

NIGHT RUNNERS

Night Runners are the most common Clan Eshin warriors, although they are still secretive like all their mysterious clan. Trained to move at speed, Night Runners strike quickly to prepare the way for Skaven armies. Small furtive units sneak from the shadows to seize key terrain features, while larger blocks of Night Runners scurry ahead of the Skaven lines to harass and slow down the foe. Night Runners fight with blades in each hand, although many employ slings to rain death on enemy war machines or poorly armoured elites. A typical ruse is to slink off to the army's flanks, hoping to lure pursuit into a hastily prepared ambush.

Casualties are often high amongst Night Runner packs, for they work deep in enemy territory. This is not unexpected by their Clan Eshin masters. Only those that survive many actions can hope to advance to the more highly trained squads of the Gutter Runners. Night Runners often work in conjunction with Gutter Runners, drawing out enemy reserves to allow the infiltrators-supreme to strike an exposed vital target. On great occasion the Night Runners are given a Warp-grinder tunnelling team to burrow beneath the foe and emerge upon the enemy's flanks or rear. This tactic is almost always a suicide mission, but the deaths of the Night Runners can provide a worthwhile distraction.



A Night Runner who has advanced to Nightleader – the champion of the stealth pack – is given many secret tasks for his unit to perform. These missions provide the final tests to ensure that only the most skilled advance to the next circle of training. The slightest misstep, such as a blade reflecting moonlight or the creak of a hidden trapdoor, is enough to jeopardise the mission and the entire unit.

	M	WS	BS	S	T	W	I	A	LD
Night Runner	6	3	3	3	3	1	5	1	6
Nightleader	6	3	4	3	3	1	5	1	6

SPECIAL RULES

Scurry Away!, Strength in Numbers.

Slinking Advance: After both sides have deployed all their forces, but before either side has taken a turn, units of Night Runners can make a normal move (not a march or charge). They must remain more than 12" away from any enemy models at the end of their move.

Dodge: To represent his extreme quickness and dextrous agility, the Nightleader of a Night Runner unit has a 6+ ward save.

SILENT DEATH FOR HIRE

Whether a Warlord is seeking Night Runner raiders, death squads of Gutter Runners, lethal Assassins, or simply information, Clan Eshin will help for the right price. It is well known (if never spoken) that Clan Eshin is the knife in the paws of the Council of Thirteen. Whether the Lords of Decay have something over the shadowy clan or have merely provided the best bribe, Clan Eshin provides the unseen force with which the Council maintains their reign. The Warlord clans know it is no use pointing paws as spies are everywhere and it is perilous to plot against the plotters.

The constant removal of political opponents within the Under-Empire has its drawbacks and often delays greater plans. It is said that the Council of Thirteen maintain a rolling blacklist of 10,000 names marked for swift death. On the list are the world's leaders, be they Man, Elf or Dwarf. Prioritising, however, always seems to require that Warlords of rebellious clans or threats to members of the Council top the list. Despite complex schemes to undermine the powers of the world, most resources are instead used to silence internal opposition, quell the over-ambitious and maintain the positions of the Council.

GUTTER RUNNERS

Most suspicious deaths and acts of espionage in Skaven society are blamed on the nefarious Clan Eshin. Such accusations are probably true, but, of course, there is no evidence. Much of this devastation is wrought by the Gutter Runners, Clan Eshin's black-clad death squads.

Gutter Runners have undergone training in the mysterious fighting style developed in the Far East. Because of their ability to bend and contort their pliable bodies with a speed and dexterity unachievable by man, Gutter Runners have no need for encumbering armour – they simply dodge the blows and missiles of their foes. A unit is often lead by a Deathrunner – the term used for the most promising assassin-adept.

Gutter Runners are used to soften up enemy armies before a battle begins. Night raids, arson attacks, and contaminated water supplies are all favourite covert tactics of these stealth troops. On the battlefield Gutter Runners are often tasked with the elimination of enemy war machines, ambushing exposed flanks or picking off vulnerable units. The Gutter Runners use a variety of weapons and poisons to accomplish their missions, but it is their ability to appear out of nowhere that makes them so formidable. They are masters of stealth and can nimbly creep up on even the wariest of opponents. On occasion Gutter Runners will use a Warp-grinder Weapon Team so that they can surface in the centre of an enemy's battleline to cause maximum disruption.

In addition to hiring themselves out to perform sinister deeds for the Warlord clans, Gutter Runners work on behalf of the Council of Thirteen. Across the globe, furtive bands of Gutter Runners spy, instigate warfare between surface dwellers (or rival clans) and commit acts of sabotage. Under the orders of the Lords of Decay, Gutter Runners have stolen or destroyed the recorded history of Skaven attacks from the great libraries of the Empire, searched for ways to penetrate the Emerald Gates of Ulthuan, and sought out the locations of all the remaining descendants of the dreaded Von Carstein Vampires. An unprecedented amount of secret knowledge flows into Skavenblight, as the Council of Thirteen mulls over each report, forever seeking to stay one step ahead of their many foes.

	M	WS	BS	S	T	W	I	A	LD
Gutter Runner	6	4	4	3	3	1	5	1	7
Deathrunner	6	4	4	3	3	1	5	2	7

SPECIAL RULES

Scurry Away!, Scouts, Skirmish.

Dodge: To represent their supreme ability to twist their dextrous bodies at incredible speed, Gutter Runners have a 6+ ward save. Deathrunner Champions are even faster and so benefit from a 5+ ward save.

Sneaky Infiltrators: When deployed as Sneaky Infiltrators, the Gutter Runners are not set up at the beginning of the game or as Scouts. Instead, starting from Turn 2, at the beginning of every friendly turn roll a dice: on a 4+ the Gutter Runners arrive. For every successive turn after the second, add a further +1 to the roll, so they arrive on a 3+ in Turn 3, and so on (an unmodified roll of 1 is always a failure). If the Gutter Runners fail to turn up during the course of the game, treat them as casualties for any victory conditions.

In the Movement phase in which they arrive, the Gutter Runners can enter the battlefield from any table edge and are treated exactly as a unit that is returning after pursuing an enemy off the table.

Snare-Nets: Snare-nets are lightweight but strong nets covered in hooks. They are used by Gutter Runners to capture live prisoners or to slow down battle-hardened opponents.

A snare-net counts as a shield. Any enemy model in base contact with one or more Gutter Runners armed with a snare-net suffers -1 WS and -1 Initiative.



ASSASSINS

Skaven Assassins are the pinnacle of Clan Eshin warriors, elite killers in a class of their own. The few who know of the existence of the black-clad Assassins fear them above all others. Rumours of their cut-throat abilities are whispered in fear: the Clan Eshin devils are invisible and their very shadows are poisonous.

Stealth and killing are the study of the Skaven Assassin. All Clan Eshin warriors are trained to perform amazing feats of speed and dexterity. Only those that excel are considered for the more intensive training. It is then that the secret arts are taught, some of which are ancient techniques studied in the Far East, but many more are unique fighting styles of the ratmen's own devising. By the end of his long initiation an Assassin can jump many times his own height – hurtling over obstacles or back-flipping to safety. He can run faster than a galloping horse and climb smooth surfaces with ease. In motion an Assassin is a blur, able to rain blows upon a foe or pluck arrows out of mid-flight. Skaven Assassins are so adept at hiding in the shadows that many suspect supernatural magic is at work.

The art of sabotage, arson, and poison all form part of an Assassin's deadly bag of tricks. Many Assassins-in-training are lost as the regimen is gruelling. The final

tests are death missions assigned by Clan Eshin's ruling council, presided over by Lord Sneek, the leader of the clan and one of the Lords of Decay. After surviving such actions, an Assassin is considered an acknowledged master in the methodology of murder.

Not all of an Assassin's work happens in isolated darkness. When the Skaven march to war they are sometimes accompanied by Clan Eshin's finest hiding amongst their number. These death-dealing agents pose as a regular rank and file trooper until the moment is right. At this time, they cast off their disguise and leap into the position where they can do the most damage. Fighting with poisoned blades in each paw, an Assassin can unleash a murderous flurry of attacks that is more than capable of striking down an enemy leader. At other times an Assassin will operate on the battlefield alone – turning up to wreak havoc behind enemy lines, setting timed bombs or using poisoned shurikens to slay targets of opportunity.

	M	WS	BS	S	T	W	I	A	LD
Assassin	6	6	5	4	4	2	8	3	7

SPECIAL RULES

Scurry Away!, Verminous Valour, Always Strike First, Poisoned Attacks, Scouts, Sneaky Infiltrators.

Dodge: To represent their extreme dexterity, Assassins have a 4+ ward save.

A Killer, not a Leader: Although Assassins are character models, units in the Skaven army can not use an Assassin's Leadership. An Assassin may never be chosen as your Army General.

Hidden: Any Assassin may start the game hidden in one of the following units: Clanrats, Stormvermin, Night Runners, Skavenslaves and Gutter Runners.

Hidden Assassins are not placed on the table but are assumed to move with the unit they accompany. At the start of the game, secretly note down which unit they are hidden in. If the unit is wiped out or flees off the table before the Assassin is revealed then the Assassin is lost. Before he is revealed there is no other way an Assassin can be harmed.

Hidden Assassins can be revealed at the start of any friendly turn or at the start of any Close Combat phase. The owning player declares that his unit contains an Assassin and places the model where it can fight, displacing a normal rank-and-file model (not a character, champion, musician or standard bearer unless there are no other options). Displaced models go to the back of the unit.



PACKMASTERS

The mutated fighting beasts made by Clan Moulder are whipped forward into battle by Packmasters. The specially trained Packmasters are experts at goading their charges – ferocious, half-mad creatures who can turn and attack with no warning. For this reason Packmasters are themselves cagey and fierce warriors or, if they are not, they quickly end up as another meal for their merciless packs.

It is common practice for Clan Moulder to sell both beast packs and Packmaster handlers to the highest bidder. In this way Packmasters leave Hell Pit to serve under Warlord clans across the globe. Some clans, not fully trusting Clan Moulder, will buy beast packs but insist on supplying their own Packmasters. Goading such creatures into battle is not an exact science, and many clans who attempt their own handling are soon after savaged by their own rat-beasts. Some few clans, notably Clan Krizzor of the Dark Lands, have an affinity for developing their own Packmasters, but none save Clan Moulder produce enough to sell to other clans.

The whip is a favoured weapon and beast-driving tool, and Packmasters quickly learn to become experts with the long lash. A Packmaster is adept at using his whip to direct the feral packs, or, when engaged in combat, to snap the weapon at the enemy – attacking over the heads of Giant Rats or between the hulking Rat Ogres. Those that can afford such luxuries may upgrade their whips to something that delivers even more pain.

The breeders and mutators of Clan Moulder are known as Master Moulders, a rank above the Packmasters. These burly commanders often personally lead their beasts to battle to better inspect the performance of both pack and Packmaster. Master Moulders instil greater control and discipline in a pack, largely on account of their ability to cause even more severe pain. Many Master Moulders bear unique (if not downright horrific) tools of their trade, such as the things-catcher – a wicked-looking prod with a mechanical grabber.

	M	WS	BS	S	T	W	I	A	LD
Packmaster	6	3	3	3	3	1	4	1	5
Master Moulder	6	5	3	4	4	2	5	2	6

SPECIAL RULES

Scurry Away!, Strength in Numbers.

Mixed Unit: Packmasters and Master Moulders lead units of Giant Rats or Rat Ogres. They cannot leave their unit or join another. Missile hits and Impact Hits against Mixed Units are randomised as follows: roll a D6: on a 1-4 a Giant Rat is hit, on a 5-6 a Packmaster is hit. If there is a Master Moulder or any differently equipped beasts, then hits must be further randomised to determine exactly where hits should be allocated.

Running with the Pack: While leading Rat Ogre packs with at least a single Rat Ogre alive, Packmasters and Master Moulders are immune to Fear. However they are too busy keeping up to ever count their numbers for rank bonus.

Verminous Valour: Although they are champions not characters, Master Moulders have Verminous Valour.

PACKMASTER TOOLS OF THE TRADE

Whip: A whip counts as an additional hand weapon if the bearer is in base contact with a foe. In addition, it can be used from rear ranks, allowing the bearer to make a single attack (regardless of the model's number of Attacks) through a rank of Rat Ogres or over up to three ranks of Giant Rats. This potentially allows Packmasters with whips to attack the foe without fear of being struck back.

Things-catcher: These polearms are a staple amongst the beast-handling and creature-catching crowd. A things-catcher requires two hands to wield and confers the Killing Blow ability.



GIANT RATS

Clan Moulder long ago unlocked the secrets of growing, mutating, and surgically augmenting rats. At a distance these creatures might be mistaken for large dogs, but on closer inspection their foul and unnatural disposition is all too clear. Like their smaller cousins, Giant Rats have hairless tails and feet, but unlike their natural brethren, Giant Rats exhibit rampant signs of severe mutation and the diabolic grafting so frequent in Clan Moulder-made beasts. Many Giant Rats have additional heads, sets of extra limbs, multiple tails, or even more monstrous additions. Spines, spikes, tusk-like incisors, or vast hunches of bony plates can be almost commonplace, while some of the more grotesque creations have exposed ribs, enormous mounds of throbbing buboes, or worse. Giant Rats have even been seen walking upright in parody of man, or gifted with odd technical parts such as wheels or mace-enhanced tails. Regardless of their bewildering variations, all Giant Rats are vicious, wicked, and eternally hungry.

Driven to battle by Packmasters or a Master Moulder, Giant Rats form a seething and snarling mass that seeks to rip, tear, and gnaw at any enemy they can reach. When deployed in number their powerful jaws and wicked sabre-like incisors can bring down far larger

prey. Given free rein, the horrid creatures will strip all flesh from their victims. In a matter of moments there will be naught left behind but cracked and gnawed bones. Giant Rats are easy to breed and by far the cheapest beasts on offer from Clan Moulder. A few packs of Giant Rats are a common sight amongst the Warlord clans. A few clans, notably Clan Mortkin and Clan Carrion, have been known to dye the hides of their Giant Rats, branding clan symbols into the mangy fur in the same way that Skavenslaves are marked.

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

SPECIAL RULES

Scurry Away!, Strength in Numbers, Mixed Unit (see page 53).

Rat Pack: So long as at least a single Packmaster or Master Moulder is alive, a unit of Giant Rats may use his Leadership and the Strength in Numbers rule. If a unit of Giant Rats begins a turn without at least one Packmaster or Master Moulder they will move as quickly as possible towards the nearest enemy unit in their line of sight, charging if they can. If they have no visible targets they will reform to face the closest foe.

Wave of Rats: In combat Giant Rats literally crawl over each other in their savage eagerness to attack the foe. Any Giant Rat in a second rank can fight if it is immediately behind a model that is engaged in close combat. The extra rank cannot fight to the side or rear, but only to the front.

THE MISSING TOWN OF GLUMUND

The Empire town of Glumund once lay in the shadows of the Grey Mountains. It was a prosperous place, like many of the small market towns that dot the Reikland. Known for its cheese and the plumpness of its livestock, there are none now living that know of Glumund's darker, more ominous past. During the years of the Black Plague, the fertile farmlands were turned into a shanty-camp where the captured citizens of the Empire were driven and collected behind crude stockades, before being herded into tunnels from whence none returned. The many caves that surround the town have long been filled in and the few written records of those black days were lost in the great fires of Altdorf. And so it was a matter of wonder and speculation, not foreboding, when in the Imperial year of 2517 the town of Glumund simply ceased to be. Not a single merchant plied the streets, nor farmer tilled the fields. The citizens disappeared in the night, never to be seen again.



Skaven Bestiary: Clan Moulder

RAT OGRES

The hulking monstrosities known as Rat Ogres are one of the most successful of Clan Moulder's numberless creations. The Master Moulders have found the perfect blend of death-dealing creature through a mixture of foul crossbreeding and dark sorcerous surgery. In their artificial making, many beasts are literally stitched together, the impossible feat accomplished through the fusing powers of a powerful warpstone-derived balm, the infamous skalm. The Rat Ogre combines the speed and ferocity of a Skaven with the sheer brawn of an Ogre. Somehow the desperate hunger of both races has been magnified as well – for the Rat Ogre is truly a ravenous creature, forever seeking to gorge its fill on fresh meat.

In battle a Rat Ogre pack is horrifying to behold. The Rat Ogres become wholly consumed by an insatiable instinct to kill, rip, and tear, and it takes a Packmaster to steer their ferocious charges. A Rat Ogre pack moves with great speed, their misshapen bodies made entirely of straining, bulging muscles, teeth, and claws. The snarling rage of a Rat Ogre pack colliding with an enemy unit resounds across a battlefield, as the towering creatures splinter shields, snap bones, and relentlessly pound any and all opposition.

A Rat Ogre is incapable of almost anything except killing and warfare. After battle their Packmasters must move quickly to carefully separate and chain each near-mindless brute to keep it from tearing others or even itself asunder. All Rat Ogres bear upon their tortured bodies countless scars not only from their own artificial-making, but also numerous battles, the Packmaster's cruel lash, the savage attentions of the rest of the pack and, most disturbingly of all, signs of their own self-destruction. At the height of their rabid fury, Rat Ogres are known to rip and even devour hunks of their own flesh – as if they seek to tear apart what Clan Moulder has so unnaturally stitched together.

THE LATEST UPGRADES

Typically a Master Moulder can't stop tinkering and adjusting the fleshy creations he has grown in vats, bred, and stitched together. Can it function with an additional arm? Will the pincer from a Chaos beast graft on or will it attack itself? How can more growing agents be squeezed out of prisoners to better enrich new creations? Particularly large or successfully mutated creatures are known as Master-bred Rat Ogres and they are the most powerful of their bloodthirsty kind. As might be expected, these muscled behemoths vary greatly in form. Some Master Moulders might create multiple-headed monstrosities, while others will breed for sheer muscle bulk, submerging their creations in vats of growth agents for months. One stable Rat Ogre variant is the Bonebreaker, a hulking creation much valued as a mount by discerning Warlords.

	M	WS	BS	S	T	W	I	A	LD
Rat Ogre	6	3	1	5	4	3	4	3	5
Master-bred Rat Ogre	6	4	1	5	4	3	5	4	5

SPECIAL RULES

Scurry Away!, Strength in Numbers, Fear, Frenzy, Mixed Unit (see page 53).

Beast Pack: As long as at least a single Packmaster or Master Moulder is alive a unit of Rat Ogres can use his Leadership and Strength in Numbers rule. Additionally, if a unit of Rat Ogres begins a friendly turn without at least one Packmaster or Master Moulder they must test for Stupidity.

"Yes-yes Warlord Krizk – for a treaty-pledge of just 200 Slaves, 12 claws of warptokens, a Breeder and certain alliances and pledges, one of our very-finest Clan Moulder Rat Ogres can be yours..."

– Clan Moulder Haggle-master



HELL PIT ABOMINATION

At Hell Pit, the quest to create a beast of monstrous proportions was going poorly – cavern-laboratories were wrecked, vats of mutating agents smashed, legions of Skavenslaves were lost in hideous fashion. As Lord Verminkin, the leader of Clan Moulder, directed the works himself, the repercussions for such failures were bloody and ongoing. It was then that Throt the Unclean returned from his creature-capturing foray into the wastes. The procession was not of manacled slaves, but instead many creaking wagons, which between them bore a single chained beast. At long last one of the pallid and deep-tunnelling Blindwyrms that exist in the depths of the world had been caught.

