

WARHAMMER

AGE OF SIGMAR



CHAOS BATTLETOME
SKAVEN



It begins with the sound of frantic skittering, a susurrus of scrabbling claws and squirming tails that grows louder and more insistent by the moment. Then, boiling up from their hidden lairs in a tide of unwashed fur, they come – the verminous swarms of the skaven.

These are the spawn of the malevolent deity known as the Great Horned Rat, and in all aspects do they embody their foul god. Devious and conniving creatures, they are utterly assured of their own towering genius and their inalienable right to conquer the Mortal Realms.

All who would threaten the supremacy of skavendom suffer the fearsome wrath of the Horned Rat's armies.

The ground writhes as a teeming horde of mangy bodies surges across the battlefield, overwhelming all in its path in a frenzy of rusty, stabbing blades.

Batteries of techno-arcane weapons level the battlefield in a blinding cascade of vile, green lightning. Obscene monstrosities of stitched-together flesh hurl themselves at the foe, drool spilling from between their yellow fangs. Stalking through the mass of bodies come towering rat-daemons, horned heads twitching back and forth as they observe the terrible slaughter delightedly.

Since the dawning of the Mortal Realms, these ratmen have thrived, gnawing upon the very fabric of reality. Now, as the Era of the Beast unleashes a tide of bestial savagery across the cosmos, the skaven are stirred into frenzied action as never before; forth they come in their teeming millions, killing and conquering in the name of the Great Horned Rat.

CONTENTS

A VERMINOUS MENACE	4	ALLEGIANCE ABILITIES ..	66	Skryre Acolytes	101
THE UNDER-EMPIRE	8	Skaven Battle Traits	66	Doomwheel	102
THE GREAT HORNED RAT	10	The Great Clans Battle Traits ..	66	Warpfire Thrower	102
RED IN FANG AND CLAW	12	Enhancements	70	Warplock Jezzails	103
BLIGHT CITY	14	Command Traits	70	Ratling Gun	103
GNAWHOLE	16	Artefacts of Power	72	Doom-Flayer	104
LAND OF TWISTED IRON	18	Spell Lores	74	Warp-Grinder	104
RISE OF THE SKAVEN	20	Prayer Scriptures	75	Plague Priest	105
THE CLANS AT WAR	24	PATH TO GLORY	76	Plagueclaw	105
The Masterclan	26	Quests	78	Plague Priest on	
Verminlords	28	Veteran Abilities	79	Plague Furnace	106
Weapons of Skryre	30	Territories	80	Plague Monks	107
Devotees of Pestilens	34	Heroic Upgrades	81	Plague Censer Bearers	108
Warriors of Verminus	38	Battleplan: Tides of Vermin ..	82	Clawlord	108
Monsters of Moulder	40	Warscroll Battalions	84	Skritch Spiteclaw	109
Agents of Eshin	42	MATCHED PLAY	87	Spiteclaw's Swarm	109
SPAWN OF THE HORNED RAT	44	Grand Strategies	87	Clanrats	110
PAINTING GUIDE	60	Battle Tactics	87	Stormvermin	110
THE SKAVEN	64	WARSCROLLS	88	Packmasters	111
		Thanquol on Boneripper	88	Master Moulder	111
		Lord Skreech Verminking	90	Hell Pit Abomination	112
		Verminlord Deceiver	92	Rat Ogors	113
		Verminlord Corruptor	93	Rat Swarms	113
		Verminlord Warbringer	94	Giant Rats	114
		Verminlord Warpseer	95	Deathmaster	114
		Grey Seer on		Slynk Skittershank	115
		Screaming Bell	96	Skittershank's Clawpack	115
		Grey Seer	98	Gutter Runners	116
		Arch-Warlock	98	Night Runners	116
		Warlock Engineer	99	Vermintide	117
		Warlock Bombardier	99	Warp Lightning Vortex	117
		Stormfiends	100	Bell of Doom	118
		Warp Lightning Cannon	101	Gnawhole	118
				PITCHED BATTLE PROFILES	119

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Rushing forward in a scrabbling, screeching tide come the Children of the Horned Rat, intent upon conquest and slaughter. Few can stand in the face of their seemingly limitless numbers or the destructive fury of their warpstone-fuelled war machines.



