

# • SKAVEN •

In the distant past, rats infesting a decaying ruin fed upon a mighty source of magic power. This source was a substance called warpstone - solidified fragments of raw sorcery. Under its unwholesome influence the scuttling vermin mutated, growing in size and intelligence into the vile children of Chaos known as the Skaven. The four most powerful Skaven clans are Clan Moulder, Clan Eshin, Clan Skyre and Clan Pestilens. These clans constantly vie for more power over each other, and as such invest much time and effort into creating ever more powerful war machines, mutated abominations and contagious diseases; all of which help define the Skaven as the most vicious and cunning of Chaos' creatures.



## • GIANT RATS •

Clan Moulder long ago unlocked the secrets of growing, mutating and surgically augmenting rats. These rats are the size of dogs, and come equipped with spines, spikes, multiple tails and heads, tusk-like incisors, extra limbs and even more horrific mutations. Clan Pestilens have bred a rat species for their own dark purposes: the Plague Rat carries disease and filth everywhere it treads. Powerful Skaven Warlords often ride into battle on the backs of abhorrent, bloated vermin the size of small ponies. These obese rats are infested with disease and are covered with mangy fur that drips with pus and lesions.

	Giant Rat	Plague Rat	Great Pox Rat
Wounds	1	1	6
Move	6	6	8
Weapon Skill	2	2	3
Ballistic Skill	-	-	-
Strength	2	2	4
Toughness	3	3	4
Armour	-	-	-
Initiative	4	4	5
Attacks	1	1	2
Damage	Special	Special	1D6
Gold	25	45	140

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
Giant Rat	3	4	4	4	5	5	6	6	6	6
Plague Rat	3	4	4	4	5	5	6	6	6	6
Great Pox Rat	2	3	4	4	4	4	5	5	5	6

**Giant Rat**  
Deathleap.

**Plague Rat**  
Deathleap; Plague.

**Great Pox Rat**  
Plague.

### Deathleap

Giant Rats and Plague Rats make a special attack, called a Deathleap. Roll the Rat's attack as normal, but if it hits roll 2D6 +2 for damage. Once a Rat has attacked the Warrior, roll 1D6. On a result of 3 to 6 the Rat's suicidal, frenzied attack has opened it up to the Warrior's attack and he automatically kills it.

*Great Pox Rats can be ridden by Skaven Clanrat Clawleaders, Skaven Chieftains, Skaven Warlords, Skaven Stormvermin or Skaven Stormvermin Fangleaders.*

*Great Pox Rats cannot be encountered without a rider.*







## • HELL PIT ABOMINATION •

The Hell Pit Abomination is a living mountain of misshapen flesh that moves in a rippling tide of unnatural spasms. It uses its many limbs to pull and drag its hideous bulk forward. Created at great cost by Clan Moulder, this hellish beast is part flesh and part machine, having been created by the demented minds of Clan Moulder's most twisted alchemists.

Hell Pit Abomination	
Wounds	69
Move	1D6
Weapon Skill	3
Ballistic Skill	-
Strength	6
Toughness	6
Armour	-
Initiative	2
Attacks	3
Damage	8D6
Gold	3700

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
Hell Pit Abomination	2	3	4	4	4	4	5	5	5	6

### Hell Pit Abomination

Terror 12; Ignore Pain 7; Ignore Blows 3+; Magic Resistance 5+; Large Monster; Regenerate 2D6; Abomination.

### Abomination

As the Hell Pit Abomination dies, its unholy metabolism may restart one of its bloated hearts and breathe new life into the foul beast. When the Abomination is reduced to 0 Wounds, roll 1D6. On a roll of 1 to 4, one of the Hell Pit Abomination's many hearts kicks back into life again. Place the creature on 2D6 Wounds. It may take its turn in the next Monsters' Phase as normal. On a result of 5 or 6, the Abomination has finally succumbed to death. Warriors receive its Gold value only when the creature has finally been killed.





## • RAT OGRES •

The hulking monstrosities known as Rat Ogres are one of the most successful of Clan Moulders numberless creations. The Rat Ogre combines the speed and ferocity of a Skaven with the sheer brawn of an Ogre. In battle, a Rat Ogre is horrifying to behold, as it rips and tears its way through the enemy. Master-bred Rat Ogres have had additional mutations and grafts added to their hulking forms, and Bonebreakers have been mutated to grow to ridiculous proportions, forcing them to hunch over to support their massive frame. Warlords often ride into battle proudly mounted upon a Rat Ogre Bonebreaker.

	Rat Ogre	Master-bred Rat Ogre	Rat Ogre Bonebreaker
Wounds	20	20	25
Move	6	6	8
Weapon Skill	4	4	4
Ballistic Skill	-	-	-
Strength	5	5	5
Toughness	5	5	5
Armour	-	-	-
Initiative	5	5	5
Attacks	2	2	3
Damage	2D6	2D6	3D6
Gold	500	650	1180

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
Rat Ogre	3	4	4	4	5	5	6	6	6	6
Master-bred Rat Ogre	3	4	4	4	5	5	6	6	6	6
Rat Ogre Bonebreaker	3	4	4	4	5	5	6	6	6	6

### Rat Ogre

Fear 5.

### Master-bred Rat Ogre

Fear 6; Clan Moulder Upgrades.

### Rat Ogre Bonebreaker

Fear 6.

### Clan Moulder Upgrades

When a Skaven Master Moulder looks upon a creation, he sees numerous ways in which he can enhance his precious Rat Ogre. After many months submerged in pits of chemicals and warpstone, a Master-bred Rat Ogre emerges. Roll 1D6 on the following table for each Master-bred Rat Ogre encountered to see what mutations, abnormalities or grafts the Master Moulder has given to his creation.

#### 1 Extra Head

This Rat Ogre is a particularly gruesome sight, as two mutated heads struggle for dominance. The Rat Ogre gains *Never Pinned*, and his *Fear* value is increased by 2. However, if ever the Rat Ogre should roll a 1 to hit, the two mutant heads snap and bite each other in annoyance and can make no more Attacks this round.

#### 2 Warfire Thrower Graft

The Master-bred Rat Ogre has had the barrel from a Warfire Thrower grafted onto its left arm. At the start of the Rat Ogre's turn, draw a Warrior Counter to determine his target. Draw a line from the middle of the Rat Ogre model's base to the middle of the target's base. Each Warrior that lies in the path of the flame takes 2D6 Wounds. This Warfire Thrower Attack is in addition to any other Attacks the Rat Ogre makes this turn. It makes this Attack before any of its other Attacks.

#### 3 Extra Arm

The Rat Ogre has been mutated into a multi-arm creature. It gains +1 Attack per turn.

#### 4 Bulging Muscles

The Rat Ogre is even more massive and muscled than normal. It gains +1 Strength and +1 Toughness. The creature is constantly on the verge of exploding from the sheer density of its warpstone infused body. If ever the Rat Ogre should roll a 1 to hit, chunks of meat from the Rat Ogre's body explode violently, showering those adjacent with poisonous blood and flesh. Each model (friend or foe) adjacent to the Master-bred Rat Ogre must take 1D6 unmodified *Poison* Wounds. The Rat Ogre also takes 1D6 unmodified Wounds, but can still continue his turn.

