

SKAVEN

LEGACY ARMY LIST

For Use With Warhammer: The Old World Rules

This document allows you to play a Skaven Army from the Warhammer Fantasy Battles range in games using the rules from Warhammer: The Old World. To use the contents of this document, you will need a copy of the *Warhammer: The Old World* rulebook.

The rules contained within this document allow players the opportunity to try out the Warhammer: The Old World rules using models they may have in their collection. They are not intended for use in matched play events and will not be updated in line with any future Warhammer: the Old World publications.

SKAVEN

The Skaven are a malevolent race of ratmen that lair in darksome tunnels far beneath the Warhammer world. When they march to war, they do so as a multitudinous horde with a staggering amount of troops at their disposal, from rank after rank of warriors to packs of war beasts. Specialist troops march alongside large blocks of infantry, and towering over these scurrying hordes are the devilish war machines of this wickedly clever race, each an insane blend of magic and technology.

This document contains the following information:

Grand Army Composition List: The default army composition list for the Skaven.

Profiles: Every model available to the Skaven has a profile. Here, you will find that model's characteristics, its equipment, its points value, details of any special rules unique to it and more.

Magic Items: As well as the Common magic items detailed in the *Warhammer: the Old World* rulebook, this army list includes a number of magic items unique to the Skaven.

Special Rules: This section covers rules unique to the Skaven.

The Lore of...: Unique spells used in conjunction with the Lores of Magic found in the *Warhammer: the Old World* rulebook.

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SKAVEN LEGACY ARMY LIST



This page details the Grand Army composition list for the Skaven. This is the default army composition list for this faction. Using this army composition list to write your muster list will give you the widest variety of units to choose from and create a broad and balanced force.

This army list is intended for use alongside the 'Forming Units' and 'Warhammer Armies' sections of the *Warhammer: the Old World* rulebook. Over the following pages you will find profiles and rules for each of the models in your army. These pages give you all of the information that you need to shape your collection of models into the units which will in turn form a force ready for battle.

Grand Army Composition List

Characters

Up to 50% of your army's points value may be spent on:

- 0-1 Skaven Warlord or Grey Seer per 1,000 points
- 0-1 Clan Skryre Warlock Engineer, Clan Eshin Master Assassin or Clan Pestilens Plague Priest per 1,000 points
- Skaven Chieftains

Core

At least 25% of your army's points value must be spent on:

- 0-1 unit of Stormvermin per 1,000 points
- 1+ unit of Clanrats per 1,000 points
- Nightrunners, Giant Rats and Rat Swarms

Special

Up to 50% of your army's points value may be spent on:

- Gutter Runners
- 0-2 units of Rat Ogres per 1,000 points
- 0-1 unit of Plague Monks per Clan Pestilens Plague Priest taken
- 0-1 unit of Warplack Jezzails per Clan Skryre Warlock Engineer taken
- 0-1 unit of Poisoned Wind Globadiers per Clan Skryre Warlock Engineer taken

Rare

Up to 25% of your army's points value may be spent on:

- 0-1 Hell Pit Abomination per 1,000 points
- If your army includes one or more Clan Skryre Warlock Engineers, 0-1 of the following may be taken per 1,000 points:
 - Doomwheel
 - Warp Lightning Cannon
- If your army includes one or more Clan Pestilens Plague Priests, 0-1 of the following may be taken per 1,000 points:
 - Plagueclaw Catapult
 - Unit of Plague Censer Bearers

Mercenaries

Up to 20% of your army's points value may be spent on mercenaries.

Allies

Up to 25% of your army's points value may be spent on a single allied contingent drawn from one of the following Grand Army composition lists:

- Warriors of Chaos (Uneasy)

Battle Standard Bearer

A single Skaven Chieftain in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on magic items, a Battle Standard Bearer can purchase a single magic standard with no points limit.

Commanders Of The Warlord Clans

	M	WS	BS	S	T	W	I	A	Ld	Points
Skaven Warlord	5	6	4	4	4	3	7	4	7	90
Skaven Chieftain	5	5	4	4	4	2	6	3	6	45

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon and light armour

Options:

- May take one of the following:
 - Additional hand weapon..... +3 points
 - Great weapon..... +4 points
 - Halberd..... +3 points
- May take a shield..... +2 points
- May replace light armour with heavy armour +3 points
- A Skaven Warlord may purchase magic items up to a total of 100 points
- A Skaven Chieftain may purchase magic items up to a total of 50 points

Special Rules: Scurry Away, Verminous Valour, Warband, Warpstone Weapons

Grey Seers

	M	WS	BS	S	T	W	I	A	Ld	Points
Grey Seer	5	3	3	3	4	3	5	2	7	185

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon and
D3 Warpstone Tokens (see page 22, roll before armies are deployed)

Magic: A Grey Seer is a Level 3 Wizard. Every Grey Seer knows spells from one of the following Lores of Magic:

- Battle Magic
- Daemonology
- Dark Magic
- Elementalism
- Illusion

Options:

- May be a level 4 Wizard +30 points
- May be mounted on a Screaming Bell See page 15
- May purchase magic items up to a total of 100 points

Special Rules: Lore of the Horned Rat, Magical Attacks, Magic Resistance (-1),
Scurry Away, Verminous Valour, Warband, Warpstone Weapons*

**Note that this special rule does not apply to this model's mount (should they have one).*

Character

Skaven Warlords

To hold the title of Warlord is to rule. Skaven do not earn their rank through experience, noble birth or respect as other races do. Instead, they sneak, cheat and murder their way to the top – only the most devious and cunning can hope to rule in the undercities. Any Skaven Warlord or Chieftain worth their fur knows that any one of their underlings may one day challenge them for the right to lead, so even the most powerful and proven leaders possess an unhealthy level of paranoia when it comes to trust and betrayal.

Grey Seers

Marked for greater purpose at birth by their rare white fur, Grey Seers are different from other Skaven thanks to the small nub-like growths on the tops of their heads. Should the Grey Seer live long enough, these will eventually become fully formed horns that command fear and subjugation in other Skaven. Even the most powerful of Skaven Warlords will confer with a Grey Seer before enacting their nefarious plans.

Clan Skryre Warlock Engineers

	M	WS	BS	S	T	W	I	A	Ld	Points
Warlock Engineer	5	3	3	3	3	2	4	2	5	35

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon and
D3 Warpstone Tokens (see page 22, roll before armies are deployed)

Magic: A Warlock Engineer may be a Wizard (see below). A Warlock Engineer that is a Wizard knows spells from one of the following Lores of Magic:

- Battle Magic
- Elementalism

Options:

- May be a:
 - Level 1 Wizard.....+40 points
 - Level 2 Wizard.....+70 points
- May take one of the following:
 - Warplock musket (see below).....+9 points
 - Warplock pistol (see below).....+6 points
- May purchase magic items up to a total of.....50 points

Special Rules: Lore of the Horned Rat, Magical Attacks, Scurry Away,
Verminous Valour, Warband, Warpstone Weapons

	R	S	AP	Special Rules
Warplock musket	24"	5	-2	Magical Attacks, Ponderous

Notes: If the wielder of a warplock musket rolls a natural 1 when making a roll To Hit when shooting this weapon, immediately roll another D6. On a roll of 1, the wielder loses a single Wound.