A VERMINOUS MENACE

The skaven are malevolent ratmen that plague nearly every corner of the Mortal Realms. Cruelly ingenious, completely megalomaniacal and entirely without compunction, they are determined that their verminous empires will one day rule supreme over all.

Few beings in existence embody the rampant anarchy of Chaos more fully than the skaven. These unscrupulous vermin worship the Great Horned Rat, a god of famine, treachery and desolation, and spend their entire lives plotting their own selfish advancement. They will gleefully stab rivals and makeshift allies alike in the back if they

stand to gain even the slightest advantage by doing so. Spiteful, mercurial and utterly deranged, the skaven are a terrible threat to all the other mortal races, for their outwardly haphazard behaviour belies a underhanded cunning that has laid waste to more kingdoms and empires across the Mortal Realms than any living being can recall.

'So old Trulby drops the torch down the midden-pit, and what do we see? Hundreds of beady little yellow eyes peering up at us and a great, writhing ball of wet fur with all these wriggling tails sticking out. As soon as we saw 'em, they came pouring out, screeching and stabbing. Mark my words, boy – you're never more than a hand's reach from a skaven.'

- Tunnelman
Coley of the
Greywater Sappers



STAB-KILL MAN-THINGS, AELF-THINGS, TREE-THINGS!

Skaven are roughly human-sized creatures with wiry bodies covered in fur and narrow snouts dominated by lethal incisors that can chew through wood and metal. Their eyes are beady and cruel, always darting about in search of hidden hazards or good escape routes – cowardly beings by nature, skaven prefer to scamper away with a squirt of fear-musk rather than face a fair fight. Indeed, the phrase ‘fair fight’ does not exist in the skaven language, unfortunately for their enemies. They attack only when they outnumber the foe at least two to one, finding a kind of rabid courage in the sheer vastness of their onrushing skaventide.

UNENDING SWARM

If you were to add together the populations of all the civilised races, they still would not equal the skaven’s numbers. These vermin multiply seemingly exponentially and, if left unchecked, will rapidly consume and ruin even the most verdant lands, transforming lush forests and grasslands into barren deserts. Such is their proliferation that if, as a species, the skaven were as incontestably brilliant as the average ratman imagines himself to be, they would have conquered all of reality long ago.

Each skaven believes with absolute conviction that they are an unrivalled genius worthy of the utmost glory. Any setback or disappointment can be ascribed to jealous rivals, and every disastrous twist of fate can be blamed upon the incompetence of their peers. It is only their complete inability to see beyond their individual, selfish desire for power that has thus far prevented the skaven from overrunning everything in a tidal wave of worm-like tails, yellow claws and scabby brown fur.

For all their occasionally self-defeating hubris, however, only a fool would underestimate the

WARPSTONE

Amongst the most dread substances in all the Mortal Realms is warpstone. A fierce green corona wreathes this night-black crystal, smouldering with the unbridled power of mutation and madness. It is the condensed form of magic that has been fully corrupted by the powers of Chaos, and merely to touch it is to invite insanity, depravity and death. In many ways, it is similar to varanite, the infamously deadly realmstone native to the Eightpoints. Yet for all its lethal power, warpstone is far more malleable and versatile than varanite; it can be manipulated in a solid, liquid or gaseous state and blended with other magical substances in order to achieve uniquely horrific effects. It is obsessively coveted by the skaven clans, who use it to fuel their insane inventions and abominable flesh-grafting mutations. While extremely hazardous to work with and prone to sudden, violent explosion, warpstone generates vast amounts of energy if properly tapped. The mightiest of ratman sorcerers even consume the stuff, either as raw chunks or in the form of refined powders sniffed up the snout or rubbed into the gums. This practice imparts bursts of unnatural magical might, though the risks to body and mind are so severe that none but the most desperate skaven would even contemplate such a deed.



skaven’s capacity for devious enterprise. They are astonishingly inventive creatures, and their weapons and wargear – though unstable – can be ruinously powerful. While most common Clanrats are sent into battle clutching little more than a battered shield and a rusty blade, for skaven warlords see no point in outfitting troops whose sole function is to die in a useful manner, skaven shock troops wield all manner of devastating weaponry, including rotary cannons that can fill the air with a storm of superheated

metal, warpstone-fuelled flame spitters and glass globes filled with toxic gases.

