". Until your next hero phase, you can add 1" to all run and charge rolls for that unit, and add 1 to all hit rolls made by that unit in the combat phase.

Packmaster: **MOULDER** units from your army that are within 6" of a Packmaster in the battleshock phase double their Bravery.

KEYWORDS

CHAOS, SKAVEN, MOULDER, HERO, PACKMASTER

GIANT RATS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Vicious Teeth	1"	1	5+	5+	-	1

DESCRIPTION

A unit of Giant Rats has 5 or more models. They latch onto their victims with their Vicious Teeth before ripping off chunks of exposed flesh and tearing open jugular veins.

ABILITIES

Wave of Rats: If a unit of Giant Rats has 10 or more models, you can add 1 to their hit rolls. If the unit has 20 or more models, you can add 2 to their hit rolls instead and they each make 2 attacks. If the unit has 30 or more models, you can add 3 to their hit rolls instead and they each make 3 attacks.

KEYWORDS

CHAOS, MOULDER, GIANT RATS

RAT SWARMS



MELEE WEAPONS

Gnawing Teeth

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	5	5+	5+	-	1

DESCRIPTION

A unit of Rat Swarms has any number of models. Units of Rat Swarms attack with dozens upon dozens of Gnawing Teeth.

ABILITIES

Endless Tide of Rats: In each of your hero phases you can add one extra Rat Swarm model to this unit.

KEYWORDS

CHAOS, RAT SWARMS

RAT OGRES



MISSILE WEAPONS

Warpfire Gun

Range	Attacks	To Hit	To Wound	Rend	Damage
16"	1	5+	3+	-1	D3

MELEE WEAPONS

Tearing Claws, Blades and Fangs

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	4	4+	3+	-1	2

DESCRIPTION

A unit of Rat Ogres has 2 or more models. Rat Ogres fight with Tearing Claws, Blades and Fangs. Any Rat Ogre can be equipped with a Warpfire Gun, which is grafted onto one of their limbs.

ABILITIES

Rabid Fury: On a turn in which a unit of Rat Ogres charges, they are in such a frenzied state that each time you roll a 6 or more to wound for their Tearing Claws, Blades and Fangs, that model can immediately make one extra attack.

KEYWORDS

CHAOS, SKAVEN, MOULDER, RAT OGRES

HELL PIT ABOMINATION



MELEE WEAPONS

Gnashing Teeth
Flailing Fists
Avalanche of Flesh

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

6

3+

4+

✱

2

2"

✱

4+

3+

-1

3

1"

D6

✱

3+

-

1

DAMAGE TABLE

Wounds Suffered

Gnashing Teeth

Flailing Fists

Avalanche of Flesh

0-2

-2

6

2+

3-4

-2

5

3+

5-6

-1

4

4+

7-8

-1

3

5+

10+

-

2

6+

DESCRIPTION

A Hell Pit Abomination is a single model. Each of these hideous mutant creations attacks its prey with dozens of Gnashing Teeth and a multitude of Flailing Fists. Hell Pit Abominations are so large that they can also crush their foes beneath an Avalanche of Flesh. Some Master Moulders have driven Warpstone Spikes into Hell Pit Abominations, the substance giving off a fell-aura that disturbs the flow of many magic users.

ABILITIES

Regenerating Monstrosity: A Hell Pit Abomination heals D3 wounds in each of your hero phases.

Warpstone Spikes: **WIZARDS** within 12" of a Hell Pit Abomination with Warp Spikes must subtract one from all their casting rolls. This does not affect **CHAOS WIZARDS**.

Too Horrible to Die: The first time a Hell Pit Abomination is slain, roll a dice and consult the chart below:

- 1-2 – *Dead:* Remove this model from play as normal.
- 3-4 – *The Rats Emerge:* All units within 3" of this model immediately suffer D3 mortal wounds. Then remove this model from play as normal.
- 5-6 – *It's alive!* The model is not slain. Instead, it immediately heals D6 wounds.