#### 5 Warpstone Aura

The countless submersions into vats of pure warpstone have taken their toll on this unfortunate Rat Ogre. Its body is covered with postulant sores and boils, and a vile gaseous odour surrounds it. Each Warrior standing next to a Rat Ogre with a Warpstone Aura must lose 1D3 unmodified Wounds at the end of each turn. This damage is *Fatal Damage*. At the end of each turn, the Rat Ogre loses 1D3 unmodified Wounds due to the corruption polluting his mutated, bloated body. This damage can never reduce the Rat Ogre to 0 Wounds, however, and he will only ever fall to 1 Wound in this way.

#### 6 Mindless Fury

This Rat Ogre has spent too long under the Master Moulder's experimental hands, and has become even more deranged and aggressive than normal. At the start of a Rat Ogre with Mindless Fury's turn, roll 1D6 on the sub-table below to see how the Rat Ogre behaves.

- 1) The Rat Ogre devotes all of his Attacks this turn towards an unfortunate adjacent Monster.
- 2) The Rat Ogre does nothing but stand around and stare at the walls as acidic spittle pools onto the ground.
- 3-4) The Rat Ogre lets loose with a powerful bellow and Attacks his target Warrior as normal.
- 5) The Rat Ogre spits blood and bile everywhere as it attacks with a blind fury. It gains +1 Attack but -1 to hit this turn.
- 6) The Rat Ogre smashes into its victims with wild abandon and a savage blood lust. Before making its normal Attacks, the Rat Ogre makes a single Attack against all adjacent Warriors. Each Warrior that takes damage is knocked *Prone*.

*Rat Ogre Bonebreakers can be ridden by any Skaven Chieftains or Skaven Warlords.*

*Rat Ogre Bonebreakers cannot be encountered without a rider.*







## • SKAVENSLAVES •

Skavenslaves are the dregs of Skaven society, having been captured by rival clan members during one of many Skaven disputes. They are not expected to fight well; they are only expected to die.

	Skavenslave	Skavenslave Pawleader
Wounds	2	4
Move	5	5
Weapon Skill	2	3
Ballistic Skill	5+	5+
Strength	2	3
Toughness	3	3
Armour	-	-
Initiative	4	5
Attacks	1	1
Damage	1D6	1D6
Gold	20	60

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
Skavenslave	3	4	4	4	5	5	6	6	6	6
Skavenslave Pawleader	2	3	4	4	4	4	5	5	5	6

### Skavenslave

Armed with [1-3] Slings (Str 2), [4-6] Swords; Break.

### Skavenslave Pawleader

Magic Weapon.



## • SKAVEN ASSASSINS •

The black-clad assassins of Clan Eshin are rightly feared by those who know of them. They are trained from birth to be silent, deadly, killing machines, and are well versed in the arts of death, employing techniques copied from the Far East. Assassins are experts in a variety of exotic and deadly weapons which they put to good use in the most vicious manner they can.

	Skaven Gutter Runner	Skaven Deathrunner	Skaven Assassin	Skaven Deathmaster
Wounds	5	7	14	32
Move	6	6	7	8
Weapon Skill	4	5	6	8
Ballistic Skill	3+	3+	2+	1+
Strength	4	4	4	4
Toughness	3	3	3	4
Armour	-	-	-	-
Initiative	5	6	7	10
Attacks	1	2	2	5
Damage	1D6	1D6	2D6	4D6
Gold	160	300	650	2300

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
Skaven Gutter Runner	2	3	3	4	4	4	4	4	5	5
Skaven Deathrunner	2	2	3	3	4	4	4	4	4	4
Skaven Assassin	2	2	3	3	3	4	4	4	4	4
Skaven Deathmaster	2	2	2	3	3	3	3	4	4	4

### Skaven Gutter Runner

Ambush 4+; Armed with Throwing Stars; Dodge 6+.

### Skaven Deathrunner

Ambush 2+; Armed with Snare-Net; Dodge 5+.

### Skaven Assassin

Ambush A; Armed with Garrotte; Assassinate 6+; Dodge 5+; Poison.

### Skaven Deathmaster

Ambush, Magic A; Assassinate 4+; Dodge 4+; Magic Resistance 5+; Magic Weapon; Poison.







### Throwing Stars

Gutter Runners are equipped with viciously sharp throwing stars which they throw with deadly precision; a technique mastered long ago by the Cathayans of the Far East. Before placing any Gutter Runners on the board, roll 1D3 for each. This is the number of Throwing Stars the Gutter Runner manages to dispatch from the shadows before dropping into the fray. Add up the total number of Throwing Stars thrown, make Ballistic rolls to hit as normal, and then divide the Attacks amongst all the Warriors using the normal Ballistic rules. Each Throwing Star does 2 Wounds damage. Add up all the Wounds damage from all Throwing Stars that hit a Warrior before subtracting Toughness and Armour.

Once this special Attack has finished, the Gutter Runners jump into melee with their swords and may then take their normal *Ambush Attack* if required.

### Snare-Net

Snare-Nets are lightweight but strong nets covered in razor edged hooks. They are used by the stealthy Skaven Deathrunners to trap and subdue opponents more powerful than themselves. Once a Deathrunner has been placed on the board, make a Ballistic Attack roll against the Deathrunner's target. If successful, the Warrior is entangled in the net. The Warrior's Move is reduced to 1, and he suffers -2 to his to hit rolls. At the start of the Warrior's turn, he suffers 1D6 Wounds (modified as usual) from the razor sharp hooks.

The Warrior may forfeit all his Attacks in order to remove the net. He rolls 1D6 and adds Strength or Initiative, whichever is highest. If the result is 7 or more, the Warrior has escaped from the net, otherwise he takes an additional 1D6 Wounds caused by his struggles.

After each Deathrunner has made his Snare-Net Attack, he may then take his *Ambush Attack* if required.



### Garrotte

A Garrotte is a length of chain or a bow string that is used to choke a victim to death. It has been a favoured method employed by Skaven Assassins for centuries. Once a Skaven Assassin has been placed on the board, it may make an immediate Garrotte Attack. The Warrior must roll 1D6 and add his Toughness (not Armour). If the result is 6 or less, the Warrior suffers 1D3 unmodified Wounds. If this is enough to reduce him to 0 Wounds, the Warrior is rendered unconscious for the remainder of this battle. He will automatically awaken with 1 Wound once there are no more Monsters on the board. However, if all the other Warriors are reduced to 0 Wounds, then the remaining Monsters slaughter the unconscious Warrior.

Once an Assassin has made his Garrotte attack, he can then make his normal set of *Ambush Attacks* (selecting a new target if necessary). A Garrotte Attack is not considered *Poison*, but all other Attacks from the Assassin are.

## • SKAVEN BROOD HORROR •

The bloated terror that is a Skaven Brood Horror resembles a colossal, plague ridden Giant Rat. These creatures have been created by the devious alchemists of Clan Moulder, and are often used as mounts by extremely powerful Skaven Warlords. The Brood Horror is capable of unleashing a torrent of vile pestilential breathe that can bring even the mightiest Warrior to his knees.

#### Skaven Brood Horror

Wounds	52
Move	8
Weapon Skill	4
Ballistic Skill	-
Strength	5
Toughness	5 (8)
Armour	3
Initiative	3
Attacks	4
Damage	4D6
Gold	2300

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
Skaven Brood Horror	2	3	3	4	4	4	4	4	5	5

#### Skaven Brood Horror

Terror 10; Ignore Blows 6+; Large Monster; Regenerate 1D6; Tomb Rot 1D3+1; Pestilential Breath.