	R	S	AP	Special Rules
Warplock pistol	12"	4	-2	Magical Attacks, Quick Shot

Notes: If the wielder of a warplock pistol rolls a natural 1 when making a roll To Hit when shooting this weapon, immediately roll another D6. On a roll of 1, the wielder loses a single Wound.

Character

Clan Skryre

The notorious Warlock Engineers of Clan Skryre are the crazed inventors and artificers of Skaven society, blending the arcane with the mechanical in an insane and mind-boggling mix. For the other races of the world, it can be difficult to discern where the science stops and the magic begins, but that naivety has never stopped the Warlock Engineers – for they truly see science and magic as one. These sorcerer-inventors often go to war carrying their newest and most devastating contraptions, whirring, hissing and clanking onto the field as they unleash blasts of warp lightning, warpfire and noxious gas.

Clan Eshin Master Assassins

	M	WS	BS	S	T	W	I	A	Ld	Points
Master Assassin	6	8	7	4	4	2	8	3	7	90

Troop Type: Regular infantry (character)
Base Size: 25 x 25 mm
Unit Size: 1
Equipment: Two hand weapons and throwing weapons

Options:

- May purchase magic items up to a total of50 points

Special Rules: Ambushers, Eshin Infiltration, Evasive, Feigned Flight, Fire & Flee, Hidden, Move through Cover, Poisoned Attacks, Scouts, Scurry Away, Verminous Valour, Warpstone Weapons

Eshin Infiltration

Seldom will a Clan Eshin Master Assassin reveal their presence unless a hidden army of Gutter Runners lurks close by.

When a friendly unit of Gutter Runners with the Ambushers special rule arrives from reserve, it can be placed on the battlefield anywhere completely within 12" of a revealed Master Assassin, but not within 6" of any enemy models (rather than entering the battle as reinforcements). The unit cannot charge during this turn and counts as having moved for the purposes of shooting, but can otherwise act as normal.

Note that this character cannot use this special rule whilst it remains hidden.

Hidden

Clan Eshin Master Assassins hide amongst the teeming hordes of Skaven infantry, ready to strike at the unsuspecting enemy.

Master Assassins are not placed on the battlefield at the start of the game. Instead, they are 'hidden' within a friendly Skaven unit whose troop type is 'infantry' and that has a Unit Strength of ten or more. Make a note of which unit each Master Assassin is hiding within. A hidden Master Assassin may be revealed during any Start of Turn sub-phase or at the start of any Combat phase. Position the revealed Master Assassin as you would a character that has joined the unit.

If a unit in which a Master Assassin is hiding is destroyed or flees the battlefield before the Master Assassin is revealed, the Master Assassin is removed as a casualty. A Master Assassin cannot be your army General.

Character

Master Assassins of Clan Eshin

Skaven Master Assassins are the skilful warriors and elite killers in the shadowy Clan Eshin. Those few who know of the existence of the black-clad Master Assassins fear them above almost anything else; for once you have been marked for death by the Shadow Clan, it is only a matter of time before they find you. Sabotage, arson and poisoning all contribute to a Master Assassin's fatal bag of tricks, and these skills are relied upon by Skaven Warlords to ensure their position of power is secure. None rely upon the Master Assassins as heavily as the Grey Seers, who regularly call upon Clan Eshin's services to ensure the nefarious will of the Great Horned Rat is carried out.

Clan Pestilens Plague Priests

	M	WS	BS	S	T	W	I	A	Ld	Points
Plague Priest	5	5	3	4	5	2	5	3	6	60

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon

Magic: A Plague Priest may be a Wizard (see below). A Plague Priest that is a Wizard knows spells from one of the following Lore of Magic:

- Battle Magic
- Daemonology
- Dark Magic

Options:

- May be a:
 - Level 1 Wizard.....+30 points
 - Level 2 Wizard.....+60 points
- May take one of the following:
 - Additional hand weapon.....+3 points
 - Plague censer (see below).....+6 points
- May be mounted on a Plague Furnace See page 16
- May purchase magic items up to a total of50 points

Special Rules: Cloud of Flies, Frenzy, Lore of the Horned Rat, Magical Attacks, Scurry Away, Verminous Valour, Warband, Warpstone Weapons*

*Note that this special rule does not apply to this model's mount (should they have one).

Cloud of Flies

Swarms of fat flies surround the Plague Priests of Clan Pestilens, blinding and choking their enemies.

Any enemy model that directs its attacks against this character during the Combat phase suffers a -1 modifier to its rolls To Hit.

	R	S	AP	Special Rules
Plague censer	Combat	S+2	-1	Poisoned Attacks, Requires Two Hands

Notes: A plague censer's Strength modifier applies only during the first round of combat. In addition, during the Combat phase, a model armed with a plague censer may re-roll any rolls To Wound of a natural 1.

Character

Plague Priests of Clan Pestilens

Plague Priests are the most degenerate ratmen of Clan Pestilens, leading their foul kin in the creation of new and virulent infections – forever searching for the ultimate contagion that will bring the world to its knees. It is these fanatical individuals that encourage and foster the frenzied zealotry of the Plague Monks, teaching them dark litanies of hate and sickness. Plague Priests claim that the Horned Rat, Harbinger of Disease, is the one who grants them arcane powers on their disgusting mission. Whether their sorcerous might comes from some foul divine presence, or from many hours studying the foetid *Book of Woe*, there is no denying the grim effectiveness of the Plague Priests' noxious magic.

Stormvermin

	M	WS	BS	S	T	W	I	A	Ld	Points
Stormvermin	5	4	3	3	3	1	5	1	5	10
Fangleader	5	4	3	3	3	1	5	2	6	+8

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 10+

Equipment: Hand weapons, halberds and heavy armour

Options:

- The entire unit may take shields..... +1 point per model
- Any unit may:
 - Upgrade one model to a Fangleader (champion) +8 points per unit
 - Upgrade one model to a standard bearer..... +6 points per unit
 - Upgrade one model to a musician +6 points per unit
 - Purchase a magic standard worth up to.....50 points
 - Have one attached weapon teamSee page 8
 - A Fangleader may purchase magic items up to a total of25 points

Special Rules: Close Order, Horde, Scurry Away, Warband, Warpstone Weapons

Clanrats

	M	WS	BS	S	T	W	I	A	Ld	Points
Clanrat	5	3	3	3	3	1	4	1	4	4
Clawleader	5	3	3	3	3	1	4	2	5	+7

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 20-40

Equipment: Hand weapons and light armour

Options:

- The entire unit may take any of the following:
 - Thrusting spears +1 point per model
 - Shields..... +1 point per model
- Any unit may:
 - Upgrade one model to a Clawleader (champion)..... +7 points per unit
 - Upgrade one model to a standard bearer..... +5 points per unit
 - Upgrade one model to a musician +5 points per unit
 - Have one weapon teamSee page 8

Special Rules: Close Order, Horde, Scurry Away, Warband

Infantry

Stormvermin

It is easy to tell Stormvermin apart from their kin, for they often stand a full head and shoulders taller than their scrawny litter-mates, with powerful muscles and silky-smooth pelts of dark brown and black. Serving alongside their Warlord or Chieftain, Stormvermin form the vanguard of most Skaven forces where they can quickly take the fight to the enemy with their saw-bladed halberds.