KEYWORDS

CHAOS, MOULDER, MONSTER, HELL PIT ABOMINATION

LORD SKROLK



MELEE WEAPONS

Rod of Corruption

Range

2"

Attacks

2

To Hit

4+

To Wound

3+

Rend

-1

Damage

3

DESCRIPTION

Lord Skrolk is a single model. He wields the virulent plague censer known as the Rod of Corruption and carries one of the sacred volumes of the Liber Bubonicus, the toxic tome of ultimate disease, into battle.

ABILITIES

Frenzied Assault: Lord Skrolk makes 1 additional attack with the Rod of Corruption if he charged in the same turn.

The Liber Bubonicus: In your hero phase, Lord Skrolk can read from the Liber Bubonicus and pray for a foul disease to be unleashed. Pick one of the prayers below then roll a dice. If the result is 3 or higher the prayer's effect takes place. If the result is 1 Lord Skrolk utters an incorrect phrase and suffers a mortal wound.

Death Plague: The Plague Priest unleashes a wasting death plague. Pick a unit within 13". That unit suffers D6 mortal wounds. **NURGLE** units only suffer 1 mortal wound.

Wither: Pick a unit within 13". Until your next hero phase that unit is ravaged by a terrible wasting sickness; add 1 to all wound rolls made against that unit.

COMMAND ABILITY

Aura of Pestilence: If Lord Skrolk uses this ability, select one **PESTILENS** unit within 13". Until your next hero phase, your opponent subtracts 1 from all hit rolls that target the selected unit in close combat.

KEYWORDS

CHAOS, SKAVEN, NURGLE, PESTILENS, HERO, PRIEST, PLAGUE PRIEST, LORD SKROLK

PLAGUE PRIEST



MELEE WEAPONS

Warpstone-tipped Staff

Range

2"

Attacks

1

To Hit

4+

To Wound

3+

Rend

-1

Damage

D3

DESCRIPTION

A Plague Priest is a single model. He is armed with a Warpstone-tipped Staff and carries a censer filled with pestilent magic.

ABILITIES

Pestilence-filled Censer: The foul vapours in these censers cause spellcasters to retch and vomit. All **WIZARDS** must subtract 1 from their casting rolls if they are within 6" of any Plague Priests. This does not affect **NURGLE WIZARDS**.

Frenzied Assault: A Plague Priest makes 1 additional attack with his Warpstone-tipped staff if he charged in the same turn.

Pestilent Prayers: In your hero phase, a Plague Priest can pray for a foul disease to be unleashed upon his foes. Pick one of the prayers below then roll a dice. If the result is 3 or higher the prayer is answered, and its effect takes place. If the result is 1 the Plague Priest utters an incorrect phrase and suffers a mortal wound.

Pestilent Breath: The Plague Priest belches forth an impossibly foul cloud. Pick a point on the battlefield that is within 13". Roll a dice for each unit within 2" of that point. On a 4 or more, that unit suffers D3 mortal wounds. **NURGLE** units are only affected on the roll of a 6.

Wither: Pick a unit within 13". Until your next hero phase that unit is ravaged by a terrible wasting sickness; add 1 to all wound rolls made against that unit.

KEYWORDS

CHAOS, SKAVEN, NURGLE, PESTILENS, HERO, PRIEST, PLAGUE PRIEST

PLAGUE FURNACE



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Great Censer	3"	See below				
Warpstone-tipped Staff	2"	3	4+	3+	-	D3
Rusty Wheels and Spikes	1"	D6	✱	3+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Great Censer Damage	Rusty Wheels & Spikes
0-2	4"	D6 mortal wounds	2+
3-4	4"	D3 mortal wounds	3+
5-7	2"	D3 mortal wounds	4+
8-9	2"	1 mortal wound	4+
10+	1"	1 mortal wound	5+

DESCRIPTION

A Plague Furnace is a single model crewed by a trio of fanatical Plague Monks, who chitter with delight as they send the smouldering Great Censer crashing into the enemy's ranks. At its fore stands a cackling Plague Priest wielding a Warpstone-tipped Staff that sparks with malign power. Any who come too close to the Plague Furnace meet a quick and messy end beneath its Rusty Wheels and Spikes.