It was not easy force-feeding such a creature warpstone until the swollen, mutating beast could be cut and grafted. Keeping the Blindwyrm alive during the complicated operations proved difficult and several times the great writhing creature had to be resuscitated with jolts of warp lightning. There were many experiments, but only Rat Ogre components had the strength to bond – other attachments withered or died. So much warpstone was used in the stitching together process that production of other beasts of war fell to nothing. Suspecting plots against their clans, many Warlords began to clamour, sure that treachery was afoot.



Ominous signs preceded the final creation of what has come to be known as the Hell Pit Abomination – Morrslieb was low, the Winds of Magic blew strongly, and storms of impossible proportions raged at the torture-wracked polar caps. The warp lightning accumulators that rose above the surface of Hell Pit whirled with supernatural power as they delivered the final jolt that shocked the now-completed creation alive. The beast rampaged through Hell Pit, slaying Skaven by the hundreds – it was a great success. Throt, rewarded with new breeders, was promised caverns in the innermost circle of the labyrinth that is Hell Pit if he would hunt down more of the invaluable Blindwyrms. Lord Verminkin decreed that more of the creatures must be made immediately...

The Hell Pit Abomination is a living mountain of misshapen flesh. The creature moves in a rippling tide of unnatural spasms, writhing worm-like and using its many limbs to pull and drag its hideous bulk forward. Various mechanical bits, such as wheels, cogs, and fluid-pumps have been grafted into the beast to ensure it moves at optimal speed and that the warpstone mutated growth agents are regularly injected into the beast's hyper-fast metabolism. A multitude of heads dart out of the lumpen mound of muscle and bone at the behemoth's fore. The heads that snake out are all vermin-like, but some glisten hairlessly, like unborn rat monstrosities. Many have eyes, but no few are blind, twisting and craning to catch the scent of prey, hissing and snapping at the air with razor-sharp incisors.

Many foes will flee from the unnatural sight of a Hell Pit Abomination. With a horrifying slither and shamle, the creature propels itself across the battlefield, rearing up to a towering height before it hits the enemy line like a thunderbolt. Vast boulder-sized fists smash aside shield walls and send foes flying, while hungry jaws snap and greedily devour the broken victims. Once in combat the Hell Pit Abomination is relentless, dragging its bulk onwards to crush any in its wake. Hell Pit Abominations are notoriously hard to slay and there are accounts of the beasts visibly healing wounds, regrowing severed limbs and rising from the dead to attack again.

	M	WS	BS	S	T	W	I	A	LD
Hell Pit Abomination	3D6	3	1	6	5	6	4	*	8

SPECIAL RULES

Impact Hits (D6), Large Target, Regenerate, Stubborn, Terror.

Shambling Horror (see opposite page).

***Special Close Combat Attacks** (see opposite page).

Too Horrible to Die (see opposite page).

SHAMBLING HORROR

A Hell Pit Abomination is moved in the owning player's Compulsory Movement, moving 3D6" each turn. First, pivot the Hell Pit Abomination to face the direction in which you wish it to travel and then roll 3D6; this is how many inches directly forward the creature will move. If a triple is rolled, do not move the Hell Pit Abomination; instead roll immediately on the Berserk Abomination chart.

BERSERK ABOMINATION CHART

- 1 Grinding Halt.** *The Hell Pit Abomination's transplanted brains baulk.* The beast does not move this turn.
- 2-5 Blind Fury.** *The Hell Pit Abomination suffers a fit as its multiple brains convulse and fight for control.* The model moves the full distance rolled, however, it must do so in a random direction determined by a scatter dice. If the random move takes the beast off the gaming table it is placed back onto the table in the following friendly turn as if it had pursued an enemy off the table, but it may not move again that turn.
- 6 Fluid Injected!** *The mutated stitched nightmare roars in pain as surges of warped growth juices course through its foul body.* The Hell Pit Abomination moves in the direction nominated, using the triple already rolled, and will increase its Strength by +1 for the remainder of the game. Further Berserk Abomination rolls of 6 will not increase the beast's profile, but will instead immediately inflict D6 wounds on the unit.

If the Abomination's movement is sufficient to take it into an enemy unit then it counts as charging. The target may make a charge reaction as normal, counting the Movement value rolled as the Abomination's maximum charge distance (for purposes of fleeing, standing and shooting, and so on). If the move is blocked by impassible terrain the Hell Pit Abomination will stop 1" away from it. If the Hell Pit Abomination's move takes it into a friendly unit the creature will immediately cause D6 Impact Hits to the unit in its way, before withdrawing back 1" and ending its movement.

*SPECIAL CLOSE COMBAT ATTACKS

A Hell Pit Abomination inflicts D6 Impact Hits when it charges. Once in combat, however, Abominations do not attack in the same way as other creatures. Roll a D6 when it is the Hell Pit Abomination's turn to attack in close combat to see what the mutated beast does:

- 1-2 Feed**
- 3-4 Flailing Fists**
- 5-6 Avalanche of Flesh**

Feed – *The Hell Pit Abomination's many beads distend out of their fleshy tubes, snapping and biting. Razor-sharp incisors the size of a horse's leg slash through the air as the beast seeks prey to eat.* All models in base contact (friend or foe) suffer a single Strength 6 hit with no armour save allowed. Each unsaved wound is multiplied into D3 wounds.

Flailing Fists – *The multi-headed monstrosity unleashes a flurry of titanic blows with enough force to level a mountainside.* The Hell Pit Abomination makes 3D6 attacks. Any enemy unit that suffers one or more unsaved wounds from the flailing fists attack suffers -1 To Hit for the remainder of the Close Combat phase. This represents the horrors of the creature's underbelly and the grim, pulped remains of comrades trapped in the pallid folds of necrotic flesh.

Avalanche of Flesh – *The Hell Pit Abomination twists its serpentine mass, rearing to its greatest height before hurling itself upon its prey. What isn't crushed by the sickening bulk is smashed by massive fists.* Every model in base contact with the Abomination (friend and foe) must pass an Initiative test or suffer an automatic Strength 6 hit. Additionally, the Hell Pit Abomination inflicts 2D6 automatic hits, distributed as per shooting against a single unit in base contact.

TOO HORRIBLE TO DIE

As the Hell Pit Abomination twitches out its last shuddering death throes there is a chance its unholy and unnatural metabolism restarts one or more of the foul beast's many hearts. As soon as the Hell Pit Abomination loses its last Wound, remove the model and place a marker (a coin will do) to mark the death spot. At the end of the turn roll a D6 and check the Too Horrible to Die chart. If any of the Hell Pit Abomination's Wounds were lost to Flaming Attacks, the beast is dead and no roll on the chart is allowed.

TOO HORRIBLE TO DIE CHART

- 1-3 Dead.** *The beast gives a final death rattle before going still.* The Hell Pit Abomination is dead, dead, dead, never to return.
- 4-5 The Rats Emerge.** *The Hell Pit Abomination's mighty corpse shudders as a mass of rats burst forth. They had lived within the beast, forever gnawing away at the ever-regenerating innards of the Abomination.* D3 Rat Swarms forming a single unit are placed anywhere within 3" of the slain Hell Pit Abomination marker, representing the rats emerging after the beast's writhing death throes. Swarm must be placed at least 1" away from any enemy units – if this is not possible, then any swarms not placed are considered destroyed. The Rat Swarms can be placed in any facing and can act as normal in the next friendly turn.
- 6 It's Alive!** *With a jolt of unnatural vitality, the Hell Pit Abomination rises anew.* Place the model anywhere within 3" of the slain Hell Pit Abomination marker, at least 1" directly away from enemy units. Roll a D6 to see how many Wounds the creature has recovered.

Warpstone Spikes: Ever curious to see what further mutations will do, some Master Moulders will drive warpstone spikes into a Hell Pit Abomination. When given this option, a Hell Pit Abomination gains Magic Resistance (1) and all of its attacks count as if they are made by a Warpstone Weapon.

WARLOCK ENGINEERS

The notorious Warlock Engineers of Clan Skryre are the artificers of Skaven society, blending arcane sorceries with technology in an insane and mind-boggling mix. For the other races of the world it is hard to differentiate or define where the science stops and the power of magic begins, although such delineation never occurs to Skaven. Warlock Engineers see the two elements as one and the same – machines and sorcery blended together to create impressive killing power.

On the battlefield it is readily apparent that some of the Warlock Engineers are able to channel and cast magic in the traditional ways understood by the races of the world. They harness the energies of the Winds of Magic and channel it to foul Skaven effects. Whether or not this is done with the aid of warped machinery is unknown. Although they can cast and counter magic, the Warlock Engineers are not nearly as adept at sorcery as the horned Grey Seers. Some Warlock Engineers are unable to cast spells at all, but instead seem wholly absorbed with the building and firing of a variety of mechanical weapons capable of dangerous and unpredictable effects.

Warlock Engineers appear as other Skaven, but it is invariably harder to discern their shapes as they are

typically covered in whirling, hissing, clanking contraptions of their own devising. The normally twitchy Skaven energy is partially confined due to the number of wires and attachments that trail behind the Clan Skryre ratmen. There is a frightening tendency towards body-part replacement amongst many Warlock Engineers. This is partly due to limb loss from explosive mechanical mishaps but, disturbingly, much of it is by choice. The endlessly tinkering Engineers are always assured they can 'build a better one' and so eyes, limbs, and more are gleefully replaced with cog-driven mechanical parts. At the heart of most Warlock Engineer upgrades is the driving force behind all Skavendom – the dreaded warpstone. The green-black luminescent stuff is used as a power source, providing potent chaotic energies to many strange and diabolic devices.

The sorcerer-inventors often go to war carrying many of their latest devices. This seems to be true for both the sorcerer-rats that can cast magic and those that function along the more traditional engineer role. From hand-held weapons such as warplack muskets or poisoned wind globes of devastating potency, to blades powered by crackling warpstone energies, the anarchic arsenal of



	M	WS	BS	S	T	W	I	A	LD
Warlock Engineer	5	3	3	3	3	2	4	1	5

the Warlock Engineers is both varied and destructive.

MAGIC

Not all Warlock Engineers can use magic, however, they may be upgraded to become a Level 1 or 2 Wizard. Upgraded Warlock Engineers use spells from the Skaven Spells of Ruin list. A Warlock Engineer can substitute one spell for *Warp Lightning*.

SPECIAL RULES

Scurry Away!, Strength in Numbers, Verminous Valour.

UNDERGROUND ARMS DEALERS

Power struggles drive competing Warlords to seek any advantage they can buy (although stealing or coercing are fine options too). At times a mere show of might is enough to win the day. In this regard, a Warlord clan cannot have too much of Clan Skryre's wicked weaponry. The fact that the Warlock Engineers sell to all sides in the constant Skaven struggle for dominance is well known; the fact that for a very high price they offer to withhold their services is widely guessed. None but the Grey Seers know the exorbitant extent of Clan Skryre's double-dealing and treachery.

POISONED WIND GLOBADIERS

Poisoned gas is one of the most infamous weapons of the Warlock Engineers, who first deployed the noxious gas during the bitter tunnel fighting against the Dwarfs of the Worlds Edge Mountains. Clan Skryre was delighted at this new diabolical way to slaughter their foes. The Engineers have tried many methods of delivery. Machines of incredulous complexity and dubious worth have been attempted, but in the end the best method of launching gas attacks into the enemy's ranks have been via the specially trained Globadiers.

Poisoned wind globes are glass or crystal orbs filled with deadly warpstone gas. When thrown, the sphere shatters, releasing billowing clouds so lethal that mere skin contact can cause severe pain or even death. Breathing the vapours causes lungs to spontaneously fill with bubbling pus – a horrible and nearly instantaneous death. For this reason, Globadiers wear all manner of elaborate masks, goggles, and cumbersome rebreathing apparatus in an effort to protect themselves against accidental gassing. Armour offers no protection against poisoned gas, but this does not stop the Globadiers from wearing arcane body armour underneath their robes.

On the battlefield, small regiments of Poisoned Wind Globadiers lurk between formations of Clanrats or Stormvermin. At times Globadiers are accompanied by a Poisoned Wind Mortar to boost the unit's firepower. From the relative safety of the shadow of larger regiments, the Globadiers wait for opportunities to dart forwards and lob their deadly missiles. The horrible way in which their weapons work make Poisoned Wind Globadiers priority targets to enemies that have faced such dangers before. Globadiers have no qualms about lobbing their missiles into a swirling melee, displaying a general disregard as to whether their globes strike friendly troops or the enemy. It is not unusual for Globadiers to survive a battle only to be attacked by friendly formations that suffered from errant globes.

	M	WS	BS	S	T	W	I	A	LD
Globadier	5	3	3	3	3	1	4	1	5
Bombardier	5	3	4	3	3	1	4	1	5

SPECIAL RULES

Scurry Away!, Skirmish.

Life is Cheap: Poisoned Wind Globadiers are allowed to fire into combat. Providing the Globadiers are not in base contact with a foe, they can target any enemy unit within range and line of sight, even if that unit is engaged in close combat. As combatants are constantly in motion, all successful hits must be randomised between the fighting units (1-3 friend, 4-6 foe). If there are multiple friendly or enemy units, further randomise to determine exactly which one is struck.

Volley From the Back: If the Globadiers are themselves in combat, models in base contact with the foe fight with their hand weapons, but unengaged models can lob missiles into their own unit's melee, as described below.

When the skirmishing unit forms up to fight close combat, unengaged models – even those in the rear ranks – are allowed to fire into their own combat during the Shooting phase. Shots must still be in range of the enemy. All shots taken without line of sight to the target suffer a -1 penalty To Hit. All hits into a close combat are randomised as per Life is Cheap above.

Poisoned Wind Globes: Globes are thrown weapons as per the Warhammer rules with a maximum range of 8". They are Warpstone Weapons. Each globe that hits wounds any target on a D6 roll of 4+, with no armour saves allowed. On an unmodified To Hit roll of 1, a Globadier has shattered the fragile sphere before throwing and must roll to wound himself. Because of their protective gear, Globadiers suffer wounds from poisoned wind globes on a roll of 5+.



WEAPON TEAMS

Clan Skryre has invented a variety of powerful, portable, yet dangerously precarious weapons that accompany the hordes to battle. Each Weapon Team has unique abilities, but all share the following profile:

	M	WS	BS	S	T	W	I	A	LD
Weapon Team	5	3	3	3	3	1	3	2	5

Each Weapon Team is crewed by two Skaven mounted on a single base and treated as a single model.

SPECIAL RULES

Scurry Away!, Strength in Numbers.

Attached Unit: A Weapon Team must be deployed at the same time and within 3" of the unit it was bought with (also known as its parent unit). After this the Weapon Team is free to move and counts as a normal unit for all purposes (victory points, etc.). When within 3" of its parent unit, a Weapon Team can use that unit's rank bonus to modify its own Leadership. A Weapon Team within 3" of its parent unit is treated in all regards as having a 4+ ward save against ranged attacks such as missile fire and spells. This represents the team lurking in obscurity, and ducking for the protective cover of the larger unit.

A destroyed, fleeing or broken Weapon Team never causes Panic tests in friendly units.

WARPFIRE THROWER

The Warpfire Thrower hurls a blast of unnatural flame. One crew member carries a fuel vat and the other aims the nozzle. A flip of a switch and powdered warpstone mixes with onrushing chemicals, bursting into unholy flame. The hellish gout can turn an entire formation into a twitching, throbbing pile of smouldering goo.



Range	Strength	Damage	Save
Artillery dice	5	D3	-2

SPECIAL RULES

The Warpfire Thrower is a move or fire weapon, but can pivot on the spot to face the target it intends to shoot. It is a Warpstone Weapon. The device is fired by placing the flame template with its narrow end touching the Warpfire Thrower barrel and the large end aimed at any target in line of sight. Roll the artillery dice and move the template the number of inches indicated – this is where the warpflame lands. The template can overshoot a target, representing the team firing in too high an arc.

All models touched by the template are hit automatically. A unit suffering any casualties must take a Panic test. A roll of misfire means the weapon does not fire but rolls on the chart below.

Rapid Reaction: The Warpfire Thrower can stand & shoot if it is charged.

WARPFIRE THROWER MISFIRE CHART

- 1-2 **Whompfff!** *The diabolical device explodes.* Place the large round template over the Weapon Team and resolve hits as normal. After this, the team is destroyed in the lurid mushroom cloud it has created.
- 3-5 **Fuel Leak.** *Highly explosive fuel leaks out and ignites.* Immediately roll 2D6" and the scatter dice to determine the direction the team runs before exploding. They will stop if they touch a unit (friend or foe) or impassable terrain. After movement, the device explodes exactly as the Whompfff! result above.
- 6 **Pppphht!** *Something has been sprayed, but it's not warpfire.* With a disappointing fizzle, the Warpfire Thrower fails to fire, but does not explode. The crew may not fire this turn. For the rest of the battle the

RATLING GUN

The multi-barrelled whirling death-dealing machine known as the Ratling Gun is a relatively modern invention. Nonetheless it has proven so successful that Clan Skryre simply cannot make enough to satisfy the greedy demands of the Warlord clans. Powered by warp steam and kicked into gear by the prodigious working of a hand crank, the six barrels of the Ratling Gun spin and whirl, emitting a fusillade of warp-laced bullets that streak through the air, leaving faint greenish traces.

The Ratling Gun is more than capable of producing a true surplus of firepower, if such a thing were possible. A solid burst from a Ratling Gun is more than enough to scythe down a charging unit of Orc Boar Boyz mid-gallop and can even put a dent into the largest unit of Clanrat warriors (although this is often called ‘accidental shooting’). Clanrats refer to units slain by the Ratling Gun as ‘teeth-breakers’ as the flesh tends to be riddled with dozens of the lumpen glowing bullets.

As is typical of Clan Skryre work, there are a number of different design patterns, including a wheeled variety, one with a small gun shield, a tripod-mounted version, and more besides. The foul device may come in many shapes and sizes, but all are equally deadly and just as likely to malfunction or overheat as the next. Rumours of certain very wealthy Warlord clans deploying entire units made of Ratling Gun Weapon Teams have never been substantiated, although perhaps that is because no one has survived to tell the tale.

Range	Strength	Damage	Save
18"	4	1	-2

SPECIAL RULES

The Ratling Gun is a move or fire weapon, but can pivot on the spot to face the target it intends to shoot. It is a Warpstone Weapon. To fire the gun, nominate a visible target and determine how many shots are fired. To do this, roll a D6: the result is the number of shots fired. You can now decide whether to stop or to roll a second dice. The result of the second dice is added to the first and their total is the amount of shots fired. You can now stop or choose to continue firing, repeating the same process. If you roll a double (any duplicate of one of the numbers previously rolled) the Ratling Gun has suffered a misfire. Roll immediately on the Ratling Gun Misfire chart (above right), no further dice may be rolled. If firing is completed without a misfire, and the target is within range, roll To Hit with all shots.

Hot Warplead: Because of its high rate of fire the Ratling Gun crew does not suffer any penalty due to Multiple Shots. Additionally, the infernal Weapon Team does not suffer any penalties for firing at targets at over half range to represent the sheer weight of bullets the Ratling Gun sends whizzing through the air.

Rapid Reaction: The Ratling Gun can stand & shoot if it is charged.