Clanrats

Most Skaven are Clanrats, members of the vast horde of feral ratmen that belong to one of the thousands of clans scattered throughout the Under-Empire. Whilst a lone Clanrat lacks the courage to cause any real threat, when they band together in great numbers they will eagerly throw themselves towards the enemy with animalistic ferocity.

Weapon Teams

	M	WS	BS	S	T	W	I	A	Ld	Points
Weapon Team Crew	5	3	3	3	3	2	3	2	4	15

Troop Type: Regular infantry

Base Size: 25 x 50 mm

Unit Size: 1

Equipment: Hand weapons and light armour

Options:

- A weapon team must take one of the following:
 - Doom-flayer+40 points per model
 - Poisoned Wind Mortar+55 points per model
 - Ratling Gun+50 points per model
 - Warpfire Thrower+60 points per model
 - Warp Grinder+30 points per model

Special Rules: Loner, Open Order, Scurry Away

Weapon Team Special Rules

Deploying Weapon Teams: A Weapon Team must be deployed at the same time as its 'parent' unit (the unit it was bought as an upgrade for), and must be deployed within 3" of that unit.

Weapon Team Leadership: Whilst within 3" of its parent unit, a Weapon Team gains a positive (+) modifier to its Leadership characteristic equal to the parent unit's current Rank Bonus, up to a maximum of Leadership 10.

Targeting Weapon Teams: If it is within 3" of its parent unit, and if that unit contains five or more models (and is not itself fleeing), a Weapon Team cannot be targeted by enemy shooting or by enemy spells, unless the Weapon Team is the closest target.

Infantry

Clan Skryre

Clan Skryre specialises in the insane blending of sorcery and arcane technology. Its inventive members build infernal devices capable of fiendish destruction and manipulate the Winds of Magic to cast spells and intertwine enchantments into mechanical form. From their warpforges under the mythical city of Skavenblight, Clan Skryre has produced untold weaponry and risen to become arguably the most influential of all clans. By selling their weird arsenal of devastation to the Warlord clans, Clan Skryre has grown wealthier than any other clan. None dare offend Clan Skryre for fear of ending up at the wrong end of any number of weapons that could melt, blast, desiccate, or otherwise cause grievous death.

Doom-Flayer

A Doom-flayer is a motorised ball of whirling blades which, when propelled at speed into the ranks of the enemy, is capable of wreaking horrific damage upon even the most heavily armoured warriors.

	R	S	AP	Special Rules
Doom-flayer	Combat	4	-1	Counter Charge, Extra Attacks (D6), Impact Hits (D6+1)

Notes: Impact Hits caused by this weapon have an Armour Piercing characteristic of -2.

Poisoned Wind Mortar

This muzzle-loaded weapon lobbs the infamous Poisoned Wind globes of Clan Skryre a much greater distance than the feeble arms of any mere Skaven could.

	R	S	AP	Special Rules
Poisoned Wind mortar	6-24"	2 (4)	-	Bombardment, Cumbersome, Move or Shoot, Poisoned Wind

Notes: This weapon shoots like a stone thrower, using the 'Bombardment' special rule, a 3" blast template and the Black Powder Misfire table.

Ratling Gun

A relatively modern invention, the multi-barrelled Ratling Gun spews a tremendous amount of lead shot, capable of quickly reducing enemy ranks to a bloody pulp and a red mist.

	R	S	AP	Special Rules
Ratling Gun	18"	4	-1	Armour Bane (1), Multi-Barrelled, Quick Shot

Notes: This weapon shoots like an organ gun, using the 'Multi-Barrelled' special rule and the Black Powder Misfire table.

Warpfire Thrower

A Warpfire Thrower unleashes a hellish torrent of powdered warpstone and highly flammable chemicals that can turn an entire formation into a twitching pile of steaming goo.

	R	S	AP	Special Rules
Warpfire Thrower	6"	4	-1	Column of Fire, Cumbersome, Flaming Attacks

Notes: This weapon shoots like a fire thrower, using the 'Column of Fire' special rule and the Black Powder Misfire table. Any unit that suffers one or more unsaved wounds from this weapon must make a Panic test as if it had taken heavy casualties.

Warp Grinder

A Warp Grinder is a powerful tunnelling device, capable of rapidly boring through the earth and leaving a wide tunnel in its wake, through which the Skaven scurry to ambush their enemies.

	R	S	AP	Special Rules
Warp Grinder	Combat	5	-3	(Ambushers), Killing Blow, Requires Two Hands

Notes: If a Weapon Team is equipped with a Warp Grinder, both it and its parent unit gain the Ambushers special rule.

Infantry

Weapon Teams

The industrious and innovative Clan Skryre is responsible for all manner of wild and dangerous battlefield inventions, including the various weapon teams that accompany the Skaven hordes into battle. From bullet-spitting cannons to motorised whirling blades, each of these devices has just as much chance of annihilating those who operate them as they do of slaying their intended targets!

Warplock Jezzails

	M	WS	BS	S	T	W	I	A	Ld	Points
Jezzail Team	5	3	3	3	3	2	3	2	5	19

Troop Type: Regular infantry
Base Size: 25 x 50 mm
Unit Size: 3+
Equipment: Hand weapons, warplock jezzails (see below) and pavise
Special Rules: Open Order, Scurry Away, Warband

Pavise

A pavise is a large, heavy shield, anchored to the ground by iron spikes.

A pavise gives its wielder a 4+ armour value against attacks made by enemy models that lie within the wielder's front arc. However, a pavise offers no protection to its wielder against attacks made by enemy models that lie within the wielder's flank or rear arcs.

	R	S	AP	Special Rules
Warplock jezzail	36"	6	-3	Cumbersome, Magical Attacks, Move or Shoot

Notes: If the wielder of a warplock jezzail rolls a natural 1 when making a roll To Hit when shooting this weapon, immediately roll another D6. On a roll of 1, the wielder is removed from play as a casualty.

Poisoned Wind Globadiers

	M	WS	BS	S	T	W	I	A	Ld	Points
Globadiers	5	3	3	3	3	1	4	1	5	10

Troop Type: Regular infantry
Base Size: 25 x 25 mm
Unit Size: 2-10
Equipment: Hand weapons, Poisoned Wind globes (see below) and light armour
Special Rules: Scurry Away, Skirmishers, Warband

	R	S	AP	Special Rules
Poisoned Wind globes	9"	2	-	Move & Shoot, Poisoned Wind, Quick Shot

Notes: If the roll To Hit is successful, a Poisoned Wind globe causes D3 hits to the target enemy unit, rather than the usual one. However, if a natural 1 is rolled when making a roll To Hit with this weapon, immediately roll another D6. On a roll of 1, D3 hits are caused on the shooting unit.