ABILITIES

Great Censer: In the combat phase the chain holding the mighty swinging censer can be let loose, sending a giant spiked ball of death crashing through enemy formations. To resolve a Great Censer attack, pick a point on the battlefield within 3". Roll a dice for each unit (friend or foe) within 2" of that point other than the Plague Furnace itself. On a 4 or more, that unit is caught by the Great Censer attack and suffers a number of mortal wounds as shown in the Damage Table above.

Poisonous Fumes: The Plague Furnace is wreathed in a deadly fog. In your hero phase, roll a dice for each unit that is within 3" of this model. If the result is 4 or more, the unit suffers D3 mortal wounds. **NURGLE** units are not affected by the poisonous fumes and do not suffer any mortal wounds.

Pushed Into Battle: For every 3 **SKAVEN** models that are within 1" of a Plague Furnace at the start of your movement phase, add 1" to its Move characteristic until the end of the phase. If there are at least 10 **SKAVEN** models within 1" of this model when you roll the dice to see how far it can charge, it makes 2D6 attacks with its Rusty Wheels and Spikes in the following combat phase rather than D6.

Icon of the Horned Rat: The loathsome power of a Plague Furnace's fumes increases the devotion of nearby Plague Monks. Add 1 to the Bravery of all **PESTILENS** units that are within 5" of a Plague Furnace.

Noxious Prayers: In your hero phase, the Plague Priest aboard a Plague Furnace can pray for diseases to bless his followers. Pick one of the prayers below then roll a dice. If the result is 3 or higher the prayer is answered, and its effect takes place. If the result is 1 the Plague Priest utters an incorrect phrase and the Plague Furnace suffers a mortal wound.

Rabid Fever: Select a **PESTILENS** unit within 13". The Plague Priest bestows that unit with a brain fever that drives them into a rabid killing frenzy. Until your next hero phase, if a model from this unit is slain in the combat phase, it can make a pile in move and then attack with one of its weapons before you remove it.

Bless With Filth: Select a **PESTILENS** unit within 13". A foul mist wraps around that unit's weapons and their blades begin to drip with toxic filth. You can re-roll all failed wound rolls for that unit until your next hero phase.

KEYWORDS

CHAOS, SKAVEN, NURGLE, PESTILENS, HERO, PRIEST, PLAGUE PRIEST, PLAGUE FURNACE

PLAGUE MONKS



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 5 or more models. Some units of Plague Monks are armed with a pair of Foetid Blades, while others attack with a Foetid Blade in one claw and a Woe-stave in the other.

BRINGER-OF-THE-WORD

The leader of this unit is a Bringer-of-the-Word. Some Bringers-of-the-Word choose to wield a Foetid Blade and carry a Plague Scroll; others bear a Book of Woes in one claw and a Foetid Blade in the other.

ICON BEARER

Models in this unit may be Icon Bearers. Some Icon Bearers carry Contagion Banners, while others sport an Icon of Pestilence.

PLAGUE HARBINGER

Models in this unit may be Plague Harbingers. Some Plague Harbingers carry clanging Doom Gongs, whilst others go to war with dreaded Bale-chimes.

ABILITIES

Foetid Blades: You can re-roll all failed hit rolls for models that are armed with more than one Foetid Blade.

Frenzied Assault: On a turn in which they charge, all models in this unit make 3 attacks with their Foetid Blades, rather than 2.

Plague Scroll: Once per battle, in your hero phase, a Bringer-of-the-Word with a Plague Scroll can chant a vile passage to weaken his foes with fevers and poxes. Pick an enemy unit within 13" of the Bringer-of-the-Word. Until your next hero phase, you can re-roll all wound rolls of 1 made against that unit.

Book of Woes: Once per battle, in your hero phase, a Bringer-of-the-Word with a Book of Woes can read aloud a corrupt prayer and release a stinking blast of diseased fury. Roll a dice for every unit within 13" of the Bringer-of-the-Word. On the roll of a 4 or more, that unit suffers a mortal wound. **NURGLE** units are only affected on the roll of a 6.

Icon of Pestilence: If a unit contains one or more Icons of Pestilence, the Plague Monks are infected with highly diseased blood. If an infected Plague Monk is slain in the combat phase, roll a dice; on a 6 the attacking unit suffers a mortal wound.