#### Pestilential Breath

Skaven Brood Horrors can belch forth a stream of pestilential corrosive bile that sickens all it comes in contact with. Before the Brood Horror makes any other Attacks, roll 1D6 to see how many Warriors are affected by the bile. If the score is greater than the number of Warriors all of them have been affected. Any Warrior affected must roll 1D6 and either Initiative or Toughness (including Armour). If the result is 6 or less, the Warrior suffers 1D6 unmodified Wounds and loses -1 Attacks next turn as he retches violently. Any Warrior reduced to 0 Wounds by this attack suffers from *Plague* and will therefore lose -1 Toughness when he is healed back to life.

*Skaven Brood Horrors can be ridden by any Skaven Warlords.*

*Skaven Brood Horrors can be encountered without a rider.*





## ♦ SKAVEN CLANRATS ♦

Individual Skaven Warriors are vicious but cowardly creatures, and they are best deployed in large numbers. The more powerful warriors lead their brethren into combat, and a Skaven Chieftain will not think twice about stabbing his leader in the back in his desire to rise to the rank of Warlord.

	Skaven Clanrat	Skaven Clawleader	Skaven Chieftain	Skaven Warlord
Wounds	3	11	20	30
Move	5	5	5	5
Weapon Skill	3	4	5	6
Ballistic Skill	4+	3+	2+	1+
Strength	3	4	4	4
Toughness	3	3 (5)	4 (6)	4 (7)
Armour	-	2	2	3
Initiative	4	5	6	7
Attacks	1	2	3	4
Damage	1D6	2D6	2D6	3D6
Gold	40	270	590	1360

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
Skaven Clanrat	2	3	4	4	4	4	5	5	5	6
Skaven Clawleader	2	3	3	4	4	4	4	4	5	5
Skaven Chieftain	2	2	3	3	4	4	4	4	4	4
Skaven Warlord	2	2	3	3	3	4	4	4	4	4

### Skaven Clanrat

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### Skaven Clawleader

Never Pinned; Magic Weapon.

### Skaven Chieftain

Dodge 5+; Never Pinned; Magic Weapon; Magic Armour.

### Skaven Warlord

Dodge 5+; Never Pinned; Magic Weapon; Magic Item; Magic Armour.





## • SKAVEN GREY SEERS •

The Grey Seers are known as the Chosen of the Great Horned One, and are powerful sorcerers, capable of channelling eldritch energies in destructive ways. All other Skaven recognise the superior power of the Grey Seers, cowering in fear as one approaches.

	Skaven Grey Seer	Skaven Grey Seer Champion	Skaven Master Grey Seer	Skaven Grey Seer Lord
Wounds	15	18	30	43
Move	5	5	5	5
Weapon Skill	3	3	3	6
Ballistic Skill	4+	4+	4+	1+
Strength	3	4	4	4
Toughness	4	4	4	4
Armour	-	-	-	-
Initiative	5	5	6	7
Attacks	1	1	2	4
Damage	2D6	2D6	2D6	3D6
Gold	560	1180	1900	3400

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
Skaven Grey Seer	2	3	4	4	4	4	5	5	5	6
Skaven Grey Seer Champion	2	3	4	4	4	4	5	5	5	6
Skaven Master Grey Seer	2	3	4	4	4	4	5	5	5	6
Skaven Grey Seer Lord	2	2	3	3	3	4	4	4	4	4

### Skaven Grey Seer

Dodge 5+; Magic Dispel 6+; Skaven Magic 1.

### Skaven Grey Seer Champion

Dodge 5+; Magic Dispel 5+; Magic Item; Magic Resistance 5+; Skaven Magic 2.

### Skaven Master Grey Seer

Dodge 4+; Magic Dispel 4+; Magic Item x 3; Magic Resistance 4+; Magic Weapon; Skaven Magic 3.

### Skaven Grey Seer Lord

Dodge 4+; Magic Dispel 4+; Magic Item x 4; Magic Resistance 4+; Magic Weapon; Skaven Magic 4.



## • SKAVEN NIGHT RUNNERS •

Night Runners are the most common Clan Eshin warriors, and are trained to move at great speeds quickly and silently, unleashing death and confusion amongst the enemy. Night Runners are masters of stealth and distraction, and employ devious hit and run techniques that leave their enemies open to devastating attacks.

	Skaven Night Runner	Skaven Nightleader
Wounds	3	10
Move	6	6
Weapon Skill	3	4
Ballistic Skill	4+	3+
Strength	3	3
Toughness	3	3 (4)
Armour	-	1
Initiative	5	5
Attacks	1	1
Damage	1D6	2D6
Gold	55	270

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
Skaven Night Runner	2	3	4	4	4	4	5	5	5	6
Skaven Nightleader	2	3	3	4	4	4	4	4	5	5

### Skaven Night Runner

Armed with [1-3] Slings (Str 2), [4-6] Swords; Ambush 4+; Dodge 6+.

### Skaven Nightleader

Ambush, Magic 4+; Dodge 5+; Magic Weapon.







## • SKAVEN PACKMASTERS •

Skaven Packmasters are cagey and fierce warriors, as it is their responsibility to wrangle the seething mass of Clan Moulders most dangerous creations. They carry a whip to goad their beasts into battle, and a polearm that they use to trap unsuspecting prey.

	Skaven Packmaster	Skaven Packmaster Moulder
Wounds	3	18
Move	5	5
Weapon Skill	3	4
Ballistic Skill	4+	3+
Strength	3	3
Toughness	3	4
Armour	-	-
Initiative	4	4
Attacks	1	2
Damage	1D6	2D6
Gold	70	510

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
Skaven Packmaster	2	3	4	4	4	4	5	5	5	6
Skaven Packmaster Moulder	3	4	4	4	5	5	6	6	6	6

### Skaven Packmaster

Armed with Man-catcher and Whip (Fight in Ranks); Packmaster 1.

### Skaven Packmaster Moulder

Armed with Man-catcher and Whip (Fight in Ranks); Packmaster 2.

### Man-catcher and Whip

The Man-catcher polearm is used by a Packmaster to secure and hold an unlucky victim to prevent them from escaping while they use their whip to lacerate them horrifically. If a Skaven Packmaster makes a successful to hit roll against a Warrior, then he has been secured with the Man-catcher (as well as taking normal damage). The Warrior cannot move until he has escaped the Man-catcher's grasp by rolling 1D6 and adding his Strength at the start of each of his turns. If he rolls 7 or higher, he has broken free. If he rolls 6 or less, then his frantic attempts to escape have caused a further 1D6 Wounds, only modified for Toughness, not Armour.

A Skaven Packmaster who has successfully secured a Warrior will make all of his future Attacks with his Whip. The Whip does (Damage Dice + Strength) Wounds, but hits automatically, and ignores the Warrior's Armour. Other Monsters gain +1 to hit the Warrior while he is held in place with a Man-catcher.

Should the Skaven Packmaster leave his current square or if he dies, the Warrior is immediately freed. When there is no Warrior who has been trapped by the Man-catcher, then the Packmaster's first Attack will be to secure his target Warrior.

The Man-catcher and Whip allow the Skaven Packmaster to *Fight in Ranks*.