Infantry

Warplock Jezzails

Named after their famous long-barreled warplock rifles, Jezzails are a two-rat team made up of a gunner and a loader. The gunner fires a great warpstone-infused rifle, whilst the loader feeds rounds into the weapon and shields them both with a large pavise. The rounds are launched at such high speeds that they can punch through a breastplate and the body within it before coming to a stop.

Poisoned Wind Globadiers

Though the Engineers of Clan Skryre have attempted many different methods for delivering their infamous poison gas, none have proved as effective as the Globadiers. These specially trained warriors hurl glass orbs filled with the deadly warpstone gas into the ranks of their foes.

Rat Swarms

	M	WS	BS	S	T	W	I	A	Ld	Points
Rat Swarms	6	2	0	2	2	5	4	5	4	36

Troop Type: Swarms

Base Size: 40 x 40 mm

Unit Size: 3+

Equipment: Claws and fangs (counts as hand weapons)

Special Rules: Immune to Psychology, Loner, Skirmishers, Unbreakable, Vanguard

Packmasters & Master Moulders

	M	WS	BS	S	T	W	I	A	Ld	Points
Packmaster	6	3	3	3	3	1	4	1	6	+5
Master Moulder	6	3	3	3	3	1	4	2	7	+7

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: (see Rat Ogre & Giant Rat profiles)

Equipment: Hand weapons and light armour

Options:

- Any Packmaster in the unit must take one of the following:
 - Whip Free
 - Things-catcher (see below) +5 points
- A Master Moulder may purchase magic items up to a total of 25 points

Special Rules: Close Order, Horde, Leader of the Pack, Motley Crew, Scurry Away, Warband

Leader Of The Pack

Though they often prefer to hide from the enemy, the Packmasters of Clan Moulder take to the battlefield to drive their bestial charges forward towards the foe.

Models with this special rule can only be taken as part of a unit of Rat Ogres, or a unit of Giant Rats. Models with this special rule (including command group models) must be positioned at the rear of their unit, making up its rear rank(s). Any Rat Ogres or Giant Rats the unit contains must always occupy the front rank(s) of the unit, pushing past any models with this special rule to get there if necessary (such as when the unit turns).

Note that a Master Moulder may issue and accept challenges even if they are not within the fighting rank.

	R	S	AP	Special Rules
Things-catcher	Combat	S	-1	Fight in Extra Rank, Killing Blow, Requires Two Hands

Infantry

Rat Swarms

Common rats swarm all about the Skaven. Some are used by the Grey Seers to spy upon their enemies, others are 'blessed' with contagion by Clan Pestilens, whilst others swarm towards the Skaven's enemies as a great, chittering mass.

Clan Moulder

Clan Moulder rose to infamy by mastering the art of breeding, mutating, and surgically creating monstrous fighting beasts. Quite how they stitch together disparate parts of mutated creatures is unknown, for they jealously guard their methods. But it is no secret that Clan Moulder is one of the wealthiest clans, or that a portion of any Warlord clan's military strength was birthed in Hell Pit, the loathsome stronghold of the Master Moulders.

Rat Ogres

	M	WS	BS	S	T	W	I	A	Ld	Points
Rat Ogre	6	4	1	5	4	3	4	3	5	48

Troop Type: Monstrous infantry

Base Size: 50 x 50 mm

Unit Size: 3+

Equipment: Hand weapons and mutated hides (counts as heavy armour)

Options:

- Any unit may:
 - Include one Packmaster for every two Rat Ogres..... +5 points each
 - Upgrade one Packmaster to a Master Moulder (champion) +7 points

Special Rules: Armour Bane (2), Close Order, Fear, Frenzy, Horde, Safe from Harm, Scurry Away, Warband

Safe From Harm

Rat Ogres are big, tough creatures and their Packmasters will instinctively shelter behind their enduring bulk.

When an enemy unit shoots at a unit of Rat Ogres that also contains one or more Packmasters, the enemy player must roll a D6 for each successful roll To Hit before making any rolls To Wound. On a roll of 1-4, the hit is inflicted upon a Rat Ogre. In combat, enemy models must allocate their attacks against a model they are in base contact with (or against the closest model if they are within the fighting rank but not in base contact) before rolling To Hit.

Giant Rats

	M	WS	BS	S	T	W	I	A	Ld	Points
Giant Rat	6	3	0	3	3	1	4	1	3	3

Troop Type: War beasts

Base Size: 25 x 25 mm

Unit Size: 10+

Equipment: Claws and teeth (counts as hand weapons)

Options:

- Any unit may:
 - Include one Packmaster for every three Giant Rats..... +5 points each
 - Upgrade one Packmaster to a Master Moulder (champion) +7 points

Special Rules: Close Order, Fight in Extra Rank, Horde, Scurry Away, Warband

Infantry

Rat Ogres

A nightmarish blend of Ogre and Skaven, Rat Ogres are created by Master Moulders using abominable crossbreeding and arcane-enhanced surgery. In battle, they are driven towards the enemy by their creators, where the beasts will set about the enemy with frenzied abandon; their thirst for violence and desperate, insatiable hunger sees them rip apart any who stand in their path before feasting on whatever remains.

Giant Rats

Additional heads, extra clawed limbs, spines, bone-spikes and even tusk-like incisors are all commonplace mutations upon the walking abominations for which Clan Moulder is renowned. In battle, these mutant Giant Rats will rip, tear and gnaw at any enemy within reach – leaving little but cracked skulls and chewed bones in their wake.

Night Runners

	M	WS	BS	S	T	W	I	A	Ld	Points
Night Runner	6	3	3	3	3	1	5	1	5	7
Nightleader	6	3	3	3	3	1	5	2	5	+6

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 10+

Equipment: Hand weapons

Options:

- The entire unit may take additional hand weapons +2 points per model
- The entire unit may take one of the following:
 - Slings +2 points per model
 - Throwing weapons +1 point per model
- Any unit may upgrade one model to a Nightleader (champion) +6 points per unit

Special Rules: Evasive, Fire & Flee, Scurry Away, Skirmishers

Gutter Runners

	M	WS	BS	S	T	W	I	A	Ld	Points
Gutter Runner	6	4	4	3	3	1	5	1	7	14
Assassin	6	4	4	3	3	1	5	2	7	+7

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 5+

Equipment: Two hand weapons

Options:

- The entire unit may take one of the following:
 - Slings +2 points per model
 - Throwing weapons +1 point per model
- Any unit may:
 - Upgrade one model to an Assassin (champion) +7 points per unit
 - Have the Ambushers special rule +1 point per model
 - Have the Poisoned Attacks special rule +2 points per model
- An Assassin may purchase magic items up to a total of 25 points

Special Rules: Evasive, Feigned Flight, Fire & Flee, Move through Cover, Scouts, Scurry Away, Skirmishers

Infantry

Night Runners

Trained in the art of lightning strikes and ambushes, Night Runners are the footsoldiers of Clan Eshin. They use darkened alleyways and unprotected sewers to sneak into position before hammering the enemy with razor-sharp throwing stars and shards of rock launched from slings.

