

SKAVEN WARBAND

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The Council of Thirteen in Skavenblight has assigned Clan Eshin the mission to retrieve a sample of the Wyrystone from the Manling City of Mordheim. However many Skavenlords want to lay a paw on some Wyrystone for themselves. Yet they cannot send an army to the city because that would mean interfering with the Councils edict that no expeditions save Council sanctioned ones are allowed. A small - expedition stand a greater chance of slipping though and if they are indeed caught the Lord will of course not know anything about it. The punishment for crossing the path of the Council is severe and Clan Eshin are more than willing to enforce the rule of the Council by the use of their poisoned blades.

Your Skaven Warband has either been sent out on order from a Skavenlord or you have taken the initiative yourself to retrieve a sample fo the Wyrystone. The Skaven are a jelous race and a Skaven will happily sabotage for a fellow Skaven to further his own ends or to make sure his rival doesn't outdo him.

CHOICE OF WARRIORS

A Skaven Warband must include at least 3 models. You have 500 Warp tokens which you can use to recruit and equip your Warband. The maximum number of models is 20.

HEROES

- Warchief Your Warband must be lead by a Warchief
- Stormvermins Your Warband may include up to three Stormvermins.
- Gutter Runner Your Warband may include a single Gutter Runner.

HENCHMEN

- Clanrats Your Warband may include any number of Clanrats.
- Skavenslaves Your Warband may include any number of Skavenslaves.
- Giant Rats Your Warband may include any number of Giant Rats.
- Rat Ogre Your Warband may include a single Rat Ogre.

HEROES

SKAVEN WARCHIEF.....60 Warp tokens to hire

You are in command of a small expedition to retrieve the mysterious Wyrystone. You better not fail in this task as a powerful lord have his eyes on your and returning empty handed will prove most unpleasant.

Profile	M	WS	BS	S	T	W	I	A	LD
Skaven Warchief	5	4	4	3	3	1	5	1	6

Weapons and armour: The Warchief may be armed with weapons and armour from the Stormvermin Equipment List.

SPECIAL RULES

Leader: Any warrior within 6" of the Skaven Warchief may use his Leadership characteristic when taking any Leadership tests.

0-3 **STORMVERMINS**.....30 Warp tokens

The blackfurred Skaven are born killers and the best fighters in a Skaven Lair. They guard the lair against enemies and have full access to the breeding chambers. They are equipped with the best armour and weapons available and get the first pick in any battle, after the Warchief of course.

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

Weapons and armour: The Stormvermins may be armed with weapons and armour from the Stormvermin Equipment List.

0-1 **GUTTER RUNNER**.....40 Warp tokens to hire

This blackclad Skaven is a silent and deadly infiltrator belonging to Clan Eshin. Although Clan Eshin have already been given the assignment to bring back a sample of the Wyrystone they are after all businessmen and see an opportunity to make more Warp tokens by hiring out their soon to be assassins to the other Lords.

Profile	M	WS	BS	S	T	W	I	A	LD
Gutter Runner	5	4	4	4	3	1	5	1	7

Weapons and armour: The Gutter Runner may be armed with weapons and armour from the Clan Eshin Equipment List.

HENCHMEN (Bought in groups of 1-5)

CLANRATS.....25 Warp tokens to recruit

Every Skaven Clan counts numerous numbers of Clanrats who make up the skilled working force as well as warriors in times of need. In times of need they are given a weapon and a shield and expected to fight for their clan. Those that survive a few battles from a rough militia, of course serving as a warrior grant you the right to feed on the fallen enemies so starvation is somewhat further away.

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

Weapons and armour: The Clanrats may be armed with weapons and armour from the Clanrat Equipment List.

SKAVENSLAVES.....10 Warp tokens to buy

The Skaven race consist 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 neighbouring clan is always attractive. The clans are locked in a stalemate however and only when several clans ally together or sign non-agression 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
Skavenslave	5	2	2	3	3	1	5	1	4

Weapons and armour: The Skavenslaves may be armed with weapons and armour from the Clanrat Equipment List.

GIANT RATS.....15 Warp tokens to buy

Clan Moulder breed and sell giant fierce rats, in battle they are used to overrun defenders and are followed by Clanrats who leap upon the remaining defenders.

Profile	M	WS	BS	S	T	W	I	A	LD
Giant Rat	6	2	-	3	3	1	3	1	4

Weapons and armour: The Rats cannot use equipment or weapons.

SPECIAL RULES

Pack size: Giant Rats can be bought in groups as large as you wish.

0-1 RAT OGRE BODYGUARD.....215 Warp tokens to buy

The Warchief have managed to buy a mighty Rat Ogre bodyguard for himself. With a Rat Ogre backing you up few will argue your leadership, a glance at the sizeable claws of the Rat Ogre will dissuade any lesser Skaven from attempting anything.

Profile	M	WS	BS	S	T	W	I	A	LD
Rat Ogre	5	4	3	5	5	3	5	2	5

Weapons and armour: The Rat Ogre is armed with sizeable claws and cannot use weapons and armour, not that it needs them anyway.

SPECIAL RULES

Fear: The Rat Ogre is a huge and frightening monster which causes *Fear*.

Stupidity: A Rat Ogre is subject to *Stupidity* unless a Skaven Hero is in base contact with it.

STORMVERMIN EQUIPMENT LIST

Hand-to-hand combat

weapons:

Dagger (1st free)	2 WT
Mace	3 WT
Hammer	3 WT
Battleaxe	5 WT
Sword	5 WT
Halberd	10 WT
Flail	15 WT
Double-handed weapon	15 WT

Missile weapons:

None

Armour:

Shield	5 WT
Helmet	10 WT
Light Armour	20 WT
Heavy Armour	50 WT

CLANRAT EQUIPMENT LIST

**Hand-to-hand combat
weapons:**

Dagger (1st free)	2 WT
Mace	3 WT
Hammer	3 WT
Club	3 WT
Axe	5 WT
Sword	5 WT
Spear	10 WT

Missile weapons:

Sling	2 WT
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Armour:

Shield	5 WT
Helmet	10 WT
Light Armour	20 WT

CLAN ESHIN EQUIPMENT LIST

**Hand-to-hand combat
weapons:**

Dagger (1st free)	2 WT
Mace	3 WT
Hammer	3 WT
Axe	5 WT
Sword	5 WT

Missile weapons:

Sling	2 WT
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Clan Eshin weapons:

Net	10 WT
Poisoned throwing Stars	15 WT

Armour:

Shield	5 WT
Helmet	10 WT
Light Armour	20 WT

NET

Clan Eshin make use of a net strung together from wire ropes and hawsters, the net is heavily weighted and viciously barbed with hooks. The net can be thrown in the shooting weapon and have a range of 6", no to hit penalty for moving as the running up actually helps throw the net. If the net hits it doesn't cause damage instead it entangles and

immobilizes the victim. While being entangled the model may not move or fight. In the recovery phase the model may free itself on the D6 roll of 6, any friendly model in basecontact may assist and add +1 on the roll. Once thrown the net is lost for the rest of the battle.

The net can also be used in hand-to-hand combat where it can be used to entangle an opponents swordarm, roll to hit as normal and if the model is hit it loses one attack. Make this roll before any other rolls in this combat, regardless who charged or other modifications. The net can also be used to deflect blows in which case you treat it as a shield. Note that you may only use the net in one way during a turn of combat, at the start of the combat state which action you are using either entangle the swordarm or deflect blows.