### Packmaster *n*

The Skaven Packmaster is an expert at controlling the multitudes of creatures that join the Skaven hordes in battle. For this reason, every Giant Rat, Plague Rat, Wolf Rat, Rat Ogre or Master-bred Rat Ogre on the same board section as the Packmaster can reroll a certain number of missed Attacks per turn as indicated by the *n*.





## • SKAVEN PLAGUE CENSER BEARERS •

The most fanatical and deranged members of Clan Pestilens are given the singular honour of wielding a plague censer. Inside this swinging ball burns a plague infested warpstone chunk that emits a foul bubonic vapour as the censer is swung. Flesh exposed to the vapour quickly erupts into sores and fluid filled blisters.

	Skaven Plague Censer Bearer	Skaven Plague Chanter
Wounds	4	16
Move	5	5
Weapon Skill	4	4
Ballistic Skill	-	-
Strength	4	4
Toughness	4	4
Armour	-	-
Initiative	4	5
Attacks	1	2
Damage	Special	Special
Gold	95	490

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
Skaven Plague Censer Bearer	2	3	3	4	4	4	4	4	5	5
Skaven Plague Chanter	2	3	3	4	4	4	4	4	5	5

### Skaven Plague Censer Bearer

Armed with Plague Censers.

### Skaven Plague Chanter

Armed with Plague Censers; Magic Item.

### Plague Censers

A Skaven Plague Censer is a heavy spiked ball on a length of chain that is filled with vile diseases and noxious fumes created by Skaven Plague Priests. Make a normal hand to hand to hit roll against the Warrior to determine if he is struck. If the Warrior is hit, the censer causes normal damage (Damage Dice + Strength), and the Warrior must roll 1D6 and add his Toughness. If the score is 7 or more he is unaffected by the fumes that surround the censer. If the score is equal to or less than 7 he takes an additional 1D3 Wounds with no modifiers for Toughness or Armour. In addition, if the Warrior rolls a 1 on the dice to see if he is affected by the fumes of the censer, then the damage from the fumes is counted as having the *Plague Special Rule*.



## • SKAVEN PLAGUE MONKS •

The Plague monks of Clan Pestilens are dedicated to spreading of corruption and decay in the name of the Horned Rat. They are the initiates of infection and disciples of disease with agents scattered across the cities of the Old World. The results of their hideous experiments are listed in the evil tome known as the Book of Woe, which contains details of all known diseases. The Plague Monks are led by Plague Priests or even a mighty Plague Lord, and fight with frenzied devotion.

	Skaven Plague Monk	Skaven Plague Priest	Skaven Plague Lord
Wounds	5	23	30
Move	5	5	5
Weapon Skill	3	5	6
Ballistic Skill	4+	2+	2+
Strength	3	4	4
Toughness	4	5	5
Armour	-	-	-
Initiative	4	6	7
Attacks	1	3	4
Damage	1D6	2D6	3D6
Gold	60	790	2450

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
Skaven Plague Monk	2	3	4	4	4	4	5	5	5	6
Skaven Plague Priest	2	2	3	3	4	4	4	4	4	4
Skaven Plague Lord	2	2	3	3	3	4	4	4	4	4

### Skaven Plague Monk

Frenzy 6+; Poison.

### Skaven Plague Priest

Ambush, Magic 5+; Frenzy 5+; Magic Weapon; Poison; Skaven Magic 1.

### Skaven Plague Lord

Ambush, Magic A; Death Fog; Dodge 3+; Frenzy 4+; Magic Resistance 3+; Magic Items x 3; Magic Weapon; Never Pinned; Poison; Terror 10; Skaven Magic 2.

### Death Fog

Any Warrior adjacent to a Skaven Plague Lord is overcome by the choking, noxious vapours that surround him. At the end of every turn all adjacent Warriors take 2 Wounds, with no modifiers for Toughness or Armour. If a Warrior is reduced to 0 Wounds by a Death Fog and is then healed his Starting Wounds are reduced by 1D3.



## • SKAVEN POISONED WIND GLOBADIERS •

Poison gas is one of the most infamous weapons of the Warlock Engineers. Specially trained Poisoned Wind Globadiers use fragile glass spheres filled with deadly warpstone gas to rain death upon the enemy from a distance.

	Skaven Poisoned Wind Globadier	Skaven Poisoned Wind Bombardier
Wounds	4	10
Move	5	5
Weapon Skill	3	3
Ballistic Skill	4+	3+
Strength	3	3
Toughness	3	3 (4)
Armour	-	1
Initiative	4	4
Attacks	1	2
Damage	1D6	1D6
Gold	200	320

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
Skaven Poisoned Wind Globadier	2	3	4	4	4	4	5	5	5	6
Skaven Poisoned Wind Bombardier	2	3	4	4	4	4	5	5	5	6

### Skaven Poisoned Wind Globadier

Armed with Poison Wind Globes.

### Skaven Poisoned Wind Bombardier

Armed with Poison Wind Globes; Magic Item.

### Poison Wind Globes

The gas from a Poison Wind Globe is so toxic that even the slightest exposure can cause excruciating agony. Skaven Poison Globadiers are missile troops and are treated just as if they were using normal missile weapons, applying all the normal missile weapon rules. Work out which Warriors have been hit as normal. The Poison Globe Attack affects those Warriors and all models (friend or foe) adjacent to them. Each affected model rolls 1D6 and adds their Toughness to the score. If the total is 6 or less, the model suffers 1D3 Wounds with no modifiers for Toughness or Armour. The warpstone gas is considered to be *Poison*.

Because of their protective gas masks, Poisoned Wind Globadiers are not affected by the gas.

Skaven Poisoned Wind Globadiers can make as many ranged Attacks with their Poison Wind Globes per turn as they have total Attacks.



## • SKAVEN STORMVERMIN •

The biggest, most powerful and vicious Skaven are organised into elite groups known as Stormvermin. These warriors are much stronger and larger than Skaven Clanrats and are often picked by Chieftains or Warlords to be their personal bodyguards. Stormvermin are afforded the best gear when heading into battle.

	Skaven Stormvermin	Skaven Stormvermin Fangleader
Wounds	5	10
Move	5	5
Weapon Skill	4	4
Ballistic Skill	4+	4+
Strength	4	4
Toughness	3 (4)	3 (4)
Armour	1	1
Initiative	5	5
Attacks	1	2
Damage	1D6	1D6
Gold	95	110

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
Skaven Stormvermin	2	3	3	4	4	4	4	4	5	5
Skaven Stormvermin Fangleader	2	3	3	4	4	4	4	4	5	5

### Skaven Stormvermin

Armed with Halberds (Fight in Ranks).

### Skaven Stormvermin Fangleader

Armed with Halberds (Fight in Ranks); Magic Armour.



## • SKAVEN WARLOCK ENGINEER •

The notorious Warlock Engineers of Clan Skyre are the artificers of Skaven society, blending arcane sorceries with technology in an insane mind-boggling mix. These sorcerous inventors often go into battle armed with a variety of deadly devices, which they combine with eldritch sorcery for devastating results.

	Skaven Warlock Engineer
Wounds	15
Move	5
Weapon Skill	3
Ballistic Skill	4+
Strength	3
Toughness	4
Armour	-
Initiative	5
Attacks	1
Damage	2D6
Gold	620

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
Skaven Warlock Engineer	2	3	4	4	4	4	5	5	5	6

### Skaven Warlock Engineer

Dodge 5+; Magic Resistance 6+; Magic Dispel 6+; Skaven Magic 1; Magic Item x 1 D3; Anarchic Arsenal; Arms Dealer.