RATLING GUN MISFIRE CHART

- 1-2 Blam!** *A high-pitched hissing culminates with a resounding explosion that tears the Weapon Team to shreds in a steaming wet radius.* No shots are fired and the Weapon Team is removed from play.
- 3-5 Spins Wildly.** *A major malfunction sends out a blinding cloud of noxious steam, causing the crew to spin around wildly as the gun barrels blaze away.* Roll a scatter dice – all the shots (including the ones rolled with the last dice – the one that caused the misfire) are fired in the direction shown by the arrow. The barrage of bullets must roll To Hit the first unit in its path, friend or foe.
- 6 Bbbrrrrrrttt!** *The power pumping the firing mechanism begins to lose pressure.* The weapon fires all shots at the intended target but does so at Strength 2 with a -1 armour save modifier.

Skrrrk furiously worked the crank that spun the rotating barrels of the Ratling Gun. His teammate, Trik, had the easier task of aiming and, from the flurried movements of his tail, Skrrrk could tell the firing was going well. Curse Trik, he'd take all the credit! Despite the ongoing slaughter of the Night Goblins, Skrrrk reverted back to scheming as to how he could usurp the cushier job.



DOOM-FLAYER

The Doom-flayer is a motorised iron ball of whirling blades that was first employed during the merciless underground battles against the Dwarfs of the Worlds Edge Mountains. Desperate to break through the shield walls of the bearded-things, and unable to get within range to deploy a Warpfire Thrower or Poisoned Wind Globadiers, an unknown Clan Skryre Warlock Engineer jury-rigged a heavily armoured attack device. Built from scavenged scrap, broken blades and the steam-powered roto-engine of a recently recovered crashed Dwarf Gyrocopter, the first destructive engine that was destined to evolve into the Doom-flayer was born.

Although the first rudimentary machines did not survive, the idea did. Various incarnations of the killing machine with the spinning, stabbing and slashing blades began to assail the subterranean strongpoints of the Dwarfs. The first crude Doom-flayers were largely Skaven-powered, as the pushing crew generated much of the impetus to spin the belts and cogs that drove the whirling weaponry. The Skaven crew, protected by a scrap-barrier of old shields, metal-reinforced planks, and even the patched-together armour plates of fallen enemies, could just about avoid incoming missile fire and still steer the device to plough into enemy lines. To this rough concept, the Warlock Engineers added the full verminous ingenuity of their wicked race. This of course meant that a warpstone generator provided

the real power behind the swirling abattoir. Now the death-dealing apparatus could crash into the foe with hellish vigour, lopping off limbs, and scything down any who dared to stand before it. The great splashes of gore and entrails the device leaves behind it inspires the Clanrats and Stormvermin who advance in its carnage-filled wake.

Although the infernal device has never achieved the sheer blood-soaked devastation it wrought in the confined tunnels of the underworld, the Doom-flayer has proven its worth in several surface battles, notably shredding many Imperial soldiers in the tightly confined streets of Nuln during that short-lived, but devastating, invasion of the man-city.

Range	Strength	Attacks	Damage	Save
Base contact	4	Artillery dice	1	-2

SPECIAL RULES

Impact Hits (D3).

Whirling Death: Whirling Death attacks occur at the Initiative of the Skaven crew. Do not use the Attack profile of the Weapon Team in close combat, but instead roll an artillery dice to determine the number of Attacks the Doom-flayer gets. Any number (2, 4, 6, 8, 10) is the number of automatic hits the target suffers, allocated as per shooting. On a roll of misfire consult the Doom-flayer Mishap chart below. In the turn a Doom-flayer charges it does both Impact Hits and its Whirling Death Attack.

The Best Defence: The mass of whirling blades provides an excellent protective shield, giving the Doom-flayer an armour save of 3+ against all models attacking from the front. The Doom-flayer has only a 5+ armour save against attacks from the flank or rear.



DOOM-FLAYER MISHAP CHART

- 1-2 **BaBlam!** *The warp generator implodes in a rippling radius of multi-coloured death.* Place the large round template centred over the Weapon Team. Any models touched by the template must take a Strength 4 hit with a -2 armour save. Remove the Doom-flayer from play.
- 3-5 **ZZZZzap!** *The small and unstable warp generator that powers the Doom-flayer temporarily overloads, sending out a shocking discharge.* The Doom-flayer and all models touched by the Doom-flayer take a single Strength 4 hit with a -2 armour save as the device sends out potent shock waves of warp-energy.
- 6 **Power Failure.** *With a descending thrum, the blades and scythes stop spinning as all power is cut off. The crew look up innocently, acting as if they are not doing anything harmful, certainly not directing the efforts of a chopping death abattoir.* The Doom-flayer may not attack in any way this turn as the panicked crew scramble to restart their engine of destruction.

POISONED WIND MORTAR

Clan Skryre has long sought to build a device that can lob poisoned wind globes over a longer distance while still being able to advance quickly with the massed Skaven infantry. The Poisoned Wind Mortar was the answer. The muzzle-loading tube allows a weightier poisoned wind bomb to be fired to a range greater than a lone Globadier could hope to achieve. Additionally, with some hastily squealed directions from its parent unit, the Poisoned Wind Mortar can fire indirectly. Hurting the enemy without risking one's own hide is always an appealing idea to any Skaven.

As the bulk of the firing apparatus can be strapped upon a crew member's back, the Weapon Team can advance alongside Skaven regiments, pausing momentarily to lob high-arching shots onto distant foes, before scurrying to stay alongside its parent unit.

Range	Strength	Damage	Save
6-24"	see below	1	none

SPECIAL RULES

The Poisoned Wind Mortar may move and fire. The Poisoned Wind Mortar fires like a stone thrower with the following exceptions:

The Poisoned Wind Mortar can fire at any visible target or, if the Weapon Team is within 3" of its parent unit, it can use their line of sight to fire. If the target is not visible to the Poisoned Wind Mortar, then the shot will scatter double the distance rolled on the artillery dice unless a hit is rolled. This means that shots may drift wildly off target, but this is rarely a worry to the crew. Should a misfire be rolled, consult the Poisoned Wind Mortar Misfire chart (above right).

The Poisoned Wind Mortar is a Warpstone Weapon and uses the small round template. Any single model that lies under the direct centre of the template takes a wound on a dice roll of 4+ with no armour saves allowed. All other models touched by the template take a wound on a roll of 5+ with no armour saves. The mortar crew and Poisoned Wind Globadiers have protective gear and only suffer a wound on a roll of 5+ when touched by any part of the template.

Some of these infernal devices built by Warlock Engineers are unique one-off builds that cannot be replicated (despite repeated attempts). The secrets of the Buzzsaw Bomb that annihilated the Tusk-faced Ogre tribe in the Dark Lands or the Avalanche Cannon that destroyed the town of Gluckmort in Reikland have been lost. But what has made Clan Skryre wealthy is the ability to mass produce and sell Weapon Teams to the greedy and demanding Warlord clans.

POISONED WIND MORTAR MISFIRE

- 1-2 Foomph!** *The bomb explodes prematurely in the tube, ensnrouding the area in an instant green fog.* Place the large round template centred on the Weapon Team. Models touched by the blast are wounded on a 4+ with no armour saves allowed. The Poisoned Wind Mortar is then removed.
- 3-5 Wildly off Target.** *Either the temperamental aiming mechanism has gone baywire or the fume-addled crew have made a major mistake.* The opponent can place the template anywhere he likes within 3D6" of the intended position. Resolve hits as normal.
- 6 Clogged.** *The firing mechanism is clogged with grime, filth, or even a crew member's errant tail.* No firing may take place this turn while the device is cleared.

The first use of poisoned wind globes dates back to the attacks at Karak Varn and the first mention of Warpfire Throwers occurs at the fall of the Gate of Jewels in Karak Eight Peaks. The Doomwheel dates back approximately 150 years to the Siege of Alcasta in 2367, where one of the devices was used to break the city gates. The Ratling Gun first appeared after the Warlock Engineers got their ratty hands upon the prototype multiple barrelled rifles of the Empire roughly a hundred years ago.



WARP-GRINDER

To tunnel more quickly than typical slave labour, the Skaven deploy specially devised Clan Skryre machines. Some of the massive constructs are larger than the grandest ships of the Empire's navy. These huge devices combine great drills with warp energies to vapourise the broken debris as the machine bores. These rare machines are seldom, if ever, seen, but a portable version can often be found deployed on the battlefield.

The Warp-grinder opens up tunnels. Projectors gleam with warp-energy, pulverising stone and leaving a narrow and smoking passageway in its wake. Small fast-moving units can follow the device, emerging behind enemy lines to cause untold disruption. But it is a perilous trip, as the newly bored tunnels are prone to cave-ins and the machines can suffer catastrophic melt-downs. When the Warp-grinder breaks through the surface, it will stick with the unit that it is attached to, even assisting in close combat. Without the comforting presence of the parent unit, the Weapon Team will flee the battlefield.

SPECIAL RULES

Permanently Attached: Once attached to a formation a Warp-grinder must remain within 3" of its parent unit. If, at the end of any turn, the Warp-grinder is more than 3" from its parent unit the Weapon Team is removed as a casualty. Within these narrow boundaries, the Warp-grinder can move as a normal unit.



Deploying via Tunnel: A unit with an attached Warp-grinder is not deployed at the beginning of the game, but instead uses the following rules:

During deployment, but before Scouts, place a tunnel marker anywhere on the battlefield (a coin will do). Starting from Turn 2, at the beginning of every friendly turn roll a dice: on a 4+ the Warp-grinder arrives. If the unit fails to turn up during a game, treat them and the Warp-grinder as a casualty.

When the team emerges, roll a scatter dice and an artillery dice. If you roll a hit on the scatter dice, the marker stays in place; if you roll an arrow, move the marker the number of inches indicated by the artillery dice in the direction shown by the arrow. If the marker is moved off the tabletop, the team and its parent unit are considered lost; treat them as casualties. If you roll a misfire, roll on the Warp-grinder Mishap chart.

Once the final position is established, place the Warp-grinder and its parent unit so both can touch the marker. If the marker is under a friendly unit or impassable terrain, place it next to the closest edge of the unit/terrain. They may face in any direction. The emerging units can act normally this turn, even declaring a charge.

If the marker is under an enemy unit when the Warp-grinder and its parent unit emerges, the Warp-grinder and its parent unit are both considered to have charged. Place the attacking Skaven to the front of the enemy unit that is atop the marker.

The Warp-grinder in Close Combat: Although not designed for combat, the Warp-grinder can still mete out damage with its close-ranged warp-powered blasts. The Warp-grinder fights in close combat using its crew's Initiative, but not their Attack profile. The Warp-grinder is a Warpstone Weapon and inflicts D3 Strength 4 automatic hits in each Close Combat phase.

WARP-GRINDER MISHAP CHART

- 1-2 **Cave-in! Total collapse!** The Weapon Team and its parent unit are instantly killed.
- 3-5 **Partial Collapse.** *The warp generator fizzles out as the Warp-grinder nears the surface.* Some of the models may claw their way topside, although the Warp-grinder is removed as a casualty. Make a Strength test for each model in the parent unit, if passed the model is placed as normal. Models that fail are removed as casualties. Any models that survive may not move or charge on the turn they emerge after a Partial Collapse. If the models emerge into close combat they count as WS 1 and always strike last, regardless of charging or Initiative.
- 6 **Should Have Taken That Left Turn.** *The tunnellers get lost!* Your opponent places the marker anywhere on the table and this is where the Weapon Team and its parent unit emerge. They cannot move or charge, as they are too busy blaming each other for the error.

WARPLOCK JEZZAILS

Warplock Jezzails are long-barrelled rifles that require a two-Skaven team to load and fire. Aided by its tremendous length, the Warplock Jezzail is capable of hitting targets at a distance greater than conventional bow or handgun fire. The Jezzail fires a high velocity bullet made of refined warpstone. It strikes with a force capable of punching through a shield, breastplate, and body of an armoured knight. Should the glowing green projectile pass through or embed itself in flesh, the damage can be considerable, due, in part, to the highly toxic nature of warpstone. Although moving too quickly to be seen, the bullets fired by a Warplock Jezzail leave behind a faint green streak. It is easy to trace the shots back to their source, ensuring any return missile fire that the enemy can muster will follow. For this reason, what started out as a mere aiming platform for the long rifle, has turned into a protective pavise designed to shield the vulnerable Jezzail team from incoming arrows, bolts, and bullets.

The Warplock Jezzail is unmistakably a Weapon Team, but unlike the other Clan Skryre portable weapons, the Warplock Jezzails do not individually support infantry, but instead form their own units. Warplock Jezzails are a valuable asset to any Warlord, who will try to position such a formation atop a hill, cliff, defile or building to afford them the greatest possible line of sight.

	M	WS	BS	S	T	W	I	A	LD
Jezzail Team	5	3	3	3	3	1	3	2	5
Sharpshooter	5	3	4	3	3	1	3	2	5

SPECIAL RULES

Scurry Away!

THE WARPLOCK JEZZAIL

The Jezzail is a move or fire weapon and is a Warpstone Weapon.

Range	Strength	Damage	Save
36"	6	1	-4

Unstable Ammunition: Warpstone-enhanced rifles of any kind are the most reliable weapons developed by Clan Skryre (they're almost safe). Anytime a weapon that uses Unstable Ammunition scores a result of 1 on its roll To Hit, roll another dice. On a following roll of 1 the gun misfires and the firer will suffer a hit using the gun's Strength and save modifier. A roll of 2+ means there was no malfunction, it was just a lousy shot.

Pavise: The large and cumbersome shield carried by the front Skaven gives the Warplock Jezzail team a protective 4+ armour save.

LONG-BARRELLED DEATH-BRINGER

The formidable Warplock Jezzail teams have been a staple of the Clan Skryre arsenal for ages. They were first reported on battlefields not long after the earliest clashes with the Dwarfs of the Worlds Edge Mountains. Ambitious Warlock Engineers studied captured Dwarf handguns and, in their own rat-fieend way, further perfected the design. Early models used scavenged parts, but soon the distinctive long-barrelled weapon emerged. Naturally, warpstone played a key role in the new Skaven versions, appearing in the bullet, the firing mechanism (the warplock), and even the gunpowder itself, which is laced with the unnatural substance. The shape and barrel length have improved through the ages, but the weapon remains its same deadly self. Many clans claim the reputation of being the best shot, but legends tell of sharpshooter Natty Buboe of Clan Mors who could reportedly put a shot through the telescope of an onlooking Dwarf Engineer at a distance of well over 7,000 paces. As the story goes, the Dwarfs were too stubborn to admit the Skaven had outranged them, so Dwarf after Dwarf lined up to look through the glass-less scope while Natty racked up a large tally.



DOOMWHEEL

Few devices sum up the blend of science and sorcery, the sheer inhuman ingenuity of the Skaven, than the infernal war engine known as the Doomwheel. At first sight the Doomwheel might seem an oddity, perhaps even comical to opponents that have not faced one before. The Dwarfs, who have suffered many wars against the Skaven, know full well the Doomwheel's measure and will direct every war machine at their disposal to blast the deadly wheel apart before it can churn close enough to pulverise the Dwarf battlelines. Indeed, Dwarf cannons will allow themselves to be overrun by the foe, willingly sacrificing themselves for their hold, in order to get off a single shot at the infernal Skaven device.

The Doomwheel was invented by perhaps the most insanely talented of all Warlock Engineers, Ikit Claw. The design is so simple and yet so complex, so utterly Skaven in its inception that it is well beyond the ken of even the top minds of the Imperial School of Engineers in Nuln to comprehend. Rats scampering in twin treadmills inside an enormous wheel provide the primary motive power. This, in turn, sparks the warpstone generator, which, if all goes well, powers bolts of lethal warp lightning. If the green or purplish bolts that arc out from the warp-conduits do not slay

the foe, then it will be up to the great iron-reinforced wheel to crush all who dare to stand before its creaking but mighty track. At the centre of the contraption sits a Warlock Engineer who pilots the mad creation. Sitting inside the mighty death-dealing artifice of destruction puffs the Warlock Engineer so full of bold reassurance that the otherwise dubious courage of his race is, at least partially, offset. Doubtlessly the wafting fumes from the warpstone generator bolster the Engineer's confidence as well.

Of course there are still teething problems that make the Doomwheel dangerously haphazard. These sorts of petty concerns, however, do not overly worry the Warlock Engineers. On the whole they would rather be cobbling together a brand new type of killing machine, than fine-tuning one that more or less works most of the time. For instance, the rat propulsion system of the Doomwheel might, on occasion, produce results that are between disappointing and deeply lethargic. To a Warlock Engineer, whose mind thinks in gears and cogs combined with eldritch incarnations, such flaws are exasperating. Despite being fed stimulants and bathed in the unnatural glow of raw warpstone, the rats seem incapable of reliable service. An Engineer will quickly conclude the problem is just the beasts being wilful.

When it works correctly, the Doomwheel whirs quickly across the battlefield, moving more swiftly than galloping horses. If it is going exceptionally well, the Warlock Engineer will even steer the great wheel towards the enemy. This is ideal, as the powerful warp lightning bolts fire out, blasting the nearest thing to shrivelled blackness, so it is best to be nearer the foe!

The Warlock Engineer who pilots the Doomwheel has much to attend to, chiefly ensuring that the warpstone generator isn't overloading or goading the rat propulsion via shock-prod. Sometimes steering is one of the duties that does not take priority. It is not unusual to see one of the enormous wheels ploughing back into its own lines, but random, cruel, and undeserved death is not something new for Skaven. The power to break enemy battlelines or destroy large monsters more than compensates for the odd squashed Clanrat or Skavenslave. Still, wise commanders deploy Doomwheels as far away from themselves as is possible.



	M	WS	BS	S	T	W	I	A	LD
Doomwheel	3D6	-	-	6	6	5	-	*	-
Crew (Warlock & Rats)	-	3	3	2	-	-	4	2D6	7

The Doomwheel, including its Warlock Engineer crew and all the rats in the treadmill, is considered to be a single combined model. Hits and wounds are all directed against the Doomwheel as a whole, although the characteristics for the crew have been included as they have separate attacks in close combat.

SPECIAL RULES

Armour Save (4+), Immune to Psychology, Impact Hits (D6+1), Large Target, Terror.

Rolling Doom (see below).

Grinding Down the Foe (see below).

Zzzzap! (see below).



ROLLING DOOM

The Doomwheel moves and manoeuvres like a chariot with a few exceptions. The Doomwheel does not have a fixed movement rate but instead moves a random 3D6" in the Compulsory Movement part of each friendly turn. Should the Doomwheel run into an obstacle or enter difficult or very difficult ground it will immediately take D3 S4 hits. If it survives it can move over the obstacle or through the difficult ground. If a Doomwheel run into impassable terrain or a building, it takes D6 Strength 10 hits and comes to a stop. Should a Doomwheel come into contact with a unit (friend or foe) the Doomwheel will come to a stop, causing Impact Hits (See Grinding Down the Foe).

The Doomwheel will flee and pursue 3D6".

Loss of Control: At the end of any phase in which an unengaged Doomwheel takes a wound, the Skaven player must take a Loss of Control test. Roll a D6 for each wound suffered in that phase. On the roll of a 1, the Doomwheel goes immediately Out of Control (as detailed in the Doomwheel Misfire chart). If the Doomwheel is in combat or fleeing it does not need to make an Out of Control test as the pilot is fixated on the task at hand.

Should an out of control Doomwheel leave the gaming table, it will return in the following friendly turn. During the Movement phase place the Doomwheel on the edge where it previously left – this is the only move allowed for the Doomwheel, although the owning player must still fire the Doomwheel (see Discharging the Doomwheel at right).

GRINDING DOWN THE FOE

The Doomwheel does D6+1 Impact Hits. In the case of a Doomwheel hitting a friendly unit, resolve Impact Hits immediately after contact and then move the Doomwheel back an inch.