Contagion Banner: If a unit contains one or more Contagion Banners, then in one of your hero phases the Plague Monks can use their power to bless their weapons with even more contagious diseases. Until your next hero phase, whenever you roll a 6 or more to wound for this unit, roll an additional dice. On the roll of another 6, the target unit suffers a mortal wound in addition to any other damage.

Doom Gong: A Doom Gong causes those that hear it to stumble and vomit. Subtract 1 from the run or charge rolls of all enemy units within 12" of at least one unit that includes any Doom Gongs.

Bale-chime: If a unit includes one or more Bale-chimes, the clamour causes the enemy's armour to rust and rot. Each wound roll of 6 or more you roll when attacking with such a unit is resolved with a Rend Characteristic of -1.

KEYWORDS

CHAOS, SKAVEN, NURGLE, PESTILENS, PLAGUE MONKS

PLAGUE CENSER BEARERS



MELEE WEAPONS

Plague Censer

Range

2"

Attacks

2

To Hit

4+

To Wound

3+

Rend

-1

Damage

1

DESCRIPTION

A unit of Plague Censer Bearers has 5 or more models. They wield Plague Censers – spiked metal balls filled with billowing, noxious filth that are attached to lengths of rusty chain. The frenzied monks flail these foul weapons around with a rabid fervour, breaking bones, rupturing organs and infecting those nearby with virulent contagions.

ABILITIES

Frenzied Assault: On a turn in which they charge, all models in this unit make 3 attacks with their Plague Censers, rather than 2.

Poisonous Fumes: In your hero phase, roll a dice for each unit that is within 3" of any Plague Censer Bearers. If the result is 4 or more, the unit suffers 1 mortal wound. **NURGLE** units are not affected by the poisonous fumes and do not suffer any mortal wounds.

Plague Disciples: You can re-roll failed hit rolls for a Plague Censer Bearer if it is within 13" of any **PLAGUE MONKS** when chosen to attack in the combat phase. You can also choose to re-roll any battleshock test for this unit if it is within 13" of any **PLAGUE MONKS** in the battleshock phase.

KEYWORDS

CHAOS, SKAVEN, NURGLE, PESTILENS, PLAGUE CENSER BEARERS

PLAGUECLAW CATAPULT



MISSILE WEAPONS

Plagueclaw Catapult

Range

6-31"

Attacks

1

To Hit

3+

To Wound

3+

Rend

-2

Damage

D6

MELEE WEAPONS

Crew's Tools and Knives

Range

1"

Attacks

D6

To Hit

5+

To Wound

5+

Rend

-

Damage

1

DESCRIPTION

A Plagueclaw Catapult is a single model consisting of a deadly contraption crewed by a trio of fume-addled skaven. The catapult lobs a bubbling blend of semi-congealed poisons and diseases at the foe, and the crew defend their scaffold-like charge with a variety of Tools and Knives.

ABILITIES

Ponderous War Machine: A Plagueclaw Catapult cannot make charge moves. However, you can add 1 to all save rolls for a Plagueclaw Catapult in the shooting phase.

Arcing Shot: A Plagueclaw Catapult can shoot at enemy units that are not visible to it.

Barrage of Disease: If the target unit of a Plagueclaw Catapult's shooting attack has more than 10 models, you can add 1 to the hit roll, and the Damage of the shot is increased to 2D6. **NURGLE** units find the toxic payloads showering them rather refreshing, and only suffer damage from a Plagueclaw Catapult's shooting attack on a wound roll of 6 or more.

KEYWORDS

CHAOS, SKAVEN, NURGLE, PESTILENS, WAR MACHINE, PLAGUECLAW CATAPULT

DEATHMASTER SNIKCH



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Poisoned Throwing Stars	12"	3	3+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Whirl of Weeping Blades	1"	5	3+	3+	-1	D3

DESCRIPTION

Deathmaster Snikch is a single model. He wears the Cloak of Shadows, is equipped with Poisoned Throwing Stars and fights with a Whirl of Weeping Blades.