### Anarchic Arsenal

Skaven Warlock Engineers invent a wild array of destructive inventions for use in battle. Before placing the Warlock Engineer on the board, roll 1D6 on the following table to see what device he has bought to this particular combat.

#### 1 Warpmusket

A Warpmusket is a rifle built using similar schematics to the larger Warplack Jezzail gun. It fires warpstone infused ball bearings that can penetrate even the heaviest armour. Any Skaven equipped with a Warpmusket gains an additional Ballistic Attack once per turn that does Damage Dice +5 Wounds damage; this Attack is made before any of the wielder's normal Attacks. The gun can be fired in close range with a -2 to hit Ballistic penalty. The rifle also ignores 2 points of the target's Armour.

#### 2 Supercharged Warp-Power Accumulator

This warpstone infested power generator is strapped to the wearer's back. He loses -1 Move, but gains the *Skaven Magic 1* Special Ability. If he already has this ability, he may cast an extra Skaven Spell each turn. If the Skaven ever fails to cast a Spell while he is equipped with the Supercharged Warp-Power Accumulator, then the power-pack explodes, causing the Skaven to lose 3D6 Wounds. He then, of course, no longer gains the benefit of this artefact. If the Skaven kills himself in this manner, Warriors only get half Gold value for the kill.

#### 3 Warlock Optics

This warp enhanced seeing device allows the Skaven equipped with it to focus clearly on a foe. The wearer gains +2 to hit in melee and ranged combat.

#### 4 Upgraded Warp-Energy Condenser

This pack of charged electrical energy pulses with eldritch might and warpstone fumes. The Skaven equipped with this artefact can periodically release bursts of concentrated electrical energy onto his foes. At the start of each Monsters' Phase, roll 1D6. On a roll of equal to or less than the carrier's Initiative, the Skaven may cast the *Warp Lightning* Spell. (Pg 14)

#### 5 Warplack Pistol

This pistol fires slivers of pure warpstone that infest the target's flesh. Any Skaven equipped with a Warplack Pistol gains an additional Ballistic Attack once per turn that does Damage Dice +3 Wounds damage; this Attack is made before any of the wielder's normal Attacks. The pistol can be fired in close range with a -1 to hit Ballistic penalty. Damage caused by the Warplack Pistol is considered to have the *Plague* Special Ability.



#### 6 Doomrocket

Built with stolen secrets from Chaos Dwarves, this massive, warpstone infused rocket is capable of causing immense destruction. A Skaven armed with this rocket suffers -1 Move as he has to carry the thing on his back, and is placed as a missile troop. At the start of his turn, before doing anything else roll 1D6. On a roll of 4 to 6, the Skaven fires the Doomrocket. Make a Ballistic to hit roll against the a random Warrior who is not adjacent to the Skaven wielder. If successful, the rocket does 4D6 Wounds to the target and 2D6 Wounds to all adjacent models (friend or foe). If the rocket misses (but is not a 1), randomly select another square on the same board section as the Skaven who fired the Doomrocket and roll for Wounds as above. If the to hit roll is a 1, the rocket misfires and explodes violently, causing 6D6 Wounds to its owner and 3D6 to all adjacent models. The Doomrocket can only be used once. No Gold is gained from Monsters killed in the blast.

### Arms Dealer

Like all Skaven clans, Clan Skyre is all about making the most out of any situation, and will happily sell its insane inventions to anyone willing to purchase them. For this reason, it is quite possible that any other high ranking Skaven might equip themselves with the devices created by the Warlock Engineers. When a Skaven Warlock Engineer is rolled, roll 1D6 for each Skaven Clawleader, Skaven Chieftain, Skaven Warlord, Skaven Stormvermin Fangleader, Skaven Plague Priest, Skaven Plague Lord, Skaven Plague Chanter, Skaven Nightleader and all Skaven Grey Seers that have also been rolled for this combat. If the result is a 5 or 6, make a roll on the *Anarchic Arsenal* table for that particular Skaven.

The Gold value of any Skaven equipped with one of the Engineer's devices is increased by 100 Gold.

*Skaven Warlock Engineers are placed as missile troops.*





## • SKAVEN WEAPON TEAM •

Clan Skyre has invented a variety of powerful, portable, yet dangerously precarious weapons. Because of their sheer size, each Clan Skyre weapon requires two able bodied Skaven to properly utilise. Sharp rotating blades, warpstone infused machineguns, intense flame and poison gas are all employed to devastating effect.

	Skaven Weapon Team
Wounds	13
Move	4
Weapon Skill	3
Ballistic Skill	3+
Strength	3
Toughness	4 (6)
Armour	2
Initiative	2
Attacks	1
Damage	Special
Gold	500

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
Skaven Weapon Team	2	3	4	4	4	4	5	5	5	6

**Skaven Weapon Team**  
Weapon Team.

### Weapon Team

Weapon Teams consist of two Skaven operating some sort of ingenious invention created by the insidious Clan Skyre. For all intents and purposes, a Skaven Weapon Team counts as one Monster, even though there are 2 Skaven on the base. For example, a Spell which affects a single target can affect the Skaven Weapon Team.

Before placing Skaven Weapon Teams on the board, roll 1D6 for each Weapon Team encountered on the following table to see which type of Weapon Team has been encountered. Even if there is an adjacent Warrior, Weapon Teams will still make their normal Attack. They will never resort to a close combat Attack (except for Doom-players).

At the end of each Weapon Team's turn, roll 1D6. On a roll of 1, the weapon has overheated, causing it to lose 1D6 unmodified Wounds. If the Skaven Weapon Team is destroyed because of this damage, the Warriors only get half Gold for their troubles.

#### 1 Warpfire Thrower

The Warpfire Thrower hurls a blast of unnatural flame. This hellish gout can turn enemies into twitching, throbbing piles of goo. Place the Weapon Team as you would a normal ranged Monster. At the start of its turn, draw a Warrior Counter to determine its target. Draw a line from the middle of the front square of the Warpfire Thrower's model to the middle of the target. Each Warrior that lies in the path of the flame takes 3D6 Wounds. A Warpfire Thrower Weapon Team does not need to roll to hit.



#### 2 Warp-grinder

The Warp-grinder is capable of unleashing warp lightening into the air from a warpstone chunk attached to the end of a powerful drill. Place the Warp-grinder as you would a normal ranged Monster. At the start of its turn, randomly determine a square on the same board section as the Weapon Team. Any model (friend or foe) on the square takes 3D6 Wounds, and models adjacent take 2D6 Wounds. A Ballistic to hit roll is not required for the Warp-grinder.



#### 3 Ratling Gun

This weapon is a multi-barrelled whirling death dealing machine. By cranking a handle, the gun can produce a steady stream of warpstone infused bullets that riddle the enemy with blood and terror. Place the Weapon Team as you would a normal ranged Monster. At the start of its turn, roll 1D6+2 to determine how many volleys of ammunition get fired this turn. Each volley equates to 1 Attack. Randomly determine who is targeted with each Attack (Warriors can be targeted multiple times). Now make a Ballistic roll for each Attack. For each Attack that successfully hits a Warrior, he takes 1D6 Wounds. Multiple successful Attacks can be added together before subtracting Toughness and Armour. For example, if a Warrior gets targeted by 4 Attacks, and 3 of them hit, he takes 3D6 Wounds.