In a close combat the Doomwheel uses the Attack profile for the crew, representing the Warlock Engineer striking blows as well as the swarming rats who power

the treadmill. The number of Attacks is random (2D6), rolled separately for each combat, as the rats range between violently aggressive and utterly worn out by their treadmill duties.

The Doomwheel itself does a Grind Attack at the beginning of each round of combat in which it did not charge. The Grind Attack represents the giant wheel spinning in place to crush foes. A Grind Attack does D3 automatic S6 hits against one enemy unit in base contact, distributed as per shooting.

Zzzzap!

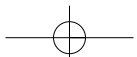
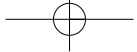
In each friendly Shooting phase, even when engaged in close combat, the Doomwheel unleashes three bolts of warp lightning. Sometimes this is not desirable and so the Warlock Engineer may choose to take a Leadership test in an attempt to stop the Doomwheel from firing. If the test is failed, the machine fires as normal.

Each warp lightning bolt has an 18" range and will strike the nearest unit (friend or foe), regardless of terrain or line of sight. Roll for each bolt separately, measuring from the Doomwheel's base. If the closest unit dies from the first bolt, the second bolt hits the next closest unit in range, and so on. If two targets are equidistant, the owning player may choose which unit is struck. The Zzzzap bolts are Warpstone Weapons.

To work out how powerful the warp lightning is, roll an artillery dice. If you roll a number (2, 4, 6, 8, 10) then this is the Strength of all the bolts for this turn. Each unsaved wound is multiplied to D6 wounds. If you roll a misfire result something has gone awry. No more shots are fired this turn and you must roll immediately on the Doomwheel Misfire chart.

DOOMWHEEL MISFIRE CHART

- 1-2 Disaster.** *The Doomwheel suffers a partial meltdown and begins to glow a luminous greenish tint. The Doomwheel immediately takes D6 Strength 6 hits and many of the treadmill rats succumb to the toxic leak of power. From now on roll one less D6 for the Doomwheel's movement. If reduced to zero dice the Doomwheel is removed as a casualty.*
- 3-5 Out of Control.** *The screeching feedback of the warpstone has jammed the sternwheel. If the Doomwheel is unengaged, the owning player must immediately roll a scatter dice and move the Doomwheel its full random move in a straight line in the direction indicated. No manoeuvring is allowed. If it hits any unit (friend or foe) the Doomwheel inflicts Impact Hits as normal and counts as charging if the unit is an enemy. Doomwheels already engaged do not move Out of Control and ignore this result.*
- 6 Burst of Speed.** *The overheated warpstone reinvigorates the treadmill rats to perform truly inspired wheel-spinning as never before. For the remainder of the battle the random movement is increased by an additional dice.*



WARP LIGHTNING CANNON

The Warp Lightning Cannon is a contraption built by the fiendishly clever Warlock Engineers and powered by an enormous hunk of raw warpstone. This wonder weapon generates unearthly energy, which is directed along a rune-etched barrel forged and enchanted to channel such destructive fury.

When fired, the Warp Lightning Cannon emits a sizzling ball of warp energy and any near the shot are rocked in its wake, fur standing on end, with a sickly green light burnt into their mind's eye. The bolt arcs earthwards, punching through anything in its path and then erupts in a crackling cloud of pure warp lightning. The shot flashes too quickly to follow, but its trail, once it lands on the ground, is easily marked – scorch signs follow its path and anything in the way will have a gaping hole in the exact shape of the beam. At first glance this puncture is impossibly clean cut, but closer inspection reveals warp energies eating outward from the circle – destroying all matter in the way fire blackens and crumbles paper.

	M	WS	BS	S	T	W	I	A	LD
Warp Lightning Cannon	-	-	-	-	6	4	-	-	-
Engineer & Crew	5	3	3	3	3	-	3	3	7



SPECIAL RULES

Ponderous War Machine: If the crew is forced to flee for any reason the Warp Lightning Cannon is destroyed.

The Warp Lightning Cannon is a war machine and both it and the crew are considered to be a single combined model. The characteristics have been detailed for both crew and machine as they are used at different times. When being shot at or targeted with spells use the higher Toughness, while in close combat use the lower Toughness value. There is only a single combined Wounds profile that both Warp Lightning Cannon and crew draw from. If this combined Wound profile reaches zero the entire model is removed as a casualty.

FIRING THE CANNON

The Warp Lightning Cannon is a move or fire weapon that fires in the same way as a cannon, as presented in the Warhammer rulebook, with the following exceptions:

If a misfire is the result of the initial roll of the artillery dice, roll on the Warp Lightning Misfire chart below. The second dice roll determines how far the warp lightning 'bounces' and the Strength of the warp lightning shot. A roll of misfire on this second roll means that the energy dissipates and no hits at all are suffered. If a number is rolled (2, 4, 6, 8, 10) this is the distance travelled – centre the small round template at the furthest range, to represent the crackling and exploding ball of energy.

All models touched by the template or in the path of the Warp Lightning from where it hits the ground to where it explodes suffer a hit at the Strength rolled. It is a Warpstone Weapon. No armour saves are allowed against any shots from the Warp Lightning Cannon and each unsaved wound is multiplied into D6 wounds.

The Warp Lightning Cannon cannot fire grapeshot.

WARP LIGHTNING MISFIRE CHART

- 1-2 Meltdown.** *The machine and its crew explode in a green fireball.* Remove the entire cannon and wonder suspiciously if it was really a malfunction or if you're being double-crossed.
- 3-5 Energy Overload.** *The unfathomable energies send the war machine spinning around before an unusually potent warp lightning shot blasts outwards.* Roll the scatter dice and turn the cannon to face the direction rolled. Resolve a shot at maximum Strength (10) that emanates from the barrel and travels along the ground in a straight line 4D6" before terminating in a large round template.
- 6 Spluttering Fizzle.** *A high-pitched descending whirring can be heard as the energy dissipates.* The cannon cannot fire this turn, but can shoot as normal next turn. Surely the Horned Rat is watching over you...

IKIT CLAW

Ikit Claw has taken Clan Skryre's mix of science and sorcery to new levels of complexity and depravity. Entire legions of Skavenslaves have been blasted to bits in the name of Ikit's experimental new weapons, a small price for the sheer power and killing might that Ikit has added to Clan Skryre's deadly arsenal.

In his quest for knowledge, Ikit has travelled the world, stealing secrets from the mystics of Cathay, studying the dimension-spanning machines of Lustria, and toiling for years alongside the cruel Forgemasters of far off Zharr-Naggrund. Upon his return, Ikit found the warpforges of Clan Skryre woefully under-developed. It would take centuries to fully implement his grandiose changes. It was during the great Civil War that Ikit seized his opportunity. As the newly assigned lead emissary of Lord Morskittar, the ruler of Clan Skryre, Ikit Claw ordered massive warpforges, and unrivalled armouries to be gnawed into the stone beneath Skavenblight. Infernal devices and diabolical weapons were soon being assembled on a level hitherto undreamt.

Ikit Claw was tall and white-furred before a failed experiment exploded and mangled his body. An intricate iron mask of his own invention now covers his hairless skull and a cunningly wrought exo-skeleton aids his withered left side. The iron contraption is run by a warp generator, a masterpiece of engineering that siphons the Winds of Magic to power Ikit's devilish inventions. Whirring cogs hiss and vent steam as the Chief Warlock moves, clanking like a fully armoured knight. Like all Clan Skryre Warlock Engineers, Ikit has continued to tinker – adding a small warpfire projector and countless upgrades, including a warpstone locator. In combat Ikit Claw wields Storm Daemon, a halberd wrapped with copper wire coils and set with glowing warpstone. The blade crackles with barely suppressed energies as it draws power from the warp generator to hurl dark bolts of warp lightning.

Ikit Claw

M	WS	BS	S	T	W	I	A	LD
5	5	3	5	4	3	3	2	7

MAGIC

Ikit Claw is a Level 3 Wizard and uses the Skaven Spells of Ruin. He can substitute one spell for *Warp Lightning*.

SPECIAL RULES

Scurry Away!, **Strength in Numbers**, **Verminous Valour**.

MAGIC ITEMS

Iron Frame (Magic Armour)

A mighty iron frame gives Ikit his exceptional Strength (which, without the device, would be a mere 2). The suit gives an armour save of 3+ and a ward save of 5+. Once per game Ikit can fire the warpfire projector

housed in the device. This works exactly as per a Warpfire Thrower (found on page 60) except that Ikit may re-roll the artillery dice.

Storm Daemon (Magic Weapon)

Storm Daemon is a magic halberd that ignores armour saves. Additionally Storm Daemon can project bolts of dark lightning from its tip. This is a Bound Spell (Power Level 5). If successfully cast, Storm Daemon blasts a Magic Missile with a 24" range, Strength 5, that causes an artillery dice worth of hits. In the case of a misfire, no shots are fired, but instead, roll on the chart below:

STORM DAEMON MISFIRE CHART

- 1-2** **ZZZZark!** *Storm Daemon overloads.* Ikit Claw and every model in base contact with him suffers a S5 hit.
- 3-5** **Disruption.** *Minor malfunctions and cursed tangles.* Ikit may not cast spells for the rest of this Skaven Magic phase while he sorts his power cables out.
- 6** **Full Power.** *The warp generator absorbs untold power for Ikit's use.* Ikit may immediately add D3 power dice to the pool for the current Magic phase.



THROT THE UNCLEAN

Throt the Unclean is one of the most twisted and ingenious Master Mutators of Clan Moulder and has exploited that success to position himself as one of the nine Lords of Hell Pit. The effects of a lifetime's work with warpstone can be seen, as bone spines protrude out of Throt's back and a third arm sprouts out of his bloated, but powerful frame. His left eye, torn from its socket in a struggle with a rival, has been replaced with a shard of warpstone crudely hammered into place, feeding its baleful influence directly into Throt's brain.

Over many self-developmental experiments, Throt has radically sped up his metabolism and now grows ravenously hungry after exertion. He requires constant nourishment and gluttonously crams tremendous amounts of food into his eternally unsatisfied gut. It is the Black Hunger, only worse. Eating more than four times his own body weight daily, Throt maintains such a pace to avoid being ravaged by his own warp-enhanced constitution. Surly at the best of times, when deprived of food (meaning the instant he stops chewing) Throt becomes mindlessly ferocious.

Throt's rise to power has been marked by an ability to create and lead to battle any number of bloodthirsty creatures, along with a knack for capturing new beasts

on which to experiment. Whether it is obtaining Blindwyrms, discovering applications for Trollspleen, or cultivating the best "growing juices" to increase the size of Rat Ogres, few can match the deeds of Throt.

Throt is active in advancing Clan Moulder's status and it is not unusual to find Throt, accompanied by packs of war-beasts, joining many Skaven battles. When Throt personally joins the fight he wields Creature-killer, a modified things-catcher of his own design that can grab and throttle even beasts the size of a Rat Ogre. Additionally Throt carries a special whip made from Minotaur-hide and cured in Troll digestive juices. Even the hunchbacked and mutated things that scuttle throughout the warrens of Hell Pit fear its stinging

	M	WS	BS	S	T	W	I	A	LD
Throt the Unclean	6	6	3	4	4	3	6	4	7

pain.

SPECIAL RULES

Scurry Away!, Strength in Numbers, Fear, Regeneration.

Master Controller: Throt counts as a Packmaster for the purposes of leading Giant Rats and Rat Ogres. In addition, any unit of Giant Rats or Rat Ogres within 12" may use Throt's Leadership, even when he is not the Army General.

Ravening Hunger: After marching or a round of combat (after Break tests) Throt must pass a Leadership test or consume a single model from his own unit (owning player's choice). Yes, this means he might eat a Rat Ogre! Throt must still test even if he is pursuing a fleeing enemy. If Throt breaks and flees, he automatically fails his Ld test and eats a single model on the run! If he fails his test while fighting alone, Throt takes a single wound with no regeneration allowed.

MAGIC ITEMS

Creature-killer (Magic Weapon)

Throt fights with both a blade and Creature-killer. These Attacks are already included in Throt's profile. All attacks, save for the one made by his whip (see below), have the Killing Blow special ability. Additionally, against larger than man-sized creatures (Ogres, Hydras, etc.) each unsaved wound caused by these attacks is multiplied into D3 wounds.

Whip of Domination (Magic Weapon)

In his third hand, Throt brandishes a whip. Alongside his four Attacks, Throt makes a single additional attack with the Whip of Domination. The weapon counts as a normal whip (see page 53), but any enemy that takes an unsaved wound from the Whip of Domination suffers a -2 penalty to its Leadership for the remainder of the player turn.



SKWEEL GNAWTOOTH

A Packmaster must learn when to ply the lash, how to control infighting, and how far beasts can be pushed before they'll turn. None are better attuned to their foul creations than Skweel Gnawtooth, the most successful Packmaster in Hell Pit.

Skweel was a runt – a death warrant amongst Skaven litters. In the daily competition to live, however, Skweel could count on unlikely allies to aid his undersized cause. His comrades were not Skaven, but common rats. Skweel had a natural affinity with beasts and was often accompanied by a rippling horde of vermin. It wasn't long before the Master Moulders took note of the dread Skweel commanded amongst his fellows, as any who stood in his way disappeared into the tunnels, pulled into the darkness by rat hordes. When Skweel was given a chance in the great pens with the larger beasts, he was not mauled, as are most newcomers. Instead, from that day on, Skweel was trained to become a Packmaster – a task he took to with zeal.

The majority of Packmasters drive their charges but Skweel seems to guide creatures, rather than simply lashing them forward. To Skweel, Giant Rats and Rat Ogres are not barely controlled feral beasts, but trained animals eager to do their master's bidding. After a successful hunt, it is not unknown for the brutes to present Skweel with choice pieces to feed upon. Even new breeds buckle under Skweel's commands. Wolf Rats, Hyper-gland Rat Ogres, specially bred siege-beasts, all are bent to Skweel's will. Only the mindless Hell Pit Abominations seem immune to Skweel's mastery.

Skweel's ability to control dangerous packs makes him invaluable. Lord Verminkin will only release Skweel's services to the highest bidder, and only for a limited time. Skweel has led sniffer-beasts hunting rogue Assassins, packs of Black-rage enhanced Rat Ogres aiding Clan Mors in the Dark Lands, and a Tunnelling Gnawbeast into a Dwarf stronghold, but Skweel always returns to Hell Pit, ready for his next assignment.

	M	WS	BS	S	T	W	I	A	LD
Skweel Gnawtooth	6	5	3	4	4	2	6	2	6

SPECIAL RULES

Scurry Away!, Strength in Numbers, Verminous Valour, Mixed Unit.

Verminous Bodyguard: Packmaster Skweel is always accompanied by a small host of rats and his loyal Wolf Rat, Gutsnagger. Any enemy unit in base contact with Skweel at the start of any combat must immediately take D6+2 Strength 2 hits, distributed as per shooting.

Exceptional Pack: Skweel is a Packmaster and cannot join units except for Giant Rats or Rat Ogres.

After deploying Skweel into his unit, roll once on the Mutations chart to determine the pack's special attributes. The effects are for the entire pack but do not affect Skweel, Packmasters or Master Moulders. Skweel will never leave his special pack and may never join another unit.

MUTATIONS CHART

- 1-2 Regenerate.** *These loathsome creatures seem to grow new limbs as quickly as they can be lopped off.* The pack creatures have the Regeneration special rule.
- 3-4 Poisoned Attacks.** *Adding venom glands is a Clan Moulder favourite.* All the pack's attacks are Poisoned.
- 5-6 Additional Attacks.** *Extra arms, mechanical attachments, or just extra viciousness make for a ferocious pack.* Each pack creature has +1 Attack.

MAGIC WEAPONS

Warp-lash (Magic Weapon)

Skweel bears a wicked warpstone-studded lash that counts as a whip (see page 53) in all regards save that it allows no armour saves and each unsaved wound is multiplied into two wounds.



QUEEK HEADTAKER

Warlord Queek Headtaker is the right claw to Warlord Gnowdwell, grand ruler of Clan Mors and member of the Council of Thirteen. That Queek has risen so high in arguably the most powerful Warlord clan is a credit to the terrible violence he unleashes on any in his way. Queek's vicious streak and vitriolic temper, along with his immense ego, are legendary amongst Skaven, who regard such traits as greatly admirable.

The majority of Queek's exploits have been in the tunnels, lairs, and abandoned Dwarfholds beneath the surface of the world. The Warlord's fame grows as word of his bloody deeds spreads through the Under-Empire. Queek is feared by the Goblins and respected by the Orc tribes. Dwarfs have great hatred for Queek, whose name appears regularly in the Book of Grudges.

By sheer audacity, Queek claimed a mighty prize from the scavenge-hoard – Dwarf Gouger, a weapon forged during the beginning of the war with the bearded-things. Lost for centuries, Dwarf Gouger was recovered deep in the Night Goblin lairs near the ruins of Karak Drazh. At the time Queek was a mere Chieftain, but it was widely believed that he led the attacks that claimed the darksome hole for Clan Mors. In fact, it hadn't been Queek, but he claimed it had been with conviction and

slew any who denied him, and was therefore granted first scavenge rights. So it was that the wicked maul, ideal for punching through steel plate, once more became the bane of the Dwarfs. Queek has perfected a furious windmill style of attack, fighting simultaneously with Dwarf Gouger and a barbed sword – slashing, puncturing, and snapping with his razor-sharp teeth.

Although his scarlet-armoured Stormvermin often accompany him, Warlord Queek takes pleasure in personally dispatching enemy leaders. In his arrogance Queek carries the severed heads of his latest opponents on a trophy rack to remind followers – and Warlord Gnowdwell – of the fighting prowess of the almighty Warlord Queek, the Headtaker, the Dwarf-smiter. Adorned upon spikes in Queek's collection are Krug Ironhand, Ikit Slash of Fester Spike, and the hands of Baron Albrecht Kraus of Averland.

Warlord Gnowdwell relies on Queek, dispatching him to break enemy lines, storm defenses, and bring victory to Clan Mors. At the same time Warlord Gnowdwell continues to hire Assassins to slay the Headtaker. All of this non-stop violence keeps Queek on his toes; too busy to scheme for Gnowdwell's ruling position.

	M	WS	BS	S	T	W	I	A	LD
Queek Headtaker	5	7	4	4	4	3	7	6	8

SPECIAL RULES

Scurry Away!, Strength in Numbers, Hates Dwarfs and Orcs & Goblins.

Trophy Heads: Queek must issue or accept a challenge if one is possible. In a challenge Queek fights with the fury of the deeply conceited, and adds +1 to both his To Hit and To Wound dice rolls.

Extreme Distrust: Queek doesn't fully trust Grey Seers and seeks to keep separation between himself and the machinations of the politically-minded rat-mages. Queek will not join a unit that has a Grey Seer or pushes a Screaming Bell.

MAGIC ITEMS

Dwarf Gouger (Magic Weapon)

Queek wields the magical maul Dwarf Gouger and an additional blade. These attacks are already represented in Queek's profile. No armour saves are allowed from any of Queek's attacks. Queek always wounds Dwarfs on a roll of 2+ (this is not modified in a challenge).

Warp-shard Armour (Magic Armour)

These spiked plates give Queek a 3+ armour save. For each successful armour save made in close combat, the armour inflicts a Strength 5 hit against the enemy that struck the blow.