ABILITIES

Cloak of Shadows: Enemy units can only target Deathmaster Snikch with spells or missile weapons if he is within 6".

Hidden Killer: Instead of setting up Deathmaster Snikch normally, you can place him to one side and say that he is set up in hiding. If you do so, secretly note down one of your **SKAVEN** units for him to hide in. At the start of any combat phase you can reveal Deathmaster Snikch; set him up within 1" of the unit you selected. Deathmaster Snikch can then pile in and attack, even if it is your opponent's turn to select a unit to attack with. If the unit hiding Deathmaster Snikch is destroyed before he is revealed, the Deathmaster is destroyed as well.

Deathmaster: You can re-roll all failed hit rolls and wound rolls for Deathmaster Snikch when he targets a **HERO**.

KEYWORDS

CHAOS, SKAVEN, ESHIN, HERO, SKAVEN ASSASSIN, DEATHMASTER SNIKCH

SKAVEN ASSASSIN



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Poisoned Throwing Stars	12"	2	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Weeping Blades	1"	3	3+	3+	-1	D3
Fighting Claws	1"	5	3+	3+	-	1

DESCRIPTION

A Skaven Assassin is a single model. These stealthy skaven have been trained in the art of delivering death unseen – in battle, they often conceal themselves in swarms of lesser skaven before striking at the opportune moment, repeatedly stabbing enemy leaders with highly toxic Weeping Blades or exotic Fighting Claws. Some Skaven Assassins hurl Poisoned Throwing Stars, slaying their target in a flurry or razor-sharp projectiles before fading back into the shadows.

ABILITIES

Fighting Claws: You can re-roll hit rolls of 1 for a Skaven Assassin attacking with fighting claws.

Slay-slay Leader-prey: You can re-roll all failed hit rolls for Skaven Assassin when he targets a **HERO**.

Hidden Killer: Instead of setting up a Skaven Assassin normally, you can place him to one side and say that he is set up in hiding. If you do so, secretly note down one of your **SKAVEN** units for this unit to hide in. At the start of any combat phase you can reveal the Skaven Assassin; set him up within 1" of the unit you selected. The Assassin can then pile in and attack, even if it is your opponent's turn to select a unit to attack with. If the unit hiding the Assassin is destroyed before he is revealed, the Assassin is destroyed as well.

KEYWORDS

CHAOS, SKAVEN, ESHIN, HERO, SKAVEN ASSASSIN

NIGHT RUNNERS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Throwing Stars and Slings	12"	1	4+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stabbing Blades	1"	1	4+	4+	-	1

DESCRIPTION

A unit of Night Runners has 10 or more models. They carry a selection of Throwing Stars and Slings, and are armed with an assortment of Stabbing Blades.

NIGHTLEADER

The leader of this unit is the Nightleader. A Nightleader makes 2 attacks with his Stabbing Blades rather than 1.

ABILITIES

Stab-stab in the Back: Each wound roll of 6 or more for a Night Runner's Stabbing Blades is resolved with a Rend of -1. This is increased to a Rend of -2 instead if the unit has 20 or more models.

Slinking Advance: After set-up is complete, you can make a bonus move with this unit as if it were moving in the movement phase. This unit can run when making its bonus move.

Running Death: Night Runners can run and shoot in the same turn.

KEYWORDS

CHAOS, SKAVEN, ESHIN, NIGHT RUNNERS

GUTTER RUNNERS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Throwing Stars	12"	2	4+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Punch Dagger and Blade	1"	2	3+	4+	-1	1

DESCRIPTION

A unit of Gutter Runners has 3 or more models. They each carry a supply of Throwing Stars and are armed with Punch Daggers and Blades.

ABILITIES

Sneaky Infiltrators: Instead of setting up the Gutter Runners on the battlefield, you can place them to one side. In your first movement phase set up all of the models in the unit within 6" of the edges of the battlefield, and more than 9" from any enemy models. This is the unit's movement for that movement phase.

Running Death: Gutter Runners can run and shoot in the same turn.