#### 4 Doom-flayer

The Doom-flayer is a motorised iron ball of whirling blades that delivers death and destruction at a more personal level. Place the Doom-flayer next to a random Warrior. The Doom-flayer doesn't get Attacks in the normal sense. Instead, it has the *Never Pinned* Special Ability and will use its Move to try and get next to as many Warriors as possible, shoving other models out of the way as necessary. Any Warrior that was adjacent to the Doom-flayer's model's front square at any time during its movement takes 2D6 +3 Wounds. If the Doom-flayer is already adjacent to as many Warriors as it can get, then it simply delivers its damage to the Warriors without moving.



#### 5 Poisoned Wind Mortar

Clan Skyre has long sought a reliable method of lobbing poison wind globes over vast distances and with much greater force, and the Poisoned Wind Mortar is their answer. Place the Weapon Team as you would a normal ranged Monster. At the start of its turn, draw a Warrior Counter to determine its target. It must be a Warrior who is not adjacent to the Weapon Team. Make a Ballistic to hit roll. If successful that Warrior and all adjacent models (friend or foe) must roll 1D6 and add Toughness. If the result is 6 or less, he takes 1D6 +2 unmodified Wounds. The warpstone gas is considered to be *Poison*. Because of their protective gas masks the two Skaven operators wear, this Weapon Team is not affected by the warpstone gas.





## 6 Warplock Jezzail

The schematics for these weapons were long ago stolen by Clan Skyre from Empire hands. The Jezzail is a long barrelled rifle capable of punching through the toughest armour. Because of the gun's length, the second Skaven uses a large wooden shield to support the gun's long barrel to assist with aiming. Place the Weapon Team as you would a normal ranged Monster. Draw a Warrior Counter each turn to determine who the Weapon Team's target is. Ballistic rolls get a +1 bonus. The Jezzail causes 2D6 Wounds, and ignores 3 points of the Warrior's Armour. The Weapon Team suffers -2 to hit instead of +1 if it is targeting an adjacent Warrior.



## • SKAVEN WOLF RAT •

Skaven Wolf Rats are malicious and cunning hunters with an insatiable lust for human flesh. Their bloated wolf sized bodies are disease riddled hulks of sinuous muscle. Skaven often lead packs of these fetid beasts into battle, letting them lose to feast upon the terrified enemy.

	Skaven Wolf Rat
Wounds	8
Move	8
Weapon Skill	3
Ballistic Skill	-
Strength	3
Toughness	3
Armour	-
Initiative	4
Attacks	1
Damage	2D6 or Special
Gold	250

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
Skaven Wolf Rat	2	3	4	4	4	4	5	5	5	6

### Skaven Wolf Rat

Wolf Rat Deathleap (Plague); Hate Humans.

### Wolf Rat Deathleap

Just like normal Giant Rats, Wolf Rats throw themselves with wild abandon at the enemy, opening themselves up to a quick kill from a Warrior's attack. If a Wolf Rat rolls a 6 to hit, instead of doing normal damage, he has made a frantic lunge at the Warrior, who must take 3D6 +3 Wounds damage. The Warrior can now roll 1D6. On a result of 3 or more, the Wolf Rat's suicidal, frenzied attack has opened it up to the Warrior's attack, and he kills it automatically.



## • VERMIN LORDS •

There are few sights more revolting and more unnatural than a Vermin Lord, a Daemon of the Horned Rat. These massive Daemons are conjured by Grey Seers only in the most dire of circumstances, as they are wiser and more sinister than any living Skaven. Wielding a mighty Doom Glaive and capable of great sorcery, the Vermin Lord is a fearsome foe for even the most powerful of Warriors to face. Exalted Vermin Lords are the most ancient and powerful of their kind, and are only summoned by the most insidious Grey Seers.

	Vermin Lord	Exalted Vermin Lord
Wounds	75	85
Move	8	10
Weapon Skill	8	9
Ballistic Skill	A	A
Strength	8	8
Toughness	7 (13)	8 (14)
Armour	6	6
Initiative	10	10
Attacks	8	8
Damage	6D6	6D6
Gold	6300	6900

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
Vermin Lord	2	2	2	3	3	3	3	4	4	4
Exalted Vermin Lord	2	2	2	2	3	3	3	3	4	4

### Vermin Lord

Ambush, Magic A; Armed with Doom Glaive, Dodge 3+; Greater Daemon 14; Ignore Pain 6; Magic Dispel 4+; Magic Resistance 4+; Skaven Magic 4; Skitterleap.

### Exalted Vermin Lord

Ambush, Magic A; Armed with Direglaive, Dodge 3+; Greater Daemon 15; Ignore Pain 8; Large Monster; Magic Dispel 4+; Magic Resistance 3+; Withering Flame; Skaven Magic 5; Skitterleap.

### Doom Glaive

The Doom Glaive is a powerful weapon from beyond the mortal realm. The Glaive causes +2 Wounds with every Attack.

### Direglaive

The Direglaive is a more powerful version of the Doom Glaive, and only the most ancient and revered Vermin Lords can employ one in battle. The Direglaive causes +4 Wounds with every Attack. In addition, if the to hit roll is a natural 6, the Vermin Lord gains +1 Damage Dice this Attack.

### Skitterleap

This ability allows the Vermin Lord to disappear, move through the warp and then reappear next to its chosen Warrior. At the start of the Vermin Lord's turn, just after he has cast Spells, randomly determine a new target Warrior for the Vermin Lord (the same Warrior can be targeted twice in a row). The Vermin Lord is immediately placed adjacent to that Warrior where he will begin his chain of Attacks. Other models that are in the way are moved aside to make room as necessary. If the Vermin Lord kills a Warrior and has Attacks remaining, he may use Skitterleap again to teleport to a new square and target another random Warrior. He can keep doing this until he has no Attacks left.

### Withering Flame

An Exalted Vermin Lord can unleash a cascade of withering green flame that corrodes metal and blisters flesh. At the start of the Exalted Vermin Lord's turn, after Spells have been cast, roll 1D3 to see how many Warriors are engulfed by the flames. If the result is higher than the number of Warriors, then all of them have been affected. Each affected Warrior must roll 1D6 and add Toughness or Initiative, whichever is higher. On a result of 8 or less, the Warrior suffers 4D6 unmodified Wounds and must discard 1 randomly determined piece of Armour or Weapon that he owns.







## ♦ SKAVEN MAGIC ♦

Skaven Spellcasters are masters of powerful eldritch whirlwinds and destructive elemental forces. Some Skaven can summon vast hordes of vermin to join them in battle, and others can bring about plagues and disease. In short, Skaven Magic is extremely versatile. To see what Spell a Skaven casts when given the chance, roll 2D6 on the following table. If a Grey Seer, Plague Priest, Plague Lord or Warlock Engineer casts a Spell and rolls an 11 or 12, use the Spells underneath the Skaven heading. If a Vermin Lord casts a Spell and rolls an 11 or 12, use the Spells underneath the Vermin Lord heading. If the caster is killed while his Spells are still in play, then they will be dispelled.

### 2 Failure

The caster fails to cast a Spell this turn.

### 3 Scorch

Flames engulf one of the Warriors, turning them into an incandescent column of fire. Draw a Warrior counter to determine who is targeted. The flames cause 4D6 unmodified Wounds.