A. Smith

TRETCH CRAVENTAIL

Over many battles and countless acts of treachery, Chieftain Tretch Craventail of Clan Rictus has proven himself a master of guile. Even for a Skaven, who expect duplicitous tactics, it is widely admitted that Tretch has a knack for fighting dirty. Indeed, Tretch's repertoire of underhanded skills and his famously good luck has led to a number of legendary deeds.

Tretch began his rise from anonymity when his clawpack was leading a long line of chained Night Goblins back to Crookback Mountain. Ostensibly the Clawleader had chosen Tretch to carry key items of the scavenged loot as a reward for his idea to spike the Goblin's fungus beer, but it is more likely Tretch was chosen because he was deemed too scrawny to usurp the clawpack. This proved untrue as Tretch used a small keg of distilled Mad Cap mushrooms, the stuff that turns Goblins into deranged, spinning lunatics, to great effect. With impeccable timing, Tretch turned his line of slaves into whirling death-dealers just as the Clawleaders and Chieftains were convening to argue over which tunnel to take. The effect of multiple Fanatics chained to each other and attempting to twirl madly in a packed tunnel was spectacularly bloody. After that incident the clawpack needed a new leader and Tretch was the first to scurry into the gap.

Since those days, Tretch has led countless ambushes and proven himself a master survivor. It was Tretch that found the hidden path to attack the flank of the Dwarf gunline at the Battle of Black Crag. It was Tretch who led the raid that tunnelled beneath the camp of mighty Black Orc Warlord Dagbad and stole every single Goblin out from underneath the Scourge of the Dark Lands. Tretch was the only Skaven to escape the sinking of the Imperial Galleon captured on the River Aver. The detractors that jealously eye Tretch's rapid rise begin to get tail-twitchingly excited when they see Tretch's Clawpack flee the battle, wreathed in the fireball of a Weapon Team malfunction, or mauled by enemy formations. However, time after time, Tretch reappears, having left his doomed brethren and popped up elsewhere to accomplish some notable feat.

Recently Tretch assumed the Clan Rictus title of Grand Chieftain of the Deep Warrens by disguising himself as a stalactite and dropping from the cavern ceiling to slice the previous Chieftain in two. Now with a small army at his command, he has mustered night raids on Empire towns and warpstone scavenges in the Dark Lands. Tretch's deeply resentful superiors often assign the Chieftain to impossible tasks or suicide missions. Yet each time Tretch escapes and returns to coveted reward. It can truly be said that Tretch has a sense for victory and a muzzle for knowing when to leave a fight.

	M	WS	BS	S	T	W	I	A	LD
Tretch Craventail	5	5	4	4	4	2	6	3	6

SPECIAL RULES

Scurry Away!, Strength in Numbers, Verminous Valour.

Tretch's Raiders: Tretch is an expert at attacking disadvantaged foes, a master at hacking down enemies that aren't looking. When Tretch is in combat, he and any unit of Clanrats or Stormvermin he joins re-roll all failed To Hit rolls when attacking in the flank or rear.

Stay Here, I'll Get Help! Tretch has an uncanny ability to leave a unit at the most opportune time. Once per friendly turn, at the start of any phase, Tretch can leave a unit and reposition himself in the front rank of a friendly unit of Clanrats or Stormvermin within 3D6". If the roll is not great enough to reach such a unit, then Tretch Craventail has scurried off the battlefield and is treated as a casualty.

MAGIC ITEMS

Lucky Skullhelm (Enchanted Item)

Tretch wears the skull of a defeated rival as a good luck charm. The Skullhelm gives Tretch a 4+ ward save and the ability, once per game, to re-roll a dice roll. The re-roll can be one of his To Hit, To Wound, armour or ward save, Ld test, or a Stay Here, I'll Get Help! roll.



LORD SKROLK

That Lord Skrolk walks the world is an affront to nature and a sign of the power of the Great Horned Rat. Plants wither and die where Skrolk treads and the very air about him seems to congeal and darken, as if stained by his baleful presence. Skrolk is ancient, having existed many spans of even the most long-lived of his foul kind. Rather than weakening with age, Lord Skrolk is possessed with a diabolic vitality that belies the years and the heaped diseases he carries. Indeed, Skrolk is bent and gnarled under the weight of countless corruptions. The flesh that is not hidden by his tattered shroud is leathery and covered in a layer of dripping buboes. Even worse, the mysterious hunching growths framed by the robes promise something still more virulent. Each new pox only toughens the aged Plague Monk, who has himself become a disease that walks.

Lord Skrolk is one of the Plaguelords, the rulers of Clan Pestilens under the direct command of the Arch-Plaguelord Nurglitch, he-who-is-tenth on the Council. It was the sight of the radiant corruption of the Arch-Plaguelord that caused Skrolk to claw out his own eyes, as he wished to see no other vision to obscure that last glimpse of perfection. But the Horned Rat provides... despite empty sockets, Skrolk moves assuredly and claims a magical sight that sees in vivid hues of decay.



Despite his seeming blindness Skrolk's reflexes are amazing. He can snatch a fly out of the air – or rather, he could if any flies were able to enter the aura that emanates from his loathsome hide. Insects literally drop dead from the noxious fumes surrounding Skrolk, and only extreme devotees can abide his presence.

In battle Lord Skrolk leads from the front so he can unleash his rabid fury. He bears the Rod of Corruption, a dreadful staff of spiderwood, iron-capped with spikes and covered in writhing runes of power. Many censers hang from its chains, wafting foul vapours. Lord Skrolk often carries plague scriptures with him, and on occasion will bear one of the sacred volumes of the Liber Bubonicus, the toxic tome of ultimate disease.

	M	WS	BS	S	T	W	I	A	LD
Lord Skrolk	5	6	4	4	5	3	6	4	7

MAGIC

Lord Skrolk is a Level 3 Wizard and uses the Skaven Spells of Plague. He can substitute any one spell for *Pestilent Breath*.

SPECIAL RULES

Scurry Away!, Strength in Numbers, Frenzy, Terror.

Aura of Pestilence: Any models in base contact with Lord Skrolk suffer -1 on all of their To Hit rolls. All Clan Pestilens models – Plague Monks, Plague Priests, Censer Bearers, the Plague Furnace and the Plagueclaw Catapult – are immune to such effects.

MAGIC ITEMS

Rod of Corruption (Magic Weapon)

The Rod of Corruption is a flail. Models hit by the rod must pass a single Toughness test (regardless of the number of hits) or instantly decay and die. No saves of any kind are allowed. A roll of 6 is always considered a failure. If the victim lives, roll To Wound as normal.

The Liber Bubonicus (Arcane Item)

Once per friendly Magic phase, Lord Skrolk can bestow an unholy blessing. This is a Bound Spell (Power Level 6). Pick any single enemy unit within 24" of Lord Skrolk and, if successfully cast roll a D6 to see the effect:

- 1 Squeaking, squealing nonsense. No effect.
- 2-4 A withering pox. Each model in the unit suffers a Strength 1 hit with no armour saves allowed.
- 5-6 Death plague. Each model in the unit suffers a Strength 2 hit with no armour saves allowed.

DEATHMASTER SNIKCH

Shrouded in legend, Deathmaster Snikch is a figure of dread speculation, a rumour of sudden death. The mere thought of Clan Eshin's most deadly killer causes Warlords to squint at shadows. Speculation of Snikch's deeds or whereabouts runs up and down the Under-way. This suits Lord Sneek, the Grand Nightlord of Clan Eshin and member of the Lords of Decay. As long as no one knows Snikch's real location, then no clan can feel safe. The ramifications of such mystique are always considered by Clan Eshin and the Council of Thirteen. Once deployed, Deathmaster Snikch does not fail, but the list of targets grows more quickly than even this perfect killer can eliminate them.

When acting on Council orders, Snikch leaves his distinctive symbols. Warlord Sskut of Murkpit had his neatly removed head stacked atop 100 heads from his Stormvermin bodyguard. When Southlands Clan Festerlingus began selling their own mutated mix of Giant Rat and alligator, it was Snikch's mark that was scrawled over the mutators' bodies. Such rituals are enacted when the Nightlord wants to seed terror, an example to those that cross Clan Eshin or the Council.

The Deathmaster has been unleashed upon the world above but it is harder to divine his presence. Almost assuredly the fate of the Celestial Wizard Heinrich Frisen, found flayed in his still-locked observatory tower, was the work of Snikch. Some speculated about Daemons, but the truly erudite know Daemons seldom leave so few clues. The Dwarf Lord Dromgar, brother to King Belegar of Karak Eight Peaks, was slain in a heavily fortified stronghold. That Dromgar is still missing his head points strongly to the ultimate killer. While a master of murder, it is likely that Snikch is also behind many of the ratmen's most devious acts of sabotage. The Great Fire of Lothorn, the bombing of the Imperial Navy in the Reiksport, and the destruction of Dwarf Engineer Thornik Thorson's Iron Cog-dragon on the eve of the Battle of the Bitter Peaks – who knows how many of the world's disasters are the work of Snikch?

In battle Deathmaster Snikch is a shadow, able to appear at will. His multiple Weeping Blades, including one held in his whip-like tail, weave a deadly steel blur. It is the last thing many leaders see before joining the countless warlords, princes, and notables who have already fallen before the matchless assassin.

M W S B S S T W I A L D

SPECIAL RULES

Scurry Away!, Verminous Valour, Always Strikes First, Scouts, Sneaky Infiltrator (page 51).

A Killer, not a Leader: Just as Assassins (page 52).

Dodge: Snikch's ability to dodge even bullets or magic spells is represented by a 4+ ward save.

Hidden: Snikch may be Hidden in the same way as an Assassin (see Hidden, on page 52).

MAGIC ITEMS

Whirl of Weeping Blades (Magic Weapon)

All of Snikch's attacks are made by Weeping Blades (page 107). These extra hand (and tail) weapons are already factored into Snikch's Attack profile.

The Cloak of Shadows (Enchanted Item)

Woven from stolen human hair and spider silk, the Cloak of Shadows conceals and silences the wearer. When wearing the cloak, Snikch, cannot be seen (and therefore charged, shot at, or targeted specifically by spells) unless the attacking unit first rolls a D6 result of 4+. If the test is failed, the unit may still announce a charge, shooting attack, or spellcasting elsewhere. The presence of an undetected Snikch won't prevent enemy units marching, charging or shooting other targets – just move Snikch out of the way with the minimum amount of movement should he be in the path of an enemy charge. If Snikch is in a unit or engaged in close combat, the cloak has no effect.



THANQUOL & BONERIPPER

Thanquol is a Grey Seer of great distinction, a particularly favoured agent of the Council of Thirteen. Over missions beyond counting Thanquol has commanded armies, sought information or artefacts, supported furtive Clan Eshin activities, and attempted to fan insurrection amongst the enemies of the Skaven. Ambitious and self-serving, even by Skaven standards, Thanquol misses no opportunity to use his scheming guile to improve his own standing. He is a master at manipulating or 'misunderstanding' orders to his own personal advantage. Thanquol is shrewd and constantly re-evaluates his plans, always probing for different angles or new benefits to be gained. That so many of his assignments go so disastrously wrong, is not, as he has so often assured the Council, anything like his fault.

Over time Thanquol has sustained his frantic pace and powerful magics through the copious use of warpstone. The vivid, if twisted, visions that race through Thanquol's warp-addled mind have given the Grey Seer more than usual insight. This sixth sense has caused Thanquol to alter plans at the last minute, or urged him to jump twitchily for no tangible reason. Although erratic, this sudden instinct has saved Thanquol's life on more than one occasion. However, the misfortunes (or well-aimed shots) that Thanquol avoids invariably strike down

someone nearby. Perhaps this is why the other Skaven fear Thanquol so much...

All Grey Seers have a particular field of expertise and Thanquol has chosen to study humans. From Tilea to the northern boundaries of the Empire, Thanquol has an extensive knowledge of the man-things' languages and history and has spent much time seeking the best ways to manipulate such creatures. Thanquol has had much success corrupting and bribing many individuals, building a nefarious network of informers and agents in many of the major human cities.

Of late, Thanquol's devious plans have encountered a series of setbacks, although by the blessing of the Horned Rat, even these calamities seem to fall in favour of the Grey Seer. In the year 2499 Thanquol gave the order to attack the human city of Nuln. Half the city was destroyed, along with the entire Warlord clan assigned to execute his military plan. That Clan Skab had been a threat to the Council of Thirteen was unbeknownst to Thanquol at the time, but the cunning Grey Seer quickly claimed credit and exploited the situation to his advantage. What most Skaven remember is that Thanquol smashed a treacherous clan and not that he failed in his main mission with severe losses.



Thanquol has almost stolen secret plans, almost collapsed Dwarfholds, almost started civil wars, and almost succeeded any number of times. Behind the failure of many of Thanquol's schemes have been two notorious figures; the mighty Dwarf Slayer Gotrek Gurnisson and his human companion, Felix Jaeger. It is only a matter of time before Thanquol's superior genius devises a method cruel enough to avenge the indignities suffered at the hands of those fools.

In recognition of his (somewhat modified) successes, Thanquol has been given a gift by the Council of Thirteen – a mutant Rat Ogre bodyguard. Over the years Thanquol has not been lucky with bodyguards, losing many in a variety of horrible ways. Each time a Rat Ogre is lost, it is replaced thanks to the rebuilding and re-growing efforts of Clan Skryre and Clan Moulder. Several times the new 'version' of his bodyguard has even used the remaining material of the deceased beast to work with. Regardless, the new, improved Rat Ogre is traditionally named Boneripper. With this sturdy, if mindless, help, and his own twitchy, yet invaluable, paranoia, Thanquol once again seeks to serve the Lords of Decay (and himself, of course) to the best of his abilities.

	M	WS	BS	S	T	W	I	A	LD
Thanquol	5	3	3	3	4	3	6	1	7

MAGIC

Thanquol is a Grey Seer and therefore a Level 4 Wizard. He uses spells from the Skaven Spells of Ruin or Plague in any combination. Thanquol may choose to substitute any one of his spells for *the Dreaded Thirteenth Spell*.

THANQUOL'S SPECIAL RULES

Scurry Away!, Strength in Numbers, Verminous Valour.

Warpstone Addiction: Thanquol is addicted to warpstone and has been known to liberally use the raw Chaos matter. While this has unhinged his sanity, it does also have its advantages. Thanquol can absorb quantities of the precious stuff with few side effects save for occasional eye-bulging facial twitches or a suspicion that his own whiskers are following him.

When casting a spell, if Thanquol rolls a 1 with any power dice generated by a Warpstone Token, he can re-roll the dice. The second result will cause a wound on a roll of 1 or a 2 and cannot be re-rolled.

Blessing of the Horned Rat: Whether precognitive powers or divine intervention, Thanquol has been blessed with extraordinary good fortune.

Thanquol has a ward save of 4+. For every wound Thanquol saves, one friendly model within 6" (owning player's choice) takes a wound instead. Normal saves apply. If no friendly model is within 6" the wound fails to deflect anywhere and is ignored.

MAGIC ITEMS

Warp-amulet (Talisman)

As long he has at least a single Wound remaining, at the beginning of each of his turns, Thanquol can use the amulet to heal himself. On a roll of 5+ Thanquol regains a single Wound.

Staff of the Horned One (Arcane Item)

Thanquol's staff allows him to know an additional spell – therefore Thanquol has five spells, not four.

Warpstone Tokens: Thanquol always start the game with D6+2 Warpstone Tokens (see page 108).

	M	WS	BS	S	T	W	I	A	LD
Boneripper	5	3	1	5	5	3	1	4	10

BONERIPPER'S SPECIAL RULES

Fear, Unbreakable.

Bodyguard of Thanquol: Boneripper is a specially modified Rat Ogre constructed to guard the Grey Seer. Boneripper must be within 12" of Thanquol. If, at the start of any friendly turn, Boneripper is not within 12" of his master, then he is programmed to shut down. While shut down, Boneripper cannot move and in combat he will be hit automatically and will not strike back. If the game ends while Boneripper is shut down, he counts as a casualty. If Thanquol is slain or flees off the table, Boneripper is removed as a casualty as well.

Warpfire Thrower: During Boneripper's rebuilding process the Warlock Engineers added a warpfire thrower in lieu of an extra arm. Once per game this can be fired as per a Warpfire Thrower (on page 60).

Thanquol paced. The plan was not going well. Surely, thought Thanquol, he was the most potent of mage-rats, the most exalted of the Council's agents. Why then, did the Lords of Decay keep sending him inferiors to work with? Warlord Skrich of Clan Krik had jeopardised the task of destroying Citadelle La Boeuf. True, Thanquol had promised the drawbridges would be down, but that had been the fault of those worthless Gutter Runners. Yes, the poison Thanquol bought for them turned out to be so watered down as to be safely drinkable, but he had saved many warptokens. Thanquol gnawed his pale, rubbery tail, recalling how the Duke had counter-attacked, sending the Clanrats fleeing. The fool Assassin should have already slain that manling! Of course Thanquol had reassigned the Assassin to kill several upstart Skaven in his own ranks, a mission from which the Clan Eshin agent never returned. Such failures could only be devious sabotage! But who, thought Thanquol, would dare match wits with so mighty a personage as himself? The hidden foe must be dangerous indeed.

SKAVEN MAGIC

To randomly generate a spell roll a dice and consult the chart. If you roll a spell twice for the same Wizard, roll again. The differing types of Skaven Wizard can each substitute one of the spells they have rolled for a specific spell, as listed in each bestiary entry.

SKAVEN SPELLS OF RUIN

D6	SPELL	DIFFICULTY
1	Skitterleap	5+
2	Warp Lightning	6+
3	Howling Warpgale	7+
4	Death Frenzy	9+
5	Scorch	10+
6	Cracks Call	11+

Skitterleap – Cast on a 5+

With a “Bamf!” the Skaven Sorcerer disappears in a puff of smoke to reappear elsewhere on the battlefield. This spell can be used on any friendly infantry character within 12", even if engaged in close combat. This includes the caster (unless it is a Vermin Lord, as it is a monster). The model may immediately be placed anywhere on the battlefield, but it must be placed at least 1" away from enemy models.

Warp Lightning – Cast on a 6+

The Skaven points a fleshy paw and bolts of greenish-black lightning arc outwards. *Warp Lightning* is a magic missile with a range of 24". It causes D6 Strength 5 hits. If the number of hits rolled is 1, then the caster suffers a Strength 5 hit instead of the target.

Howling Warpgale – Cast on a 7+

The caster gestures twitchingly to the skies and fierce hurricane gales begin to build until it swirls around the entire battlefield.

The spell summons driving winds that last until the start of the the caster's next Magic phase. Flying creatures may not fly and must use their basic move. All missile weapons that roll To Hit suffer a -1 penalty in addition to any other penalties (long range, etc.). This spell does not affect Skaven missile weapons, as the unnatural winds are diverted by the caster himself.

The messenger bowed low, pressing its muzzle to the floor. "Speak-speak" snarled the Grey Scer, too agitated to appreciate the fawning. "Unexpected complications, most powerful of potentates" said the Scurrier. Before the creature could finish, the Grey Scer sent bolts of lightning to roast him alive.

"Bad news can wait" thought the rat-mage, and it was always best to kill the messenger.

Death Frenzy – Cast on a 9+

Gesticulating wildly the caster gifts a unit with a rabid and frothing urge to close and strike the foe. This spell can be cast on any friendly unit within 18", even if engaged in close combat. If successfully cast, the unit will go into a state of Death Frenzy, which is the same as Frenzy, except that it adds +2 Attacks not +1. The spell may be cast on units that are already affected by Frenzy, but the effects do not stack – the unit will have a total of +2 Attacks. Once cast, a unit will remain Death Frenzied until the unit loses in close combat. Units that are Death Frenzied suffer D6 automatic wounds, with no armour saves, at the end of each friendly turn (distributed as per shooting).