Gutter Runners

Any Night Runners who prove particularly skilled at more clandestine battlefield missions, and survive such perilous work, will earn themselves the title of Gutter Runner. These promising recruits are taken away to learn the mysterious fighting style of the Clan Eshin Master Assassins. Any who survive the gruelling training are formed into units of fearsome infiltrators, skilled in the art of night raids, arson attacks and generally sowing chaos and disorder.

Plague Monks

	M	WS	BS	S	T	W	I	A	Ld	Points
Plague Monk	5	3	3	3	4	1	3	1	5	7
Plague Deacon	5	3	3	3	4	1	3	2	5	+6

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 10+

Equipment: Hand weapons

Options:

- The entire unit may take additional hand weapons +2 points per model
- Any unit may:
 - Upgrade one model to a Plague Deacon (champion) +6 points per unit
 - Upgrade one model to a standard bearer +6 points per unit
 - Upgrade one model to a musician +6 points per unit
- A Plague Deacon may purchase magic items up to a total of 25 points
- 0-1 unit per 1,000 points may purchase a magic standard worth up to 50 points

Special Rules: Close Order, Frenzy, Horde, Scurry Away, Warband

Plague Censer Bearers

	M	WS	BS	S	T	W	I	A	Ld	Points
Censer Bearer	5	3	3	3	4	1	3	1	5	13

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 2-10

Equipment: Hand weapons and plague censers (see below)

Special Rules: Frenzy, Scurry Away, Skirmishers, Stubborn, Warband

	R	S	AP	Special Rules
Plague censer	Combat	S+2	-1	Poisoned Attacks, Requires Two Hands

Notes: A plague censer's Strength modifier applies only during the first round of combat. In addition, during the Combat phase, a model armed with a plague censer may re-roll any rolls To Wound of a natural 1.

Infantry

Plague Monks

The zealous Plague Monks of Clan Pestilens will stop at nothing to ensure the denizens of the Old World and beyond receive the gifts of disease and pestilence. These hideous Skaven are instantly recognisable by their foetid robes and the soiled bandages that barely cover the weeping sores, bony growths and seeping blisters that mark their bodies.

Plague Censer Bearers

Only the most fanatical Plague Monks are given the honour of carrying a dreaded plague censer. Filled with a foul concoction of disease and warpstone, the heads of these spiked flails emit a toxic green fog that chokes and infects all who inhale it.

Screaming Bell

	M	WS	BS	S	T	W	I	A	Ld	Points
Screaming Bell	2	-	-	5	6	5	-	-	-	+185
Rat Ogre Crew (x1)	-	3	0	5	-	-	4	3	5	-

Troop Type: Heavy chariot

Base Size: 60 x 100 mm

Unit Size: 1

Armour Value: 4+

Equipment:

- **Rat Ogre Crew:** Hand weapon

Special Rules: Armour Bane (2, Rat Ogre only), Blessings of the Horned Rat, Dragged Along, Impact Hits (D6+1), Large Target, Magic Resistance (-3), Scurrying Masses, Stubborn, Terror, Tolling the Bell

Blessings Of The Horned Rat

The Horned Rat protects its favoured followers, warding them against the weapons of their enemies.

This model has a 5+ Ward save against any wounds suffered that were caused by a non-magical enemy attack.

Tolling The Bell

The tolling of a Screaming Bell declares the Horned Rat's supremacy and fills the foe with dread.

A Screaming Bell may be rung during the Command sub-phase of your turn. Roll on the table below to determine the effect this has:

Tolling The Bell Table

2D6 Result

- 2 Magical Backlash:** Every unit (friend or foe) that is within this model's Command range suffers D3 Strength 4 hits, each with an AP of -2.
- 3-4 Dissonant Peal:** Until your next Start of Turn sub-phase, all enemy units within 18" of this model suffer a -1 modifier to their Leadership characteristic (to a minimum of 2).
- 5-6 Wall of Unholy Sound:** Until your next Start of Turn sub-phase, all friendly Skaven units within 18" of this model gain the Fear special rule.
- 7 Resonant Power:** Until the end of this turn, all friendly Skaven Wizards within this model's Command range may apply a +1 modifier to any Casting roll they make.
- 8-9 Emboldening Clamour:** Until your next Start of Turn sub-phase, all friendly Skaven units within 18" of this model gain the Immune to Psychology special rule.
- 10-11 Rapturous Ringing:** Until your next Start of Turn sub-phase, all friendly Skaven units within 18" of this model gain the Extra Attacks (1) special rule.
- 12 Sonorous Knell:** Any enemy unit that is within 18" of this model, including units that are fleeing or that are engaged in combat, must make a Leadership test. If this test is failed, the unit suffers D6 Strength 4 hits, with no armour or Regeneration saves permitted (Ward saves can be attempted as normal).

Character Mount: A Screaming Bell may only be included in your army as a character's mount. Its points are added to that of its rider.

Chariot

Screaming Bells

Of all the strange contraptions that the Skaven use in war, the Screaming Bell is perhaps the most notorious. A large wheeled carriage supports the vast weight of the ruinous war machine as it is pushed into battle by a teeming horde of Skaven. From atop these unholy altars, Grey Seers channel their power in order to enact the will of the Great Horned Rat – their chittering incantations periodically drowned out by the thunderous, mind splitting tolling of the unholy bell. As the noise reaches its crescendo, the Skaven who hear it seem to fight even more fiercely than before and show no sign of their usually cowardly nature.

Plague Furnace

	M	WS	BS	S	T	W	I	A	Ld	Points
Plague Furnace	2	-	-	5	6	5	-	-	-	+170
Plague Monk Crew (x3)	-	3	0	3	-	-	3	2	5	-

Troop Type: Heavy chariot

Base Size: 60 x 100 mm

Unit Size: 1

Armour Value: 4+

Equipment:

- **Plague Furnace:** Billowing Death (see below)
- **Plague Monk Crew:** Hand weapons

Special Rules: Dragged Along, Fear, Frenzy, Great Censer, Impact Hits (D3+1), Large Target, Magic Resistance (-1), Poisoned Attacks, Scurrying Masses, Stomp Attacks (D3+1)

Great Censer

As the Plague Furnace crashes into the enemy ranks, the rusty chains holding the great censer are loosed with devastating effect.

Stomp Attacks made by a Plague Furnace represent the Great Censer being let loose to swing into the enemy with devastating effect. Any Stomp Attacks made by a Plague Furnace have an Armour Piercing characteristic of -2.

In addition, whilst within 3" of one or more models with this special rule, the noxious fumes billowing from the Great Censer cause enemy units to suffer a -1 modifier to their Toughness characteristic (to a minimum of 1).