### 4 Wither

A greenish pallid glow spreads from the caster's outstretched claw. All adjacent Warriors suffer (1D6 + Dungeon Level) unmodified Wounds. If there are no Warriors adjacent to the caster re-roll this result.

### 5 The Great Red Pox

Roll 1D6 for a random Warrior (Draw a Warrior Counter to determine who). On a score of 1 or 2 the Warrior has contracted a virulent plague. At the end of each turn he loses 1 unmodified Wound (*Fatal Damage*) due to the debilitating nature of the plague. In addition, at the end of each dungeon roll 1D6 for each Warrior. On a roll of 1 that Warrior also contracts the plague. It may be healed at a Settlement for 1D6 x 250 Gold. If the caster casts this Spell at a Warrior who already suffers from the plague then choose another Warrior. If all Warriors suffer from the Great Red Pox already, re-roll this Spell.

### 6 Pestilent Breath

The caster opens its jaws and black, pestilential fumes pour out and flood the dungeon. Roll 1D6 for each Warrior and add his Toughness to the score. If the score is greater than or equal to 7 he is not affected. If the score is less than 7 he suffers (1D3 x Dungeon Level) unmodified Wounds.

### 7 Warp Lightning

Screeching in fury, the caster points its clawed hand at one of the Warriors and then blasts him with a streak of lightning. Draw a Warrior counter to determine who is targeted. The bolt causes (2D6 + Dungeon Level) Wounds with no modifier for Armour.

### 8 Death Frenzy

The caster's allies are filled with an unholy, rabid urge to slash and rend their enemies. For this turn only, all Skaven in the dungeon gain an extra 1D3 Attacks (roll for all Skaven as a whole). However, if any Skaven rolls a 1 to hit, he has injured himself in his wild frenzy and must lose 1D3 unmodified Wounds. In addition, he loses any additional Attacks he has this turn.

### 9 Vermintide

The caster calls forth to the Great Horned Rat and verminous hordes skitter forth to assist the caster in battle. If the caster is a Grey Seer or Warlock Engineer, 2D6 Giant Rats are summoned. If the caster is a Plague Priest or Plague Lord, 1D6 +3 Plague Rats are summoned. If the caster is a Vermin Lord, 1D3 +2 Rat Ogres are summoned. The Monsters may Move and Attack this turn.

### 10 Cloud of Corruption

The caster releases a stinking ball of diseased fury. Each Warrior on the same board section as the caster suffers 1D6 unmodified *Poison* Wounds.

## SKAVEN

### 11 Pit of the Underworld

A horrendous earthquake tears a massive rent in the earth. Place a Pit of Despair marker so that it covers as many Warriors as possible. Each Warrior rolls 1D6 and adds his Initiative, then compares the result on the table below:

2-4) The Warrior falls into the pit and is killed.

5-6) The Warrior slips into the pit, dangling precariously. He loses 1 random Treasure Card as he frantically struggles to pull himself out of the pit. In addition, he spends his next turn climbing out of the pit and can do nothing else.

7-8) The Warrior slips into the pit, dangling precariously. He spends his next turn climbing out of the pit and can do nothing else.

9+) The Warrior manages to jump to the side before falling into the chasm.

Any Warrior that escapes falling to his doom is placed in a free square adjacent to the pit. If there are no free squares, the Warrior falls to his doom anyway. The Pit of the Underworld remains until the Skaven who cast it is killed. Warriors can attempt to jump the pit by rolling on this table voluntarily. They must have enough movement left to land on a blank square on the other side of the pit.

All Monsters caught in the pit automatically scramble to the closest free square.



## 12 Skitterleap

The Skaven disappears into a puff of smoke and reappears elsewhere on the battlefield. If the caster is adjacent to a Warrior, he may immediately teleport to a free square as far away as possible from any Warriors, but still within Line of Sight. He also heals 1D6 Wounds. If the Skaven is not adjacent to any Warrior, re-roll this Spell.

### VERMIN LORD

## 11 Warpstorm

The very ceiling of the dungeon reigns death and destruction upon the Warriors, as bolts of purple and green warp lightening burst forth at regular intervals. At the start of each Monsters' Phase until the Vermin Lord is dead, randomly determine a square on the same board section as the Vermin Lord. Any model in this square takes 3D6 Wounds, with no modifiers for Armour. If this Spell is cast again, add a further +1 Damage Dice to the total damage caused. Vermin Lords are immune to the effects of Warpstorm.

## 12 Curse of the Horned Rat

With a sickening lurch, the fabric of reality is torn by the twisting power of the Great Horned Rat. Each Warrior on the same board section as the Vermin Lord must roll 1D6. On a roll of 1, the Warrior is twisted horribly by the warping influence of the Horned Rat and, amidst much agony, turns into a Skaven Clanrat. Replace the Warrior with a single Skaven Clanrat. This Clanrat can Move and Attack this turn. On a roll of 2 to 5, the Warrior must lose 4D6 unmodified Wounds. This damage is considered to be *Fatal Damage*. On a roll of 6, the Warrior is not affected by the Spell.

## • SKAVEN MAGIC WEAPONS •

Whenever a Skaven equipped with a Magic Weapon is encountered, roll 1D6 on the following table to see what he is armed with.

### Skaven Magic Weapons

#### 1 Weeping Blade

This weapon weeps black and corrosive venom which can burn through the toughest armour. Attacks made with this weapon are considered *Poison* and ignore 2 points of the target's Armour.

#### 2 Fellblade

This is the weapon that was created by the Skaven in order to destroy the Great Necromancer Nagash. It reeks of powerful magic and death. The wielder of this weapon gains +2 Strength and does Double Damage on a to hit roll of 5 or 6. However, the baleful energies of the Fellblade cause the wielder to lose 1 Wound at the end of each of his turns. If this is enough to kill him, replace the wielder with a Skeleton, who takes his turn in the next Monsters' Phase.

#### 3 Warlock Engineer augmented weapon

The Skaven's main weapon has been altered by a Warlock Engineer with power packs, energy convertors, cogs, pulleys, and all manner of madness! Roll 1D6 on the following table to see what additions have been made:

##### 1) Lightning Condenser

Coils of lightning infused metal cause the weapon to do an additional 1D6 Wounds to any Warrior with Armour.

##### 2) Pneumatic Spike

Metal springs charged with warpstone power a sharp metal spike, causing an additional 1D6 Wounds on a to hit roll of 6.

##### 3) Warpstone Coating

The Engineer has coated this weapon (or the weapon's ammo) with an oily layer of greenish warpstone grease. Any Attacks with this weapon ignore all the target's Armour. However, on a roll of 1 to hit, the grease has caused 'complications' for the weapon: the Skaven takes 1D3 unmodified Wounds from caustic burns and must discard the weapon immediately.

##### 4) Grenade Launcher

A complex system of pipes, power packs and metal cogs allows the wielder of this weapon to launch a warpstone filled canister at his target. At the start of each Monsters' Phase, roll 1D6 to see if the Skaven fires the weapon. On a roll of 1 or 2, he does: draw a Warrior Counter to see who is targeted, but the Skaven will never target a Warrior who is adjacent to him. Make a Ballistic to hit roll. If successful, that Warrior suffers 2D6 Wounds, and all models adjacent suffer 1D6 Wounds. The weapon can be fired once per Monsters' Phase. However, if the Skaven rolls a 1 to hit with this weapon, the volatile liquid inside the canister explodes, doing 3D6 Wounds to the wielder and 1D6 +2 to all adjacent models. The Grenade Launcher can be fired even if the Skaven equipped with it is in melee.