Scorch – Cast on a 10+

The Skaven Sorcerer thrusts his paws into the ground while chittering fiery incantations. The caster may summon a gout of flame to blast out of the earth. Place the small round template anywhere within 24". Any model touched suffers a Strength 4 hit. All wounds caused by this spell count as Flaming Attacks. Any unit that suffers an unsaved wound must take a Panic test.



Cracks Call – Cast on an 11+

With the arcane incantation invoked, the Skaven ends by stamping his horrible pinkish rat-like foot, causing the very ground to split asunder.

A crack appears in the ground at the caster's feet and runs for 4D6" in a straight line in any direction in the caster's arc of sight. Any models in its path must make an Initiative test to leap out of the way. Models that fail are removed as casualties. Instead of taking an Initiative test, war machines and chariots must instead roll a 5+ or be destroyed.

Buildings (or a single section for larger structures) collapse on a roll of 5+. Any models inside must pass an Initiative test or be removed as a casualty. Replace the building (or section for large buildings) with difficult terrain and place survivors in a unit so that at least one model is touching the newly formed rubble. If any models cannot fit, they are removed as casualties.

SKAVEN SPELLS OF PLAGUE

D6	SPELL	DIFFICULTY
1	Pestilent Breath	5+
2	Bless with Filth	7+
3	Wither	8+
4	Vermintide	8+
5	Cloud of Corruption	11+
6	Plague	13+

Pestilent Breath – Cast on a 5+

Uttering horrible phrases the Skaven Sorcerer belches forth an impossibly foul cloud.

Place the flame template with the narrow end in base contact with the caster and the wide end anywhere in his arc of sight. Any models touched by the template suffer a Strength 2 hit with no armour save allowed. The spell may be cast while the Wizard is in close combat, but instead of using the template one enemy unit in base contact takes D6 Strength 2 hits with no armour saves allowed.

Bless with Filth – Cast on a 7+

A foul mist wraps around the weapons of a nearby unit and the weapons begin to drip with toxic filth. The caster causes a friendly unit within 12" to have Poisoned Attacks in close combat. The spell may be cast on a friendly unit that is already engaged in close combat. The spell lasts until the end of the next player turn. If the unit already has Poisoned Attacks, the warriors will cause an automatic wound on a To Hit roll of 5+ instead of the normal 6+.

Wither – Cast on an 8+

Chanting passages from the Liber Bubonicus, the Wizard casts a spell of wasting, shrinking sickness. The caster may choose any single unit within 12", including a unit in close combat. The Toughness value of all the models in the unit is reduced by -1. The effects last for the rest of the game and any creatures reduced to a Toughness of 0 are removed as casualties.



Vermintide – Cast on an 8+

The caster invokes and many rats answer the call... Place the large round template in base contact with the caster to represent the summoned rats. Move the template in a straight line 4D6" away from the caster. The template cannot cross impassable terrain or water features. All units touched by the template as it moves suffer 3D6 Strength 2 hits. The caster is never hit and a unit he is with is only hit if another of its models is touched by the template. The spell then disappears (including the rats). This spell may be cast while the Sorcerer is in combat, however, no template is used. Instead choose a single enemy unit in base contact with the caster. Hits are distributed as per shooting.

Cloud of Corruption – Cast on an 11+

The caster releases a stinking blast of diseased fury. Roll a dice for every unit within 12" of the caster (friend or foe), even if they are in close combat. Enemy units are affected on a D6 roll of 2+, friendly units are affected on a roll of 4+, and models from Clan Pestilens (friend or foe) are affected on a roll of 5+. Each unit that is affected suffers D6 Strength 5 hits with no armour saves allowed. Roll separately for each unit.

Plague – Cast on a 13+

The caster unleashes a disease from the Book of Woe.

Choose one enemy unit, within 18" of the caster, even if it is engaged in close combat. Each model in the affected unit must take a Toughness test. If the test is failed, the model suffers a single wound with no armour save allowed. If cast on a unit engaged in close combat, all units involved in the fight (friend and foe) will be affected.

After working out the effects of the spell and removing casualties, roll a dice on the chart below and continue to apply the results until the spell ends or there are no targets within range.

- 1 The spell backfires, the opponent can decide to end the spell or choose any one unit within 12" of a unit affected by the spell during this Magic phase and "pass it on" as per the 5-6 result below. The unit selected suffers as above.
- 2-4 The spell ends.
- 5-6 The casting player can decide to end the spell or pass it to another target within 12" of a unit affected by the spell during this Magic phase. The unit selected suffers as above.

Units cannot be affected twice by this spell in the same Magic phase.

THE DREADED THIRTEENTH SPELL

Curse of the Horned Rat – Cast on a 25+

With a sickening lurch the fabric of reality is torn by the twisting power of the Great Horned One.

This spell can affect a single infantry unit within 24" and line of sight of the caster. If successfully cast, the spell turns 4D6 of the targeted unit's models into Clanrats. If the number rolled is larger than the number of models in the targeted unit, remove the enemy models and replace them with Clanrats with any normally allowed equipment or command. The casting player now controls this unit. If the casting player does not have enough models to replace the entire unit, transfigure what you can, the rest are considered destroyed. If the number rolled is not great enough to replace the whole targeted unit, then remove as casualties the number rolled – they simply mutate and die, or were slain by horrified comrades. No saves of any kind are allowed against the twisting power of the Horned Rat.

THE VERMINOUS HORDE

Gather round ye Children of the Horned Rat and listen-hear this well. Ever mistrustful, no true Warlord will reveal all the secrets up his tattered sleeve, but here are a few tips to get started with your own collection of Skaven quick-quick!

There are many reasons to begin a Skaven army. Maybe you like the look of the miniatures; they certainly have an undeniably ratty style. Perhaps it is the desire to build an unstoppable tabletop force. The mix of a horde army with diabolical destructive war machines and slaving monsters can prove a foe-crushing combination. Then again, it may have been the sheer character of the Skaven that has caught your eye – that unique blend of super-villainesque evil with devious cowardice. The Skaven are the only race with subterranean volcano lairs, a plan for taking over the world, and a penchant to scurry away from combats. Only a Skaven would duck a challenge and still act with swagger and bravado. But once you've made the sensible decision to collect an army of man-sized rats, where do you begin?

WHERE TO START

The Skaven army can be built in a number of ways, but at the centre of them all is a solid base of infantry. A single 20-strong regiment of Clanrats or Stormvermin is an essential foundation. Skaven need the three ranks of combat resolution bonus to stand up to most opponents and because of the Strength in Numbers rule, these ranks also mean the ratmen can add a much needed bonus of up to +3 to their admittedly dubious Leadership. Maintaining the +3 rank bonus is so useful it is worth ensuring your main units start off with a few extra ranks. That way, you can lose a few models to missile fire without penalty. Try to fit command models – standard bearers, musicians, and champions – into your units. They cost few points and all supply useful game benefits (and frankly look great too!).

Stormvermin are slightly better equipped than Clanrats and have improved WS and Initiative as well as access to a magic standard. They will cost a few more points than Clanrats, but are still on the budget side of elite troops. Weapon Teams are excellent add-ons to your units as they can supply serious killing power, but beware: they are fragile and prone to catastrophic mishaps! It only takes one good shot, say melting your foe's best troops, for a Skaven Warlord to begin placing too much emphasis on his Weapon Teams. Consider any casualties they cause as a bonus to your plans and you can't go far wrong.

A Multitudinous Mass!: With even numbers of combatants you probably can't stand toe-to-toe against more formidable melee armies (which, frankly, is most of them). But fighting with even numbers isn't what Skaven are about! You should be able to field at least three to four more units than most other armies. So tie your foe up and then charge your foe in the flanks! If you aim to build a horde, then more Clanrats and Stormvermin present your best fighting options. Mixing in Skavenslaves adds more mass for ridiculously few points. Use Skavenslaves to guard flanks, absorb the enemy's missile fire and hopefully, when they break from combat, the Skavenslaves will spitefully

take a few of the foe with them using their Cornered Rats rule. With so many infantry options it is easy to overlook Night Runners. Their Movement rate and Slinking Advance rule can be used to seize the battle's initiative. A few small but hard-hitting units in between your larger blocks can work really well too. A few Rat Ogres or a unit of Plague Censer Bearers can really deliver some damage to your foe.

Nefarious Magic & Arcane Technology: A Skaven army offers more than horde tactics. A Grey Seer is one of the most dangerous Wizards anywhere. A Vermin Lord is points-heavy, but nigh unstoppable. And with the infernal war machines built by Clan Skryre, the Skaven have access to some of the most demented war engines in the game. They can melt, zap, churn, or chop any foe. Crush enemy units with a Doomwheel or blast them from afar with a Warp Lightning Cannon. The deadly peals of the Screaming Bell unleash random but potentially devastating effects across the battlefield. It might boost your own units' abilities, it might damage your foe, but it will definitely turn the Clanrats or Stormvermin pushing it into an Unbreakable unit, fuelled by the power of the Great Horned Rat. It is also a splendid showcase model that warrants display in the centre in your army.

Rabid & Ferocious: You might prefer to overpower the foe rather than swamp him with numbers. Send in a cheap screen of Skavenslaves or Clanrats before unleashing the bigger hitters. A Skaven Warlord, augmented by a War-litter or Rat Ogre Bonebreaker, can put more oomph into a unit of Stormvermin. The loathsome Plague Monks with a Plague Furnace can be utterly devastating, combining high rates of frenzied attacks with the deadly poisonous fumes of the Plague Censer. It is the Hell Pit Abomination, however, that delivers the most ferocious line-breaking charge of the Skaven army.

IT CAN ALL GO WRONG IN A HURRY

During the course of your battles you may find that anything from a unit to an entire flank can lose its courage and scurry back where it came from. Skaven Leadership tends to be fine, so long as you're winning. Your Weapon Teams will explode at the most inopportune times or, even worse, blast your own side to bits and then blow up. The Clan Skryre death-dealing artifices of devastation can, with some bad luck, do nothing to your foe, but slay your own troops with wild abandon. All of this isn't a flaw in the army design; it is a flaw in the Skaven character. They are random, prone to cowardice, and their engineering is powerful, but slipshod. There are times when despite your best plans, your battle will still go disastrously wrong. When a disastrously unlucky game happens, learn from your mistakes, blame someone else for them, and then forget (or at least deny) it ever happened. I personally blame the Council of Thirteen for jealously sabotaging my flawless command.



SKAVEN ARMY LIST

This army list enables you to turn your collection of Citadel miniatures into an army ready for a tabletop battle. As described in the Warhammer rulebook, the army is divided into four sections: Characters (including Lords and Heroes), Core units, Special units and Rare units.

CHOOSING AN ARMY

Every miniature in the Warhammer range has a points cost assigned to it. This reflects how effective the model is on the battlefield. For example, a Skaven Clanrat costs just 4 points, while the sorcerous Grey Seer costs 240 points!

Most of the time, both players choose armies to the same agreed points total. You can, of course, spend fewer points, and you may find it impossible to use up every last point. Most "2,000 point" armies, for example, will be something like 1,998 or 1,999 points.

To form your collection of miniatures into an army, look up the relevant army list entry for the first troop type. This tells you the points cost to add each unit of models to your army and any options or upgrades the unit may have. Then select your next unit, calculate its points cost and so on until you reach the agreed points total for the game you are playing. In addition to the models' points values, there are a few other rules that govern which units you can include in your army, as detailed under Choosing Characters and Choosing Troops.

ARMY LIST ENTRIES

Profiles. The characteristic profile for the model(s) in each unit is provided as a reminder. Where several are required, these are also given, even if they are optional.

Unit Size. Each troop entry specifies the minimum size for each unit, which is the smallest number of models needed to form that unit. In some cases units also have a maximum size.

Equipment. Each entry lists the standard weapons and armour for that unit type. The cost of these items is included in the basic points value. Additional or optional weapons and armour cost extra points and are presented in the Options section of the unit entry.

Special Rules. Many troops have special rules, and these are fully described in the Skaven Bestiary section of this army book. The names of these rules are listed in the army list as a reminder.

Options. Many entries list different weapon, armour and equipment options, along with any additional points cost for giving them to the unit. This includes magic items and other upgrades for characters. It may also include the option to upgrade a unit member to a champion, standard bearer or musician.

CHOOSING CHARACTERS

Characters are divided into two categories: Lords and Heroes. The maximum number of characters an army can include is shown on the chart below. Of course, only a certain number can be Lords.

Army Points Value	Max. Total	Max. Lords	Max. Heroes
Less than 2,000	3	0	3
2,000 or more	4	1	4
3,000 or more	6	2	6
4,000 or more	8	3	8
Each +1,000	+2	+1	+2

An army must always include at least one character to act as the Army General. If you include more than one character, then the one with the highest Leadership value is the general. When one or more characters have the same (and highest) Leadership, choose one to be the General at the start of the battle. Make sure that your opponent knows which character is your General is your General when you deploy your army.

Many Skaven characters can be equipped with additional equipment – from either the Skaven Scavenge-pile or the magic items from the Skaven Tools of Supremacy, or both. These items range from powerful magical weapons, to banners and other eldritch items. Where characters have this option, it is included in their profile.

CHOOSING TROOPS

The number of each type of unit allowed depends on the army's points value.

For Core units, there is a minimum number of units from this category that you must take. Giant Rats and Rat Swarms do not count towards this minimum number of Core units. For Special and Rare units, there is a maximum number of units that you can field.

Army Points Value	Core	Special	Rare
Less than 2,000	2+	0-3	0-1
2,000 or more	3+	0-4	0-2
3,000 or more	4+	0-5	0-3
4,000 or more	5+	0-6	0-4
Each +1,000	+1 minimum	+0-1	+0-1

Like many characters, some Skaven units or champions can be given additional equipment from the Scavenge-pile or magic items (normally banners) from the Skaven Tools of Supremacy, or perhaps both. Where such options are available, they are included in their profile.

LORDS

LORD SKROLK 470 points

page 74

	M	WS	BS	S	T	W	I	A	LD
Lord Skrolk	5	6	4	4	5	3	6	4	7

Your army can only include one Lord Skrolk model.

Magic:

Skrolk is a Level 3 Wizard. He uses Skaven Spells of Plague.

Equipment:

- Rod of Corruption
- The Liber Bubonicus

If Lord Skrolk is the army's general the owning player can treat Plague Monks as Core choices.

Special Rules:

- Scurry Away!
- Strength in Numbers
- Aura of Pestilence
- Frenzy
- Terror

	M	WS	BS	S	T	W	I	A	LD
Thanquol	5	3	3	3	4	3	6	1	7
Boneripper	5	3	1	5	5	3	1	4	10

Your army can only include one Thanquol and one Boneripper model.

Magic:

Thanquol is a Level 4 Wizard. He uses Skaven Spells of Ruin and/or the Skaven Spells of Plague list.

Equipment (Thanquol):

- Sword
- Warp-amulet
- Staff of the Horned One
- D6+2 Warpstone Tokens

Special Rules (Thanquol):

- Scurry Away!
- Strength in Numbers
- Verminous Valour
- Blessing of the Horned Rat
- Warpstone Addiction

Equipment (Boneripper):

- Talons and teeth
- Warfire Thrower

Special Rules (Boneripper):

- Bodyguard of Thanquol
- Fear
- Unbreakable

IKIT CLAW 395 points

page 69

	M	WS	BS	S	T	W	I	A	LD
Ikit Claw	5	5	3	5	4	3	3	2	7

Your army can only include one Ikit Claw model.

Magic:

Ikit is a Level 3 Wizard. He uses Skaven Spells of Ruin.

Equipment:

- Storm Daemon
- Warplock Pistol
- Iron Frame

Special Rules:

- Scurry Away!
- Strength in Numbers
- Verminous Valour

THROT THE UNCLEAN 225 points

page 70

	M	WS	BS	S	T	W	I	A	LD
Throt	6	6	3	4	4	3	6	4	7

Your army can only include one Throt the Unclean model.

If Throt the Unclean is in your army then you can count Giant Rats towards the Core Troops minimum and take up to two units of Rat Ogres as Core choices.

Equipment:

- Light armour
- Creature-killer
- Whip of Domination

Special Rules:

- Scurry Away!
- Strength in Numbers
- Fear
- Master Controller
- Ravening Hunger
- Regeneration

QUEEK HEADTAKER 215 points

page 72

	M	WS	BS	S	T	W	I	A	LD
Queek Headtaker	5	7	4	4	4	3	7	6	8

Your army can only include one Queek Headtaker model.

If Queek is in your army then you may choose to upgrade a single unit of Stormvermin to +1 WS and +1 Strength for +4 points per model. This bodyguard unit may never be joined by a Grey Seer or push the Screaming Bell.

Equipment:

- Dwarf Gouger and additional hand weapon
- Warp-shard armour

Special Rules:

- Scurry Away!
- Strength in Numbers
- Extreme Distrust
- Hates Dwarfs/Orcs & Goblins
- Trophy Heads

LORDS

VERMIN LORD 500 points

page 40

	M	WS	BS	S	T	W	I	A	LD
Vermin Lord	8	8	4	6	5	5	10	5	8

Magic:

A Vermin Lord is a Level 4 Wizard and knows spells from the Skaven Spells of Ruin and/or the Skaven Spells of Plague.

Equipment:

- Doom Glaive

Special Rules:

- Scurry Away!
- Immune to Psychology
- Large Target
- Rat Daemon
- Terror
- Ward save (5+)

WARLORD 90 points

page 38

	M	WS	BS	S	T	W	I	A	LD
Warlord	5	6	4	4	4	3	7	4	7

Equipment:

- Hand weapon
- Heavy armour

Special Rules:

- Scurry Away!
- Strength in Numbers
- Verminous Valour



Options:

- Weapons (one choice only):
 - Great weapon 6pts
 - Additional hand weapon 3pts
 - Halberd 3pts
- Armour
 - Shield 3pts
- Mount (one choice only – see page 39):
 - Rat Ogre Bonebreaker 65pts
 - War-litter 35pts
 - Great Pox Rat 30pts
- May choose items from the Magic Items and Scavenge-pile items up to a total value of 100 points.

GREY SEER 240 points

page 41

	M	WS	BS	S	T	W	I	A	LD
Grey Seer	5	3	3	3	4	3	5	1	7

Equipment:

- Hand weapon
- D3 Warpstone Tokens

Special Rules:

- Scurry Away!
- Strength in Numbers
- Verminous Valour

Magic:

A Grey Seer is a Level 4 Wizard. He uses the Skaven Spells of Ruin and/or the Skaven Spells of Plague.

THE SCREAMING BELL 200 points

page 42

	M	WS	BS	S	T	W	I	A	LD
Screaming Bell	-	-	-	5	6	6	-	-	-
Rat Ogre Crew	-	3	-	5	-	-	4	3	-

Special Rules:

- Above the Masses
- Altar of the Horned Rat
- Fear
- Impact Hits (D6)
- Large Target
- Magic Resistance (2)
- Protection of the Horned Rat
- Pushed into Battle
- Ringing the Bell

HEROES

DEATHMASTER SNIKCH 270 points

page 75

	M	WS	BS	S	T	W	I	A	LD
Deathmaster Snikch	6	8	6	4	4	2	10	6	8

Your army can only include one Deathmaster Snikch model.