	R	S	AP	Special Rules
Billowing Death	N/A	2	N/A	Breath Weapon, Magical Attacks

Notes: When making a roll To Wound for this weapon, a roll of a natural 6 is always a success, even if the target's Toughness is so high that the weapon would not normally be able to wound it. In addition, no armour save is permitted against wounds caused by this weapon (Ward and Regeneration saves can be attempted as normal).

Character Mount: A Plague Furnace may only be included in your army as a character's mount. Its points are added to that of its rider.

Chariot

Plague Furnaces

Inspired by the Screaming Bells of the Grey Seers, Plague Furnaces are disease-ridden altars to the Great Horned Rat and filthy pulpits from which the Plague Priests conduct their foul sermons. Hauled into battle by the chanting minions of Clan Pestilens, the creaking structure lumbers towards the enemy as a great censer filled with poisonous warpgas swings ominously back and forth. The deadly fumes that radiate from this unholy wrecking ball weaken and enfeeble those who inhale the foul mixture, making them easy prey for the fanatical Plague Monks who accompany the infernal device.

Doomwheel

	M	WS	BS	S	T	W	I	A	Ld	Points
Doomwheel	3D6	-	-	5	5	4	-	-	-	145
Warlock (x1)	-	3	3	3	-	-	3	1	7	-
Rats	-	2	0	2	-	-	4	2D6	5	-

Troop Type: Heavy chariot

Base Size: 50 x 100 mm

Unit Size: 1

Armour Value: 5+

Equipment:

- **Warlock:** Hand weapon
- **Rats:** Claws and fangs (counts as a hand weapon)

Special Rules: Close Order, Crushing Bulk, Immune to Psychology, Impact Hits (D3+1), Large Target, Random Attacks (Rats only), Random Movement, Stomp Attacks (2), Zzzzap!

Crushing Bulk

The erratic movements and crushing weight of a Doomwheel combine to wreak havoc upon the ordered ranks of the enemy.

Any Stomp Attacks made by a Doom Wheel have an Armour Piercing characteristic of -1. In addition, an enemy unit that suffers Impact Hits from this model must immediately make a Leadership test. If this test is failed, the unit becomes Disrupted until the end of the current Combat phase.

Zzzzap!

As hordes of rats scamper in treadmills to propel a Doomwheel, warpstone generators spark into life, unleashing lethal bolts of warp lightning across the battlefield.

At the end of every Shooting phase, after all shooting has been resolved, place up to three small (3") blast templates so that their central hole is within 6" of this model. Once placed, each template will scatter D6". Any model (friend or foe) whose base lies underneath a template's final position risks being hit and suffering a single hit, the Strength of which is determined by rolling an Artillery dice. Each hit has an AP of -2.

If a 'Misfire' is rolled when rolling to determine the Strength of a template, this model suffers the brunt of the warp lightning bolt. The template is removed and any models hit by it are left unharmed, but this model loses a single Wound.

Chariot

Doomwheels

There are few devices that capture the mind-bending insanity of the Warlock Engineers as well as the Doomwheel. This odd-looking war machine is a crazed blend of science and sorcery, both simple and complex in design. Rats scampering inside the enormous wheel act as the primary source of locomotion, which in turn powers the warpstone generator which, if everything goes to plan (which it seldom does) will shoot lethal bolts of warp lightning at anything in the vicinity. Should the devastating bolts of lightning fail to slay the foe, then the grinding iron-shod wheel is likely to crush any survivors who fail to dive for cover.

Hell Pit Abomination

	M	WS	BS	S	T	W	I	A	Ld	Points
Hell Pit Abomination	3D6	3	1	6	5	6	4	D6+1	8	210

Troop Type: Behemoth

Base Size: 60 x 100 mm

Unit Size: 1

Equipment: Warpstone claws (see below)

Special Rules: Abominable Attacks, Close Order, Immune to Psychology, Large Target, Magic Resistance (-1), Random Attacks, Random Movement, Regeneration (5+), Stomp Attacks (D3+1), Terror, Timmm-berrr!, Too Horrible to Die, Unbreakable

Abominable Attacks

A Hell Pit Abomination drags its grotesque bulk across the battlefield, feeding hungrily upon those enemies not crushed beneath its bulk.

Instead of attacking normally during the Combat phase, a Hell Pit Abomination may choose to make one of the following Abominable Attacks:

- **Feed:** Nominate a single enemy model in base contact with the Hell Pit Abomination to be the target of this attack. If that model is hit, it suffers D3 automatic wounds with no armour save permitted (Ward and Regeneration saves can be attempted as normal).
- **Avalanche of Flesh:** Place a small (3") blast template so that its central hole is directly over the centre of the target unit. Any model (friend or foe, but not including this model) whose base lies underneath the template risks being hit and suffering a single hit, using the Strength characteristic of this model, with an AP of -2.

Too Horrible To Die

Even in the grips of its death throes, a Hell Pit Abomination writhes with dark vitality.

The first time a Hell Pit Abomination loses its last Wound, roll a D6 before removing the model from play:

- On a roll of 1-3, the beast wheezes its last breath and is removed from play.
- On a roll of 4 or 5, the great corpse shudders and a swarm of rats bursts forth. Place a Rat Swarm of one model within 3" of this model, then remove this model from play.
- On a roll of 6, the Hell Pit Abomination jolts and shudders with unnatural vitality before rising anew. This model immediately recovers D3 Wounds.

	R	S	AP	Special Rules
Warpstone claws	Combat	S	-1	Armour Bane (1), Magical Attacks

Monster

Hell Pit Abominations

Clan Moulder is famous for its monstrous, surgically enhanced beasts – but none are as fearsome and devastating as the creatures known as Hell Pit Abominations. Using the gargantuan Blindwyrms as a starting point, the Master Moulders of the Clan use parts grafted from Rat Ogres to further enhance the beast's killing power. This results in a living mountain of misshapen flesh that slithers and shambles after its prey, rearing up to a towering height before slamming its colossal bodyweight into anyone foolish enough to stand their ground. Vast boulder-sized fists smash their foes to a pulp and send Men flying, whilst hungry jaws ravenously snap and chomp as it tries desperately to devour all within reach.

Warp Lightning Cannon

	M	WS	BS	S	T	W	I	A	Ld	Points
Warp Lightning Cannon	-	-	-	-	6	4	-	-	-	110
Engineer & Crew	5	3	3	3	3	3	3	3	6	-

Troop Type: War machine

Base Size: 50 x 100 mm

Unit Size: 1

Equipment: Warp Lightning Cannon (see below), hand weapons and light armour

Special Rules: Skirmishers

	R	S	AP	Special Rules
Warp Lightning cannon	8D6"	*	-3	Cumbersome, Lightning Strike, Move or Shoot

Notes: This weapon does not use its crew's Ballistic Skill. Instead, it shoots using the 'Lightning Strike' special rule. This weapon uses the Warp Lightning Misfire table.