##### 5) Warp-energy Absorption Plating

Sheets of energy absorbing gromril metal stolen from Dwarf strongholds have been fixed to this weapon, turning it into a powerful anti-magic device. The wielder of the weapon does an extra 2 Wounds with every hit, and also gains the *Magic Resistance 4+* Special Ability.

##### 6) Warp-blade

The Skaven's weapon has been implanted directly into his body, where wires and cables feed directly into the Skaven's vital organs. Warp condensers siphon kinetic energy from combat and use it to power the Skaven's attacks and to heal his wounds. For every 2 Wounds that the Warriors cause to the Skaven with this weapon, the Skaven does an extra 1 Wound per Attack. In addition, when rolling for damage, the Skaven gains 1D6 Wounds (up to his maximum) for each 6 he rolls on a Damage Dice when attacking the Warriors. For example, the Skaven has 2 Damage Dice, and rolls both of them to damage a Warrior. One comes up with a 5 and the other a 6. Therefore, the Skaven may instantly gain 1D6 Wounds.





**4 Dwarfbane**  
Many Skaven weapons were forged during the wars to take control of the World's Edge Mountains from the Dwarves. This weapon does an extra 2D6 Wounds against Dwarf Warriors (Dwarf, Dwarf Trollslayer, etc). Any Skaven armed with this weapon will always be placed adjacent to a Dwarf Warrior when using the One-on-One Monster placement rules. Against other Warriors, the weapon only does +2 Wounds with every Attack.

**5 Warpforged Blade**  
Warpstone powder mixed with steel during the forging process creates a weapon of wicked cutting prowess. The bearer gains the *Assassinate 5+* Special Ability.

**6 Blade of Nurglitch**  
Blessed by the special ointments of the Plaguelords, these blades are filth encrusted. Even a scratch can turn into a nasty infection, often resulting in death. Whenever a Warrior takes damage from a Skaven using a Blade of Nurglitch, he suffers the effects of the Skaven Spell 'The Great Red Pox' (Pg 14). The Warrior must still roll 1D6 and get a 1 or a 2 in order for the Pox to take hold.



## • SKAVEN MAGIC ARMOUR •

Whenever a Skaven wearing Magic Armour is encountered, roll 1D6 on the following table to see what Armour he is wearing.

### Skaven Magic Armour

**1 Warpstone Armour**  
Wrought within the great warpforges underneath Skavenblight, this armour radiates an evil aura. The armour gives the wearer +1 Armour. Whenever the wearer takes damage from a melee weapon, roll 1D6. On a roll of 5 or 6, the Armour lashes back with a tendril of vicious warp energy, causing the attacker to suffer 1D6 unmodified Wounds.

**2 World's Edge Armour**  
Many suits of Dwarf forged gromril have fallen into the clutches of the Skaven. These master crafted pieces of plate are often re-crafted to make a patchwork protection with other pieces of scavenged armour. This armour grants the wielder a +2 Armour bonus. In addition, the wearer is never affected by Unmodified Wounds. Whenever he is instructed to suffer Unmodified Wounds, he can subtract his Toughness and Armour as normal.

**3 Lucky Skullhelm**  
This helmet has been made out of the skull of a very powerful Grey Seer who was fortunate enough to give up his life as a sacrifice to summon the Great Horned Rat himself. The wearer gains +1 Toughness, and all his Attacks hit on a 2+, regardless of the target's Weapon Skill.

**4 Twisted Crown of the Horned Rat**  
This crown is crafted from sharp metal barbs of corroded and tangled metal that push their way deep into the skull of the wearer, sending dark, invigorating energy through his body. The wearer of this crown gains *Regenerate 1D6* and +2 Toughness. However, any Skaven equipped with this crown automatically has -1D3 Starting Wounds.

**5 Armoured Plates**  
The Skaven has armed himself with thick plates of steel, gromril and warpstone infused obsidian. He gains +1 Armour, and may roll on this Magic Armour table again.

**6 Armour of Rust**  
This is an ancient, decaying suit of armour, held together by the indomitable spirit of the Skaven Warlord who previously wore it to battle. The armour gives the wearer *Ignore Blows 4+*. If ever a Warrior rolls a 6 to hit the Skaven wearing this armour, then the ancient suit automatically absorbs the Warrior's Attack, but the armour collapses into pieces and is destroyed.

## • SKAVEN MAGIC ITEMS •

Whenever a Skaven with a Magic Item is encountered, roll 1D6 on the following table to see which item he is equipped with.

### Skaven Magic Items

**1 Scrying Stone**  
An orb made of the polished gallstones from the dreaded Blindwyrms of the underworld is said to be able to glimpse the future. While the Skaven holding this Magic Item is still alive, all melee Attacks the Warriors make on the same board section as the holder of the orb only ever hit on a 5 or 6, regardless of the target's Weapon Skill.

**2 Gourd of Skavenbrew**  
This concoction is made from warpstone and the blood of many creatures. Whenever the Skaven who holds this gourd is reduced to 0 Wounds, he can immediately drink the foul liquid. He is returned to half his total number of Wounds (rounding up) and is now *Frenzied* for 1D3 turns (he doubles his number of Attacks). Once the Skaven has dropped to 0 Wounds a second time, he is truly dead.

**3 Foul Pendant**  
Sickly green smoke radiates from this rat-skull token. At the start of each Monsters' Phase, 1D3 Skaven Clanrats are formed from the sickly mist and are placed on random squares on the same board section as the wearer of the pendant. These Skaven can take a turn in this Monsters' Phase.

**4 Eye of the Horned Rat**  
This crystalline eye is imbued with warpstone energy which can be channelled by the bearer. At the start of each Monsters' Phase, roll 1D6 on the following table to see what the Eye gives the bearer this turn.

- 1) Skaven Magic +1
- 2) The *Poison* Special Ability
- 3) The *Plague* Special Ability
- 4) The *Pestilential Breath* ability of the Skaven Brood Horror (Pg 5)
- 5) The *Skitterleap* ability of the Vermin Lord (Pg 15)
- 6) The *Deathfog* ability of the Skaven Plague Lord (Pg 9)

**5 Liber Bubonicus**  
This foul book is inscribed with the clandestine lore of corrupt magic, and contains the secret of every pestilence and plague in the world. The bearer of this book gains the *Plague* Special Ability. In addition, he gains the ability to cast a Spell at the start of each Monsters' Phase. Roll 1D6 on the following table to see which Spell he casts each turn. This is in addition to any other Spells the Skaven might cast.

- 1-2) The Great Red Pox (Pg 14)
- 3-4) Cloud of Corruption (Pg 14)
- 5-6) Vermintide (Pg 14)

**6 Warpstone Tokens**  
These pieces of refined warpstone are consumed by power hungry Skaven to enhance their abilities. The Skaven has 1D6 +2 Warpstone Tokens. He eats one whenever he makes an Attack that misses, fails to cast a Spell, fails an *Ignore Blows* or *Dodge* roll, and in any other situation where the Skaven is asked to roll a dice for success or failure. He can then re-roll that failed dice roll. There is no limit to the number of Warpstone Tokens a Skaven can consume each turn.