Equipment:

- Throwing stars
- The Cloak of Shadows
- Whirl of Weeping Blades

Special Rules:

- Scurry Away!
- Sneaky Infiltrator
- Verminous Valour
- A Killer, Not A Leader
- Always Strikes First
- Dodge (4+)
- Hidden
- Scouts

TRETCH CRAVENTAIL 145 points

page 73

	M	WS	BS	S	T	W	I	A	LD
Tretch Craventail	5	5	4	4	4	2	6	3	6

Your army can only include one Tretch Craventail model.

Equipment:

- Heavy armour
- Two hand weapons
- Tail blade
- Lucky Skullhelm

Special Rules:

- Scurry Away!
- Strength in Numbers
- Verminous Valour
- Stay Here, I'll Get Help!
- Tretch's Raiders

ASSASSIN 120 points

page 52

	M	WS	BS	S	T	W	I	A	LD
Assassin	6	6	5	4	4	2	8	3	7

Equipment:

- Two hand weapons
- Throwing stars

Special Rules:

- Scurry Away!
- Sneaky Infiltrators
- Verminous Valour
- A Killer, Not A Leader
- Always Strikes First
- Dodge (4+)
- Hidden
- Poisoned Attacks
- Scouts

Options:

- May choose items from the Magic Items (including Clan Eshin Tools of War items) and Scavenge-pile items up to a total value of 50 points.



WARLOCK ENGINEER 15 points

page 58

	M	WS	BS	S	T	W	I	A	LD
Warlock Engineer	5	3	3	3	3	2	4	1	5

Equipment:

- Hand weapon

Special Rules:

- Scurry Away!
- Strength in Numbers
- Verminous Valour

Magic:

Upgraded Warlock Engineers cast spells from the Skaven Spells of Ruin.

Options:

- Magic (one choice only):
 - Upgrade to Level 1 Wizard 50pts
 - Upgrade to Level 2 Wizard 85pts
- Weapons (one choice only):
 - Warlock-Augmented Weapon 45pts
 - Warlock Pistol 8pts
 - Warpmusket 15pts
- May choose items from the Magic Items (including Clan Skryre Gear of War items) and Scavenge-pile items up to total value of 50 points.



HEROES

CHIEFTAIN 45 points

page 38

	M	WS	BS	S	T	W	I	A	LD
Chieftain	5	5	4	4	4	2	6	3	6

Equipment:

- Hand weapon
- Heavy armour

Special Rules:

- Scurry Away!
- Strength in Numbers
- Verminous Valour

Options:

- Weapons (one choice only):
 - Great weapon 4pts
 - Additional hand weapon 2pts
 - Halberd 2pts
- Armour
 - Shield 2pts
- May choose items from the Magic Items and Scavenge-pile items up to a total value of 50 points.

One Skaven Chieftain in the army may carry the Battle Standard for +25 points. If a Hero is carrying the Battle Standard, he can have a magic banner (no points limits apply), but if he carries a magic banner he cannot carry any other magic items. The Battle Standard Bearer cannot be the Army General.

PLAGUE PRIEST 100 points

page 45

	M	WS	BS	S	T	W	I	A	LD
Plague Priest	5	5	3	4	5	2	5	3	6

Equipment:

- Hand weapon

Special Rules:

- Scurry Away!
- Strength in Numbers
- Frenzy

Magic:

A Plague Priest is a Level 1 Wizard. He uses the Skaven Spells of Plague.

Options:

- Magic
 - Upgrade to Level 2 Wizard 35pts
- Weapons (one choice only):
 - Plague Censer 16pts
 - Flail 4pts
 - Additional hand weapon 2pts
- Mount:
 - Great Pox Rat (see page 39) 30pts
 - Plague Furnace 150pts
- May choose items from the Magic Items (including Clan Pestilens Befouled items) and Scavenge-pile items up to a total value of 50 points.

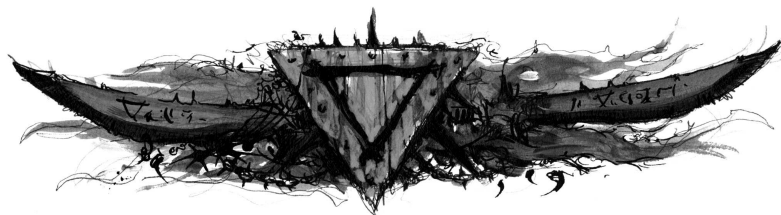
PLAGUE FURNACE 150 points

page 48

	M	WS	BS	S	T	W	I	A	LD
Plague Furnace	-	-	-	5	6	6	-	-	-
Plague Monk Crew	-	3	-	3	-	-	3	6	-

Special Rules:

- Billowing Death
- Frenzy
- Fuming Close Combat
- Icon of the Horned Rat
- Impact Hits (D6)
- Large Target
- Magic Resistance (2)
- Pushed Into Battle
- Pestilent Blessing



CORE

CLANRATS 4 points per model

page 34

	M	WS	BS	S	T	W	I	A	LD
Clanrat	5	3	3	3	3	1	4	1	5
Clawleader	5	3	3	3	3	1	4	2	5

Unit Size:

- 20+ Clanrats

Equipment:

- Hand weapon
- Light armour

Special Rules:

- Scurry Away!
- Strength in Numbers

Options:

- Additional Equipment:

- Spears 1pt/model
- Shields 1pt/model
- Upgrade one Clanrat to a Musician 4pts
- Upgrade one Clanrat to a Standard Bearer 8pts
- Upgrade one Clanrat to a Clawleader 8pts
- Attached Weapon Team (one choice only):
 - Poisoned Wind Mortar 65pts
 - Warpfire Thrower 70pts
 - Ratling Gun 55pts
 - Doom-flayer 55pts

WEAPON TEAMS

page 60

	M	WS	BS	S	T	W	I	A	LD
Weapon Team	5	3	3	3	3	1	3	2	5

Unit Size:

- 1 Weapon Team

Equipment:

- Hand weapon
- Heavy armour

Special Rules:

- Scurry Away!
- Strength in Numbers
- Attached Unit

STORMVERMIN 7 points per model

page 35

	M	WS	BS	S	T	W	I	A	LD
Stormvermin	5	4	3	3	3	1	5	1	5
Fangleader	5	4	3	3	3	1	5	2	5

Unit Size:

- 10+ Stormvermin

Equipment:

- Hand weapon
- Halberd
- Heavy armour

Special Rules:

- Scurry Away!
- Strength in Numbers

Options:

- Additional Equipment:

- Shields 1pt/model
- Upgrade one Stormvermin to a Musician 5pts
- Upgrade one Stormvermin to a Standard Bearer 10pts
- One Stormvermin Standard Bearer in the army may carry a Magic Standard worth up to 50 points
- Upgrade one Stormvermin to a Fangleader 10pts
- The Fangleader may choose a single piece of equipment worth up to 15 pts from the Scavenge-pile.
- Attached Weapon Team (one choice only):
 - Poisoned Wind Mortar 65pts
 - Warpfire Thrower 70pts
 - Ratling Gun 55pts
 - Doom-flayer 55pts

SKAVENSLAVES 2 points per model

page 36

	M	WS	BS	S	T	W	I	A	LD
Skavenslave	5	2	2	3	3	1	4	1	2
Pawleader	5	2	2	3	3	1	4	2	2

Unit Size:

- 20+ Slaves

Equipment:

- Hand weapon

Special Rules:

- Scurry Away!
- Strength in Numbers
- Expendable
- Cornered Rats

Options:

- Additional Equipment:

- Spears 1pt/model
- Slings 1pt/model
- Shields 1pt/model
- Upgrade one Skavenslave to a Musician 2pts
- Upgrade one Skavenslave to a Pawleader 4pts

CORE

NIGHT RUNNERS 7 points per model

page 50

	M	WS	BS	S	T	W	I	A	LD
Night Runner	6	3	3	3	3	1	5	1	6
Nightleader	6	3	4	3	3	1	5	1	6

Unit Size:

- 10+

Equipment:

- Two hand weapons
- Throwing stars

Special Rules:

- Scurry Away!
- Strength in Numbers
- Slinking Advance
- Dodge (6+)
- Nightleader only

Options:

- Additional Equipment:
 - Slings 1pt/model
- Upgrade Night Runner to a Nightleader 8pts
- One unit in the army can have an Attached Weapon Team:
 - Warp-grinder 60pts

GIANT RATS* 3 points per Giant Rat/8 points per Packmaster

page 54

	M	WS	BS	S	T	W	I	A	LD
Giant Rat	6	3	1	3	3	1	4	1	3
Packmaster	6	3	3	3	3	1	4	1	5

* Giant Rats do not count towards the minimum number of Core units you must include in your army.

Unit Size:

- A pack consists of 1 Packmaster and at least 5 Giant Rats. Any number of Giant Rats can be added to the unit. Additional Packmasters may be added, but no more than 1 Packmaster per every 5 Giant Rats.

Equipment (Giant Rats):

- Sharp teeth/claws.

Equipment (Packmasters):

- Hand weapon
- Light armour
- Whip

Special Rules

(Giant Rats):

- Scurry Away!
- Strength in Numbers
- Mixed Unit
- Rat Pack
- Wave of Rats

Special Rules

(Packmaster):

- Scurry Away!
- Strength in Numbers
- Mixed Unit
- Running with the Pack



PACKMASTER SKWEEL GNAWTOOTH

page 71

	M	WS	BS	S	T	W	I	A	LD
Skweel	6	5	3	4	4	2	6	2	6

Your army can only include one Skweel Gnautooth model. He is treated as a Champion in all respects.

Equipment:

- Light armour
- Hand weapon
- Warp-lash

Special Rules:

- Scurry Away!
- Strength in Numbers
- Verminous Valour
- Exceptional Pack
- Mixed Unit
- Verminous Bodyguard

RAT SWARM* 25 points per base

page 37

	M	WS	BS	S	T	W	I	A	LD
Rat Swarm	6	3	0	2	2	5	4	5	10

Unit Size:

- 2-10 bases

Special Rules:

- Unbreakable (Swarm)
- Small

* Rat Swarms do not count towards the minimum number of Core units you must include in your army.

SPECIAL

GUTTER RUNNERS 12 points per model

page 51

	M	WS	BS	S	T	W	I	A	LD
Gutter Runner	6	4	4	3	3	1	5	1	7
Deathrunner	6	4	4	3	3	1	5	2	7

Unit Size:

- 5-15

Equipment:

- Two hand weapons
- Throwing stars

Special Rules:

- Scurry Away!
- Scouts
- Skirmish
- Sneaky Infiltrators
- Dodge (6+)
- (5+) Deathrunner only

Options:

- Can replace one hand weapon with a:
 - Snare-net free
- Additional Equipment:
 - Slings 1pt/model
- Upgrade to Poisoned Attacks 5pts/model
- Upgrade one Gutter Runner to a Deathrunner .. 12pts
- A Deathrunner can have any of the following:
 - Smoke Bombs 10pts
 - Weeping Blade 30pts
- Up to half the number of Gutter Runners units in the army (rounded up) can have an attached Weapon Team:
 - Warp-grinder 60pts

	M	WS	BS	S	T	W	I	A	LD
Rat Ogre	6	3	1	5	4	3	4	3	5
Master-bred	6	4	1	5	4	3	5	4	5
Rat Ogre									
Packmaster	6	3	3	3	3	1	4	1	5

Unit Size:

A pack consists of 1 Packmaster and 2 Rat Ogres. Any number of Rat Ogres can be added to the unit. Packmasters can be added, but no more than 1 per every 2 Rat Ogres.

Special Rules

- (Rat Ogres):**
- Scurry Away!
 - Strength in Numbers
 - Beast Pack
 - Fear
 - Frenzy
 - Mixed Unit

Equipment (Rat Ogre):

- Claws and savagery

Equipment (Packmaster):

- Light armour
- Hand weapon
- Whip

Special Rules

- (Packmaster):**
- Scurry Away!
 - Strength in Numbers
 - Mixed Unit
 - Running with the Pack

Options:

- Additional Rat Ogre 40pts/model
- Additional Packmaster 8pts/model
- Upgrade one Rat Ogre to a Master-bred Rat Ogre 15 pts
- Upgrade one Packmaster to a Master Moulder for 25 points (see Army List entry on page 103).
- One unit of Giant Rats or Rat Ogres in the army can upgrade a Packmaster to Skweel Gnawtooth for 100 points (see Army List entry on page 103).



MASTER MOULDER

page 53

	M	WS	BS	S	T	W	I	A	LD
Master Moulder	6	5	3	4	4	2	5	2	6

A Master Moulder is a Champion in all respects.

Equipment:

- Light armour
- Hand weapon
- Whip

Special Rules:

- Scurry Away!
- Strength in Numbers
- Mixed Unit
- Running with the Pack
- Verminous Valour

Options:

- Weapons (one choice only):
 - Great weapon 4pts
 - Things-catcher 20pts
- A Master Moulder may choose items from the Scavenge-pile and/or the Clan Moulder Beast-prods with a total value of 30 points.



SPECIAL

PLAGUE MONKS 7 points per model

page 44

	M	WS	BS	S	T	W	I	A	LD
Plague Monk	5	3	3	3	4	1	3	1	5
Bringer-of-the-Word	5	3	3	3	4	1	3	2	5

Unit Size:

- 10+

Equipment:

- Two hand weapons

Special Rules:

- Scurry Away!
- Strength in Numbers
- Frenzy

Options:

- Upgrade one Monk to a Musician 5pts
- Upgrade one Monk to a Standard Bearer 10pts
- One Plague Monk Standard Bearer in the army may carry a Magic Standard worth up to 50 points
- Upgrade one Plague Monk to a Bringer-of-the-Word 10pts

PLAGUE CENSER BEARERS 16 points per model

page 46

	M	WS	BS	S	T	W	I	A	LD
Censer Bearer	5	3	3	3	4	1	3	2	5
Plague Chanter	5	3	3	3	4	1	3	3	5

Unit Size:

- 5+

Equipment:

- Plague censer

Special Rules:

- Scurry Away!
- Strength in Numbers
- Frenzy
- Hatred
- Plague Disciples
- Skirmish

Options:

- Upgrade one Censer Bearer to a Plague Chanter 13pts

WARPLOCK JEZZAILS 20 points per Jezzail team

page 65

	M	WS	BS	S	T	W	I	A	LD
Jezzail Team	5	3	3	3	3	1	3	2	5
Sharpshooter	5	3	4	3	3	1	3	2	5

Unit Size:

- 3+ teams

Equipment:

- Hand weapon
- Jezzail
- Pavise

Special Rules:

- Scurry Away!

Options:

- One Jezzail Team can be upgraded to a Sharpshooter Team 10pts



POISONED WIND GLOBADIERS 10 points per model

page 59

	M	WS	BS	S	T	W	I	A	LD
Globadier	5	3	3	3	3	1	4	1	5
Bombardier	5	3	4	3	3	1	4	1	5

Unit Size:

- 5-15

Equipment:

- Hand weapon
- Heavy armour
- Poisoned wind globes

Special Rules:

- Scurry Away!
- Life is Cheap
- Skirmish
- Volley from the Back

Options:

- One Globadier may be upgraded to a Bombardier 5pts
- A Bombardier may purchase a Death Globe 25pts
- Up to half the number of Poisoned Wind Globadiers units in the army (rounded up) can have an attached Weapon Team:
 - Poisoned Wind Mortar 65pts

RARE

HELL PIT ABOMINATION 235 points per model

page 56

	M	WS	BS	S	T	W	I	A	LD
Hell Pit	3D6	3	1	6	5	6	4	*	8
Abomination									

Unit Type:

- Monster

Special Rules:

- Impact Hits (D6)
- Large Target
- Regenerate
- Shambling Horror
- *Special Close Combat Attacks
- Stubborn
- Terror
- Too Horrible to Die

Options:

- A Hell Pit Abomination can be given warpstone spikes:15pts

DOOMWHEEL 150 points per model

page 66

	M	WS	BS	S	T	W	I	A	LD
Doomwheel	3D6	-	-	6	6	5	-	*	-
Crew (Warlock & Rats)-	3	3	2	-	-	4	2D6	7	

Unit Size:

- 1 Doomwheel and crew

Special Rules:

- Armour save (4+)
- Grinding Down the Foe
- Immune to Psychology
- Impact Hits (D6+1)
- Large Target
- Rolling Doom
- Terror
- Zzzzap!



WARP LIGHTNING CANNON 90 points per model

page 68

	M	WS	BS	S	T	W	I	A	LD
Cannon	-	-	-	-	6	4	-	-	-
Engineer & Crew	5	3	3	3	3	-	3	3	7

Unit Size:

- 1 Warp Lightning cannon and crew

Special Rules:

- Ponderous War Machine

PLAGUECLAW CATAPULT 100 points per model

page 47

	M	WS	BS	S	T	W	I	A	LD
Plagueclaw Catapult	-	-	-	-	6	4	-	-	-
Plague Monk Crew	5	3	3	3	4	-	3	D6	7

Unit Size:

- 1 Plagueclaw Catapult and crew

Special Rules:

- Fume-addled Crew
- Ponderous War Machine



TOOLS OF SUPREMACY

Skaven Magic Items

Skaven magic items are destructive artefacts that pose a great threat to any who oppose the Children of the Horned Rat. In fact, the items are often dangerous to any who dare to wield the weapon as well.

COMMON MAGIC ITEMS

SWORD OF STRIKING 30 Points
Weapon; +1 to hit

SWORD OF BATTLE 25 Points
Weapon; +1 Attack

SWORD OF MIGHT 20 Points
Weapon; +1 Strength

BITING BLADE 5 Points
Weapon; -1 armour save

ENCHANTED SHIELD 10 Points
Armour; 5+ armour save

TALISMAN OF PROTECTION 15 Points
Talisman; 6+ ward save

DISPEL SCROLL 25 Points
One use only
Arcane; Automatically dispel an enemy spell

POWER STONE 20 Points
One use only
Arcane; +2 dice to cast a spell

STAFF OF SORCERY 35 Points
Arcane; +1 to dispel

WAR BANNER 25 Points
Banner; +1 combat resolution

MAGIC WEAPONS

THE FELLBLADE 100 points
This is the sword of swords that was created by the Skaven to destroy the greatest Necromancer to ever walk the world. Raw warpstone was smelted into stolen gromril. Incantations of doom were heaped upon the cursed blade. Death itself was bound to its cutting edge and any with eldritch sight can see the aura of power and ruin that surrounds the wicked creation. No foe can stand before it and even the wielder must succumb to its baleful effects.

This foul sword gives the bearer Strength 10 and successful ward saves must be re-rolled. Any unsaved wounds caused by the Fellblade are multiplied into D6 wounds. Roll a D6 at the end of each of the wielder's turns; on a 3+ there is no effect. On a roll of 1-2 the wielder suffers 1 wound with no armour save allowed.

WARPFORGED BLADE 50 points
Warpstone powder mixed with steel during the forging process creates a weapon of wicked cutting prowess.

Armour saves cannot be taken against hits from a Warpforged Blade.

WARLOCK-AUGMENTED WEAPON 45 points
This blade is attached to a warp generator that channels crackling energy along the weapon.

A Warlock Weapon adds +1 Strength and +1 Attack to any model so equipped.

BLADE OF CORRUPTION 35 points
This sword has been left for 13 days in the dreaded Cauldron of One Thousand Poxes.