Warp Lightning Special Rules

Lightning Strike: When shooting with this weapon, draw a straight line, 8D6" in length, from the model's base edge. Any model (friend or foe) whose base falls under this line suffers a hit, the Strength of which is determined by rolling an Artillery dice. If a 'Misfire' is rolled when rolling to determine the Strength of this weapon, something has gone horribly wrong. Roll immediately on the Warp Lightning Misfire table to determine exactly what.

Warp Lightning Misfire Table

D6 Result

- 1 Meltdown:** The machine and its crew explode in a spectacular green fireball. The model fails to shoot this turn. Instead, it is destroyed and immediately removed from play.
- 2-4 Energy Overload:** Unfathomable energies spin the war machine around before it unleashes a potent blast of warp lightning. The Warp Lightning Cannon shoots with a Strength of 6 in a random direction, determined by rolling a Scatter dice.
- 5-6 Fzzzt:** With a high-pitched screech, followed by a descending, whirring noise, the energy dissipates harmlessly. The model fails to shoot this turn.

Plagueclaw Catapult

	M	WS	BS	S	T	W	I	A	Ld	Points
Plagueclaw Catapult	-	-	-	-	6	4	-	-	-	110
Plague Monk Crew	5	3	3	3	4	3	2	D3+3	6	-

Troop Type: War machine

Base Size: 50 x 100 mm

Unit Size: 1

Equipment: Plagueclaw Catapult (see below), hand weapons and light armour

Special Rules: Random Attacks, Skirmishers, Stubborn

	R	S	AP	Special Rules
Plagueclaw catapult	12-72"	2 (4)	-3	Bombardment, Cumbersome, Move or Shoot

Notes: This weapon shoots like a stone thrower, using the 'Bombardment' special rule, a 5" blast template and the Stone Thrower Misfire table. When making a roll To Wound for this weapon, a roll of a natural 6 is always a success, even if the target's Toughness is so high that the weapon would not normally be able to wound it.

War Machine

Warp Lightning Cannon

An arcane contraption of devastating power, the Warp Lightning Cannon was created by the Warlock Engineers to annihilate anyone unfortunate enough to be standing in front of the infernal device. Powered by an enormous hunk of warpstone, the weapon emits a crackling ball of warp energy that travels down the rune-etched barrel to enhance its destructive power as it rolls towards its target.

Plagueclaw Catapults

Those splashed by the semi-congealed liquids unleashed from a Plagueclaw Catapult often find themselves quickly succumbing to the toxic fumes or accidentally ingesting the rotten payload – and they are the lucky ones! For those who don't fall swiftly, a far slower and more painful death awaits, as their flesh blisters and erupts with boils and pustules as a fatal fever begins to take hold, from which few recover.

SKAVEN

MAGIC ITEMS

The pages that follow detail magic items unique to Skaven armies. These can be purchased by models within a Skaven army in exactly the same way as Common magic items, as described in the *Warhammer: the Old World* rulebook.

Extremely Common Magic Items: Any magic item marked with an asterisk (*) is considered to be extremely common, as described in the *Warhammer: the Old World* rulebook.

Magic Weapons

The Fellblade.....100 points

This most terrible of weapons was forged to slay Nagash himself. No foe can stand before it and even the wielder must eventually succumb to its baleful effects.

	R	S	AP	Special Rules
The Fellblade	Combat	10	N/A	Magical Attacks, Multiple Wounds (D3)

Notes: No armour, Ward or Regeneration saves are permitted against wounds caused by this weapon. However, during the Command sub-phase of their turn, the wielder of the Fellblade must roll a D6. On a roll of 1, they lose a single Wound.

Weeping Blade.....50 points

This weapon weeps a venom so corrosive it can melt through armour with ease to deeply pierce and poison the flesh beneath.

	R	S	AP	Special Rules
Weeping Blade	Combat	S	-2	Magical Attacks, Multiple Wounds (D3), Poisoned Attacks

Blade Of Nurglitch.....35 points

Blessed by the Plaguelord of Clan Pestilens, even a scratch from this filth-encrusted weapon can turn into instant infection.

	R	S	AP	Special Rules
Blade of Nurglitch	Combat	S+1	-	Magical Attacks

Notes: Any enemy model that suffers one or more unsaved wounds from the Blade of Nurglitch must immediately make a Toughness test. If this test is failed, they suffer a -1 modifier to their Toughness characteristic (to a minimum of 1) for the remainder of the game.

Death Globe*.....25 points

Warlock Engineers often carry much improved and far more deadly versions of the globes wielded by Poisoned Wind Globadiers.

	R	S	AP	Special Rules
Death Globe	9"	N/A	N/A	Magical Attacks, Move & Shoot

Notes: Single use. A model armed with a Death Globe must target a specific model within its target unit, such as a champion or a character. Make a roll To Hit as normal. If successful, centre a small (3") blast template over the target model. Any model whose base lies underneath the template must make an Initiative test. If this test is failed, they lose a single Wound.

Magic Items

Tools of Supremacy

From jagged blades that weep corrosive poisons, upon whose pitted surfaces are scratched foul runes in the tongue of the Great Horned Rat, to warpstone-powered engines that belch toxic black smoke as they gather and harness the Winds of Magic, Skaven magic items are destructive artefacts. Indeed, when it comes to the creation of powerful and unique artefacts, the Skaven seem driven by a desire to create ever more outrageously destructive and deadly weapons and devices, with little thought ever given to the dangers such items might pose. In fact, so dangerous are these corrupted treasures that they invariably pose as much risk to those that wield them as they do to the enemies of the Skaven.

Magic Armour

Warpstone Armour* 25 points

Cunningly wrought of warpstone-infused iron, this heavy suit of armour protects without stifling the Winds of Magic.

Warpstone Armour is a suit of heavy armour which may be worn by a Wizard without penalty.

Cautious Shield 20 points

This large, magical shield emphasises an already prominent trait of Skaven nature.

The Cautious Shield is a shield. In addition, its bearer may choose to wield it with two hands when their combat is chosen during Step 1.1 of any Choose & Fight Combat sub-phase. If they do, until the end of this Combat phase it improves its armour value by 3, but their Attacks characteristic is reduced to 0.

Talismans

Shadow Magnet..... 40 points

Warpstone-contaminated veins of ore can absorb light and cast an aura of deep, shadowy darkness.

Any enemy model that targets the bearer of the Shadow Magnet or any unit they have joined during the Shooting phase suffers an additional -1 To Hit modifier.

Warpstone Amulet 35 points

The Warpstone Amulet radiates disharmony and confusion, so that anyone who attacks its bearer becomes dazed and bewildered.

The Warpstone Amulet gives its bearer a 4+ Ward save against any wounds suffered that were caused by a non-magical enemy attack.

Magic Standards

Storm Banner 65 points

This ancient banner possesses the power to wrack the sky with storms and tear the heavens apart with its fury.

Single use. A unit carrying the Storm Banner may activate it during the Command sub-phase of their turn. Until your next Start of Turn sub-phase, enemy units cannot use the Fly (X) special rule and all enemy shooting suffers an additional -1 To Hit modifier.