KEYWORDS

CHAOS, SKAVEN, ESHIN, GUTTER RUNNERS

SKAVEN

VERMINUS CLAWPACK

ORGANISATION

A Verminus Clawpack consists of the following units:

- 1 Skaven Warlord
- 1 unit of Stormvermin
- 3 units of Clanrats
- Any 3 Weapon Team models chosen from the following list:
 - Ratling Gun Weapon Team
 - Warpfire Thrower Team
 - Doom-flayer Weapon Team
 - Warp-grinder Weapon Team
 - Plague Mortar Weapon Team

ABILITIES

Lead from the Back: Skaven leaders have a tradition of leading from the back. This battalion's Skaven Warlord can use his Gnash-gnaw on their Bones! command ability even if he is not your general. When he uses this ability, it will affect all units from his Clawpack that are within 13" of him when they attack in the combat phase, but only if there are no enemy models within 3" of him.

Verminous Valour: Skaven take extra courage from being in large packs. When a unit from a Verminus Clawpack takes a battleshock test, add 2 to the Bravery for every 10 models in that unit, instead of adding just 1.

Hide-hide: If a Weapon Team suffers a wound in the shooting phase whilst it is within 3" of a unit of **CLANRATS** from their Verminus Clawpack, you may roll a dice. On a 4 or more, the Weapon Team has scurried behind the protective cover of their 'friends'; it ignores that wound but the Clanrats suffer a mortal wound instead.

SKAVEN

MOULDER CLAWPACK

ORGANISATION

A Moulder Clawpack consists of the following units:

- 6 Packmasters
- 2 units of Giant Rats
- 2 units of Rat Ogres
- 1 Hell Pit Abomination

ABILITIES

Horrifying to Behold: A horde of Moulder clan monsters charging forth is a terrifying sight. If any models in a unit are slain by models from a Moulder Clawpack, that unit must subtract 1 from its Bravery in the next battleshock phase.

Master-bred Mutants: Master Moulders always save their best and most deadly creations for their own use. You can re-roll wound rolls of 1 for the Giant Rats, Rat Ogres and/or Hell Pit Abomination from this battalion in the combat phase.

SKAVEN

PESTILENT CLAWPACK

ORGANISATION

A Pestilent Clawpack consists of the following units:

- 1 Plague Furnace
- 1 Plague Priest
- 3 units of Plague Monks

ABILITIES

Enthusiastic Vectors of the Foulest Contagions: Whenever you make a wound roll of 6 or more for a model in a Pestilent Clawpack, that wound immediately begins to fester and rot – it inflicts double the damage it normally would.

Filth-sodden Pack-nest: After you have set up your force, pick a terrain feature within 13" of at least two units from the Pestilent Clawpack. That terrain feature is befouled. Units from this battalion automatically pass battleshock tests if they are in or on any such terrain. Roll a dice for all other units that start the hero phase in or on befouled terrain; on a 1, that unit suffers D3 mortal wounds (**NURGLE** units never suffer mortal wounds as the result of this ability).

SKAVEN

ESHIN CLAWPACK

ORGANISATION

An Eshin Clawpack consists of the following units:

- 1 Skaven Assassin
- 3 units of Night Runners
- 1 unit of Gutter Runners

ABILITIES

A Knife for Every Back: It is far easier to stab your prey in the back when they are outnumbered and surrounded. You can re-roll any failed wound rolls for a model from an Eshin Clawpack if it targets a unit that has fewer models than its own.

Sprint and Strike: The skaven of Eshin clans strike quickly and without warning. Units in an Eshin Clawpack can run and shoot in the same turn, or run and charge in the same turn instead.

SUBSTITUTE WARSCROLLS

The following do not have warscrolls. Instead, use the substitute warscrolls below.

Unit	Warscroll
Skaven Chieftain	Skaven Warlord
Skaven Warlord on a Rat Ogre Bonebreaker.	Rat Ogre
Skaven Warlord on a War-litter or Great Pox Rat . .	Skaven Warlord
Plague Priest on Great Pox Rat	Plague Priest
Plaguelord Nurglitch.	Plague Priest
Master Moulder	Packmaster
Verminlord	Verminlord Corruptor, Verminlord Deceiver, Verminlord Warbringer or Verminlord Warpseer