The wielder of this sword is granted +1 Strength to all Attacks made in close combat. Any unsaved wound inflicted by the Blade of Corruption is multiplied to 2 wounds. In addition, if the wielder makes a To Hit roll that has two or more rolls of 1, the wielder immediately suffers a wound that is multiplied to 2 wounds. Other Attacks are carried out as normal.

WEeping BLADE 30 points
This weapon weeps a corrosive venom, that can melt through armour to help deliver the poisoned point.

A Weeping Blade has the Armour Piercing special rule. Each unsaved wound is multiplied to D3 wounds.

DWARFBANE 25 points
Many weapons have been forged during the wars to wrest the Worlds Edge Mountains from the Dwarfs. Each is cruelly barbed and deadly.

The wielder of this blade is granted +1 Strength to all attacks made in close combat. Additionally against Dwarfs, all hits are Armour Piercing, and the user re-rolls all failed To Wound rolls.

BLADE OF NURGLITCH 10 points
Blessed by the special ointments of the Plaguelords, these blades are filth-encrusted. Even a scratch from such a rusty weapon can turn into instant infection.

Enemy models lose 1 point of Toughness from their profile for each unsaved wound they suffer from this blade. Any model reduced to Toughness 0 is removed as a casualty.

MAGIC ARMOUR

WARPSTONE ARMOUR 30 points

Wrought within the great warpforges underneath Skavenblight, this armour radiates an evil aura.

Warpstone Armour gives its wearer a 4+ armour save. For each successful armour save made by the bearer in close combat, the armour immediately inflicts a Strength 4 hit against the model that struck the blow. Any casualties caused will count towards combat resolution. Warpstone Armour can be worn by Clan Skryre Warlock Engineers.

WORLDS EDGE ARMOUR 25 points

Many suits of Dwarf-forged gromril have fallen into the clutches of the Skaven. These mastercrafted pieces of plate are often recrafted to make a patchwork protection with other pieces of scavenged armour.

The armour gives its wearer a 4+ armour save. The first time the wearer is wounded by a Strength high enough to completely cancel his armour save, or not permitted an armour save for any reason, the wound is discounted but the armour falls to pieces and is destroyed.

SHIELD OF DISTRACTION 15 points

Grimy and ill-kept, this shield bears tainted bides, grisly trophies, or runes that are painful to look upon.

Any models in base contact wishing to strike the bearer of this shield suffer -1 Attack, to a minimum of 1.



TALISMANS

FOUL PENDANT 30 points

These take many forms – ratskull tokens, raw chunks of warpstone, or items bearing Skaven runes of power.

This wicked token of the Horned Rat's power confers a 5+ ward save upon the bearer.

SHADOW MAGNET TRINKET 30 points

Some warpstone-contaminated veins of ore develop the strange property of absorbing light, thus a radius of shadowy darkness forms around the metal.

Shooting attacks at the bearer of a Shadow Magnet Trinket and any unit he has joined suffer a -1 To Hit penalty in addition to any normal modifiers due to the cloying presence of unnatural darkness.

RIVAL HIDE TALISMAN 15 points

Wearing the stitched together hides of enemies slain through treachery is believed to attract the favour of the Great Horned Rat. It also smells like victory.

One use only. A Skaven model wearing a Rival Hide Talisman can make a single enemy model in base contact re-roll all its successful To Hit dice rolls.

Skaven Magic Items

ARCANE ITEMS

WARPSTORM SCROLL 50 points

As the words of this scroll are read aloud, the sky darkens and lightning splits the skies.

Bound Spell (Power Level 5). One use only. When this scroll is read all flying units within 24" of the caster suffer D6 Strength 6 hits, distributed as per shooting.

WARP-ENERGY CONDENSER 20 points

This rune-inscribed power pack is covered with copper coil wiring, flywheels, and enchanted mechanisms to draw extra energy from the fickle Winds of Magic.

During each friendly Magic phase a Grey Seer or Warlock Engineer with a Warp-Energy Condenser can, on a D6 roll of 5+, generate an extra power dice. Additionally, the device is particularly adept at aiding a sorcerer in casting *Warp Lightning*. While wearing a Warp-Energy Condenser a caster does not D6 but D6+2 hits when casting *Warp Lightning*. Rolls of 1, however, do not gain the +2 bonus.

SCRYING STONE 15 points

An orb made of the polished gallstones from the dreaded Blindwyrms of the underworld is said to be able to glimpse the future. At least on occasion, it seems to be true!

One use only. The bearer of this mystical ball gains a 3+ ward save against the first wound suffered. If the wound is saved because of the ward save of the Scrying Ball, the bearer will be subject to Stupidity in the following friendly turn as he awaits further helpful instructions from the mysterious globe.

WARPSTONE TOKENS 15 points

These pieces of refined warpstone are consumed by power-hungry Grey Seers or Warlock Engineers to aid their spellcasting. This is dangerous, but the quick road to power is an irresistible pull for any Skaven.

Multiple Grey Seers and Warlock Engineers may purchase as many Warpstone Tokens as are allowed within the limit of points they are able to spend on magic items. Warpstone Tokens do not count against the total Arcane items a model is allowed to bear.

A Grey Seer or Clan Skryre Warlock may choose to eat some warpstone to boost his powers. Before casting a spell announce which model is eating Warpstone Tokens. For each token consumed, a Wizard can add a single dice to his casting effort. These dice are added to the normal power dice, although this does allow users to roll more dice than is normally allowed by their level. A spell may be cast entirely with warpstone.

For any of the warpstone generated dice that rolls a one the Wizard suffers a wound with no armour saves allowed. The results of miscasts or irresistible force apply as normal. When using both normal power dice and Warpstone Token generated dice it is a good idea to roll separately or use dice of a different colour (green-tinged ones work best!).

ENCHANTED ITEMS

SKAVENBREW 50 points
This concoction is made of warpstone and the blood of many creatures.

A character carrying Skavenbrew can force any unit of Clanrats or Stormvermin in base contact to guzzle the vile liquid. Champions are affected but no character models would be so unwise as to drink the potion.

Roll a D6 after the brew is consumed.

- 1 **Gone Bad.** The unit takes D6 Strength 3 automatic hits with no armour save. The Skavenbrew has no additional effect.
- 2-3 **Inspired Hatred.** The unit now has Hatred of all enemies.
- 4-5 **Frenzied.** The unit is now subject to Frenzy.
- 6 **Rabid.** The unit's metabolism is driven hyper-active, ramping up to a feverish pitch. The unit is subject to Frenzy, but instead of adding +1 Attacks, add +2 Attacks. In each following friendly Compulsory Move the unit will take D6 automatic wounds as some of the ratmen collapse, hearts or brains bursting with fury.

SKALM 30 points
This foul-smelling substance is smeared on wounds to unnaturally accelerate the healing process. Enough of the substance is even rumoured to prolong a Skaven's life – perhaps explaining the unnatural longevity of the current members of the Council of Thirteen.

One use only. At the beginning of any phase (friend or foe's) announce you are using Skalm. The bearer is instantly cured of any wounds suffered so far. Skalm is of no use to models that are already dead. Skalm can only be used by the bearer, sharing such a precious thing is not something a Skaven would contemplate.

PIPES OF PIEBALD 25 points
When Warlock Engineer Skrrik Piebald attempted to build a death-ray he failed miserably, but instead succeeded in creating a helmet that allowed a minor form of mind control. Sometimes. Thrumming and hypnotising vibrations rise out of the pipes atop the odd device, mesmerising all within range.

In order to charge the bearer or any unit he has joined, an enemy unit must first pass a Ld test. If the Ld test is failed, treat the unit as if they had failed a charge.

PORTENTS OF VERMINOUS DOOM 20 points
Portents of Doom take many forms, although most often they are backbanners festooned with the skulls of the enemy, clan symbols, and runes proclaiming the might of the Great Horned Rat.

Any enemy unit in base contact with the model bearing Portents of Verminous Doom suffers a -1 penalty to its

CLAN ESHIN TOOLS OF WAR

The mysterious and clandestine Clan Eshin have some tools of war that their agents alone bear into battle. Only Clan Eshin models may select the below items.

WARPSTONE STARS (Magic Weapon) 50 points
These wickedly sharp throwing stars are coated with a deadly warp poison.

Warpstone Stars are a thrown weapon with the 3x Multiple Shots rule. Warpstone Stars are Strength 5 and each unsaved wound multiplies into D3 wounds.

INFERNAL BOMB (Enchanted Item) 30 points
An Infernal Bomb is an explosive device favoured by Clan Eshin for espionage jobs. These iron-clad devices use cogs and gears to delay a blast of hellish energy.

One use only. Except in a turn in which he charges, an Assassin can place an Infernal Bomb anywhere along his path during the Movement phase or, if in a unit, anywhere along the path the unit has travelled. A model can place an Infernal Bomb and march. Announce your intentions to drop off an Infernal Bomb and mark the spot (a coin will do). The model and/or unit that places the bomb must set the bomb and move away. Once placed, an Infernal Bomb cannot be moved.

The owning player can choose to explode an Infernal Bomb at any time except during the player turn in which it was placed. However, an Infernal Bomb that would explode with its template touching the model that placed the bomb or any member of his unit cannot be detonated. When triggered, an Infernal Bomb explodes on a D6 roll of 2+. On a roll of 1, the Infernal Bomb is a dud and does not explode. Perhaps the Warlock Engineers have betrayed you? If it does explode, place the large round template centred on the counter. Any model at the template's centre takes a single Strength 10 hit, causing D3 wounds. Any models touched by the template suffer a Strength 3 hit.



SMOKE BOMBS (Enchanted Item) 10 points
A high-ranking member of Clan Eshin is likely to carry smoke bombs for diversions. When smashed, a dark and almost sentient smoke curls out and attempts to force its way into the lungs of any nearby.

One use only. If a character equipped with Smoke Bombs is forced to flee he can choose to smash the bombs underfoot to slow the victors as they pursue. Before any dice are rolled announce the Smoke Bombs are being detonated. All pursuing units in the combat must roll 1D6 less than normal.

CLAN SKRYRE GEAR OF WAR

The devious Warlock Engineers craft some gear of war that they do not sell, but instead use themselves. The items below can only be selected by Warlock Engineers.

BRASS ORB (Enchanted Item) 50 points

A fist-sized metal orb made of interlinking whirling cogs, the Brass Orb is a dangerous device capable of opening a crack in the plane of reality, sucking those in its blast vicinity into the twisting Realm of Chaos.

One use only. In the Shooting phase the user can throw the orb. Place the small round template with its centre anywhere within 8" of the character. Scatter the template as you would for a stone thrower shot. Models touched by the template must take an Initiative test or be destroyed, with no saves (of any kind) allowed. Remember that a 6 is always a failure. "Look Out Sir!" works as normal. If a misfire is rolled, centre the template on the model throwing the globe.

DOOMROCKET (Magic Weapon) 30 points

Built with secrets stolen from the mysterious east, the Warlock Engineers still seek to improve the propulsion, steering and payload of these devastating weapons.

One use only. To fire the Doomrocket the owning player must nominate a direction and the number of dice he intends to roll for range. He can choose between 4 and 10 dice. The rocket will travel a number of inches equal to the total of the dice rolled and this determines where the large round template is placed. Any model touched by the template suffers a Strength 5 hit from the resulting explosion.

If three or more rolls of 1 occur during the firing, the rocket has gone off course. Roll on the chart below:

DOOMROCKET MISFIRE CHART

- 1** **Thooooooooom!** *The rocket blows up prematurely.* Place the template over the model that fired the rocket and resolve the blast as normal.
- 2-5** **Stabilising Fin Lost.** *The rocket wobbles and corkscrews after blast off.* Roll the scatter dice to determine the new direction the missile will fire.
- 6** **It's a Dud.** *The rocket whooshes off and lands, but does not explode.* Resolve the shot as normal, but do not place the template. Any model directly below the impact spot suffers a single Strength 5 hit. Place a marker and roll at the beginning of each subsequent Skaven shooting phase – on a D6 roll of 4+ the rocket finally explodes, resolve the hit as normal.

DEATH GLOBE (Magic Weapon) 25 points

This is a poisoned wind globe of an even more potent variety, able to release great volumes of deadly gas.

One use only. A character equipped with such a weapon can throw it in any Shooting phase. The Death Globe is thrown just as the Brass Orb (see above). All models touched by the template suffer a wound on the result of 4+, with no armour save allowed.

WARLOCK OPTICS (Enchanted Item) 20 points

This warp-enhanced seeing device allows a Warlock Engineer to focus on a foe clearly, even those partially hidden in cover.

A Warlock Engineer equipped with Warlock Optics adds +1 to his Ballistic Skill. Additionally, a model so equipped can see partially see through objects and so suffers no penalty for shooting at targets in cover.

**CLAN PESTILENS BEFOULED ITEMS**

There are some diseased items that only Clan Pestilens would dare to touch. The below items may only be selected by Clan Pestilens units or characters.

WARP SCROLL (Arcane Item) 35 points

Plague Priests going to war often bring along copied magical script from the great Liber Bubonicus. It has been written in warpstone ink on living hides.

Bound Spell (Power level 5). The Warp Scroll's spell has a range of 24" and can be cast on any unit visible to the bearer. The spell inflicts one Strength 2 hit on every model in the unit, with no armour saves allowed.

PLAGUE BANNER (Magic Standard) 30 points

This foul, dripping and disease-ridden banner invigorates the Plague Monks to a new rabid ferocity.

One use only. Once per game in any Close Combat phase the Plague Banner may be activated. For the remainder of the phase all Plague Monk models in the unit may re-roll failed To Hit rolls and failed To Wound rolls.

CLAN MOULDER BEAST-PRODS

In addition to the tried tools of the beast handling trade, the whip and the things-catcher (see page 53), a Master Moulder wield even more specialised gear.

SHOCK-PROD (Magic Weapon) 25 points

This wicked barbed prod carries a charge that packs a punch powerful enough to get the attention of even a rampaging Rat Ogre.

This weapon requires two hands to wield and ignores armour saves.

ELECTRO-WHIP (Magic Weapon) 15 points

When cracked this whip discharges a wicked spark of bright green electricity.

This weapon follows the rules for whips (see page 53) but confers D3 Attacks instead of the normal 1 when in base contact and from the rear ranks. Roll to determine the number of Attacks each combat.



Leadership for as long as they remain in contact.

MAGIC STANDARDS

SACRED BANNER OF THE HORNE RAT... 70 points

Rendered in pigments distilled from blood and warpstone, this hide banner has become a tapestry of dread and evil. The runes seem to twist and move so that it can be read, in any language – "Gaze into the eyes of the Great Horned Rat and despair".

All enemy units within 12" of this banner suffer a -1 penalty to their Leadership and the owning player can make enemy units in base contact with the bearer of this banner re-roll any successful Leadership tests.

STORM BANNER..... 50 points

This ancient banner has the power to wrack the sky with storms, tearing the heavens apart with its fury.

The banner can be activated at the beginning of any player's turn. No flying movement is allowed across the entire battlefield and missile fire is at -2 to hit. All non-magical missile attacks that don't use BS to hit their target need to roll a 4+ on a D6 before they can fire.



Roll a D6 at the beginning of each following player turn – the effects of the banner will end on a D6 roll of 4+.

GRAND BANNER OF CLAN SUPERIORITY... 30 points

These banners take as many forms as there are Warlord clans. Some are colossal totem-like trophy racks of enemy skulls, others rune-etched hide, or ragged shrouds magically emblazoned with clan signs.

In any combat in which a unit bearing a Grand Banner of Clan Superiority has more ranks than its opponents,

SHROUD OF DRIPPING DEATH 30 points

This horrid banner seems little more than a rag on a totem pole, yet closer inspection reveals foul stains that drip and splash as the bearer moves. The whole of the vile hide throbs, oozing a greenish tinted fluid...

All enemy models in base contact with the bearer of this banner take a single Strength 3 hits with no armour save at the start of each and every Close Combat phase. Additionally, should the unit bearing the Shroud of Dripping Death break from combat, any unit that dares to pursue it will immediately suffer D6+2 Strength 3 hits with no armour saves.

BANNER OF THE UNDER-EMPIRE 25 points

A brown tide of rats scurries along with the unit bearing this unholy icon of the Great Horned Rat.

All units in base contact with the unit bearing this banner suffer 2D6 Strength 2 automatic hits at the start of each and every Close Combat phase. All hits are distributed as per Shooting.

DWARF-HIDE BANNER 15 points

These banners are an affront to the eyes (and noses) of any Dwarf. They are made from the Dwarf-skin soaked in warp-infused urine decorated with scalped beards.

The unit carrying this banner gains Hatred of Dwarfs and likewise will be subject to all Dwarfs gaining Hatred against them.

BANNER OF VERMINOUS SCURRYING 10 points

Rituals of skittering urgency allow this banner to deliver a surge of energy to the unit carrying it.

Once per battle, at the start of any friendly turn except the first, the banner can be activated. If the unit carrying the banner can march, they can do so at triple speed. Such a rapid expenditure of energy has a cost, as after marching the unit suffers 2D6 Strength 3 hits (no armour saves allowed), distributed as per shooting.

Warlord Viskis puffed himself up to his verminous fullness and gazed down upon his Chieftains as they entered the hall through the blasted archway. They were wary, but could not hide their awe at the size of the many-pillared hall and the bodies and broken armaments piled in the corners.

Viskis wasn't going to miss this opportunity. Everything was as he had arranged. Black-furred Stormvermin were arrayed in ranks, formidable in their size and thick, plated armour. He himself, most potent of commanders, was several tiers higher, pacing on the carved stone dais of the ancient and ornate throne room. The runes of the hated bearded-things had been hastily scratched out, covered by the markings of the Great Horned Rat and the great claws of Clan Gritus. Warlord Viskis himself was backlit by the sole light source – a vast brazier glowing with warpstone-laced shards. Viskis cast his shadow across all as they had to look up at him, his fur outlined by the green tint of the baldfire.

"Now, hear-listen what I have to say. Long-long have we fought for this under-lair and now we stand in the Dwarf-things' throne room. Their king-thing sat here. I, Warlord Viskis, have eaten him." A pause here allowed Viskis to turn, showing off his newly bulging profile. Squeaking whispers let Viskis know his deed was marked with proper awe. The Dwarf-leader was a mighty warrior and had slain many Skaven. "We must take-take the other levels, kill-kill all that remain. Following is MY plan..."

"But great leader" said Chieftain Szark of Clan Gritus exactly on cue, "why isn't Priest Grostle here?" He referred to the Plague Priest leader of the large Clan Pestilens faction, which, up until now had been leading the underground assault.

"Grostle fell and I am in command." announced Viskis. The Chieftains and Clawleaders craned their necks and sniffed, anxious to see the reaction amongst the remaining Plague Monks.

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"Your doom is coming, man-things."



Art: John Blanche, Alex Boyd, Rob Carey, Paul Dainton, Dave Gallagher, Neil Hodgson, Nuala Kinrade, Adrian Smith. **Book Design:** Carl Dafforn, Emma Parrington, Mark Raynor.
Eavy Metal: Neil Green, Kornel Kozak, Darren Latham, Keith Robertson, Joe Tomaszewski, Anja Wettergren, Kirsten Williams, Tom Winstone.
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John Michelbach, Melissa Roberts, Rachel Ryan, James Shardlow, Kris Shields, Ian Strickland, Madeleine Tighe. **Previous Skaven Editions:** Andy Chambers and Alessio Cavatore.
Special Thanks to: Alan Merrett, Rick Priestley, Rich Curren, Bob Berry, Mark Gregory, Andy Hall, Matthew Hutson, Mark Latham, Glenn More, and Adam Troke.

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British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

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