Grand Banner Of Superiority..... 50 points

This ragged shroud, emblazoned with clan signs, proclaims the superiority of the Warlord Clans.

When calculating its combat result, a unit carrying the Grand Banner of Superiority may claim an additional bonus of +D3 combat result points.

Dwarf Hide Banner..... 40 points

Made from the tanned hides and shorn beards of vanquished Dwarfs, this banner fills the Skaven with the courage to face their ancient enemies.

A unit carrying the Dwarf Hide Banner gains the Hatred (Dwarfs) and Stubborn special rules.

Banner Of Verminous Scurrying..... 35 points

A great, skittering urgency fills those that scurry beneath this tattered banner.

A unit carrying the Banner of Verminous Scurrying gains the Swiftstride special rule.

Enchanted Items

Brass Orb 50 points

This fist-sized orb of whirling cogs is capable of opening a crack into the twisting Realm of Chaos.

Single use. Instead of attacking normally during the Combat phase, the bearer of the Brass Orb can toss it at a specific model within a unit they are engaged in combat with, such as a champion or a character. Make a single roll To Hit. If successful, the target model must make an Initiative test. If this test is failed, the target model is removed from play as a casualty.

Skalm 35 points

This rare healing balm is smeared on wounds and is even rumoured to prolong a Skaven's life.

Single use. During the Command sub-phase of their turn, the bearer of Skalm can use it. The model immediately recovers a single lost Wound and, until your next Start of Turn sub-phase, has a +1 modifier to their Toughness characteristic.

Skavenbrew* 20 points

Brewed from warpstone and blood, Skavenbrew drives humble Skaven into a fighting frenzy.

Single use. Skaven Warlords and Skaven Chieftains only. During the Command sub-phase of their turn, if they are not engaged in combat, this character may attempt to distribute Skavenbrew to a unit they have joined by making a Leadership test (using their own Leadership). If this test is passed, until your next Start of Turn sub-phase this character and any unit they have joined gains the Frenzy special rule.

Arcane Items

Warp Condenser 50 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.

The bearer of the Warp Condenser increases their Dispel range by 3". Additionally, when attempting to cast a Magic Missile spell, the bearer of the Warp Condenser gains a +1 modifier to their Casting roll. Finally, should they miscast a spell, the bearer of the Warp Condenser can re-roll the result rolled on the Miscast table.

Storm Daemon 30 points

Created by the Warlock Engineers of Clan Skryre, this warpstone-powered device crackles with barely contained power.

This model can cast the following Bound spell, with a Power Level of 1:

Type: Magic Missile

Casting Value: 8+

Range: 18"

Effect: The target enemy unit suffers D3+1 Strength 5 hits, each with an AP of -2.

Warpstone Tokens* 15 points

Pieces of refined warpstone are consumed by power-hungry Skaven Wizards.

A Wizard may purchase up to three Warpstone Tokens, each of which is single use. Before making a Casting roll, a Wizard may choose to consume a single Warpstone Token. For each Token consumed, they may roll an additional D3 and add its result to their Casting roll. However, for each natural 1 that is rolled, the Wizard loses a single Wound.

SKAVEN SPECIAL RULES

 **A** game of Warhammer: the Old World is packed with fantastic creatures and skilled warriors with abilities so incredible and varied that the basic rules cannot possibly cover them all. For such circumstances we have special rules – uncommon rules to govern uncommon circumstances.

On this page you will find a full description for each of the army special rules used by models drawn from the Skaven army list:

Poisoned Wind

Poisoned Wind is one of the most infamous weapons of the Skaven, who first deployed it during bitter tunnel fighting against the Dwarfs of the Worlds Edge Mountains.

When a model using a weapon with this special rule makes a roll To Wound, a roll of 6+ is always a success, even if the target's Toughness is so high that the weapon would not normally be able to wound it. Finally, no armour save is permitted against wounds caused by a weapon with this special rule (Ward and Regeneration saves can be attempted as normal).

Note that models wielding weapons that have this special rule are immune to this special rule.

Scurry Away

Wherever possible, Skaven prefer to run from danger rather than face it head-on.

Models with this special rule have a +1 modifier to the result of any Flee roll they make.

Scurrying Masses

Although not brave by nature, Skaven find courage and discipline in large numbers.

Whilst within 3" of a friendly unit, this model gains a positive (+) modifier to its Leadership characteristic equal to that unit's current Rank Bonus, up to a maximum of Leadership 10.

Verminous Valour

Notorious cowards, Skaven leaders often prefer to lead from the back.

A character with this special rule that has joined a unit that has a Unit Strength of 10 or more may voluntarily 'retire' to the rear of the unit at any time, moving through the ranks and taking up a position away from the combat. Should they do so, they are no longer within the fighting rank and cannot make any attacks or have attacks directed against them. However, the unit may still use this character's Leadership.

Warpstone Weapons

Skaven often use the highly unstable properties of warpstone to create devilishly deadly weapons.

A hand weapon carried by a model with this special rule has the Magical Attacks special rule and an Armour Piercing characteristic of -1.

Note that this special rule only applies to a single, ordinary hand weapon. If the model is using two hand weapons or any other sort of weapon, this special rule ceases to apply.

LORE OF THE HORNED RAT

Skaven believe all magic originates from the same source, their powerful and fickle god – the Horned Rat. In truth, the potent and destructive magic of the Skaven relies upon the manipulation of the Winds of Magic, without which even the most devout and cunning Skaven would be unable to weave the simplest spell.

A Wizard with the 'Lore of the Horned Rat' special rule may discard one of their randomly generated spells as normal. When they do so, they may select instead either the signature spell of their chosen Lore of Magic, or one of the spells listed below.

Skitterleap

With a puff of smoke and a loud pop of inrushing air, the Skaven Wizard disappears, only to reappear elsewhere on the battlefield.

Type: Conveyance

Casting Value: 8+

Range: 18"

Effect: This spell can only target friendly characters whose Troop Type is 'infantry', but may target characters engaged in combat. You may immediately remove the target friendly character from the battlefield and replace it anywhere completely within 24" of its original location, but not within 6" of any enemy models. The target cannot move again during this Movement phase.

Note that this spell allows a character to leave combat.

Warp Lightning

The Skaven Wizard points a fleshy paw, from which bolts of greenish-black lightning arc outwards.

Type: Magic Missile

Casting Value: 10+

Range: 18"

Effect: The target enemy unit suffers D3+1 Strength 5 hits, each with an AP of -3.

Cloud Of Corruption

With a flourish of their palsied paws, the Skaven Wizard summons forth a stinking cloud of foul contagion.

Type: Magical Vortex

Casting Value: 10+

Range: 9"

Effect: Remains in play. Place a small (3") blast template so that its central hole is within 9" of the caster. Whilst in play, the template is treated as dangerous terrain over which no line of sight can be drawn. Whilst within 3" of one or more of these templates, enemy units suffer a -1 modifier to their Toughness characteristic (to a minimum of one).