Many of these weapons are almost as likely to explode in the hands of their wielders as to lay waste to their enemies, but the skaven do not care in the least. Callous disregard for life permeates their entire way of war; it does not matter how many hapless underlings are hurled into the meat grinder as long as victory is achieved. After all, there are always more to take their place.



'We are strongest, mightiest, worthiest. The Great Horned Rat tells us so. He chitters in our minds, laughing as we bring death-doom to the surface-dwellers. When we swarm, we overwhelm them, crush them, burn them, yes-yes! They die-die with skaven claws at their throats and skaven knives in their backs. Let them try to stop us with all their clever plans. In the end, we will rule and gnaw on all their bones.'

- Clawlord Natchirk of Clan Vrash



THE UNDER-EMPIRE

The territories held by the skaven are vast beyond comprehension, stretching from the nightmarish capital of Blight City to almost every corner of the Mortal Realms. Relentlessly, the Horned Rat's brood surge forth to conquer and terrorise, stripping entire regions of resources in a matter of days.

The verminous empires of the skaven thrive in each of the Mortal Realms aside from Azyr, all of them connected by gnawholes to Blight City – the undisputed capital of skavendom. The Great Horned Rat's children are remarkably adaptable, capable of surviving in environments that any sane race would judge to be utterly inimical to mortal life. Their ramshackle cities can be found in active volcanoes, teetering precariously over roiling shadow-seas and even floating amidst the clouds, held aloft by smog-spewing warp-blimps.

It might seem strange that a society defined by scheming, double-dealing and murder could be so successful, but all this anarchy is not without purpose. The Great Horned Rat encourages his multitudinous brood to kill and maim each other on an epic scale so that only the most cunning rise to the top. Through such ruthless means does the skaven god intend to create a seething horde of devious killers who will one day gnaw their way through reality itself, consuming every scrap of edible matter until the Mortal Realms are nothing more than barren, lifeless dustscapes hanging in the Great Void. To this end, the skaven drive ever outwards, relentlessly expanding and conquering with little thought for practicalities of supply. Every day, they multiply in the shadows. Every day, they overwhelm another enemy stronghold with their unmatched numbers and catastrophic arcane war machines.

The skaven specialise not only in rampant expansion but also in the undermining of their enemies –

both metaphorically and entirely literally. Right from the moment that the God-King Sigmar's great cities of Order were founded, the skaven cast an envious eye over the 'man-things' and their works and were determined to one day bring them crashing down. For all their conniving twitchiness, the skaven are capable of tremendous patience. There are free cities that have existed for centuries completely unaware of the rickety undercities expanding far beneath their streets. Spates of violent assassinations or kidnappings are blamed upon cultists or other enemies of the state, and those who whisper of gleaming red eyes in the darkness and the constant skittering of claws upon stone are dismissed as paranoid delusionists.



In other places, the skaven's presence is far harder to ignore, as the most deranged examples of their ingenuity are employed to wreak destructive havoc. Clattering warp-machines send out seismic shockwaves to level entire districts; vast, tubular contraptions spew out torrents of ravenous rat-gheists from the very depths of Shyish; and unstable realmstone is ignited to consume every living thing within a dozen leagues of the bomb site in a tide of raging green fire.

THE COUNCIL OF THIRTEEN

The anarchic civilisation of the skaven is not entirely without formal structure. All decisions regarding the advancement of the skavendom fall to the Council of Thirteen – a gathering of twelve Lords of Decay, with a thirteenth spot symbolically reserved for the Great Horned Rat. Its purview is broad indeed, covering everything from the boring of new gnawholes and the waging of the skaven's countless conquests to the settling of feuds and civil wars. The council includes members from each of the six Great Clans that dominate skaven society: the Masterclan and the Clans Eshin, Moulder, Skryre, Verminus and Pestilens. Additional seats are granted to the Grey Seer priesthood, the most fervent of the Horned Rat's worshippers.

The council gathers in a chamber atop the Tower of Kavzar at the heart of Blight City, known as the Masterburrow. It is a cavernous hall, large enough for two armies to stage a pitched battle – an intentional design, should a diplomatic deadlock need to be unpicked via the employment of overwhelming force.

Situated at equidistant points around the chamber are thirteen towers. These are placed just out of gunshot range of each other and equipped with snout-phones and amplisqueaker arrays so that each delegate might shriek insults, threats and general abuse at their rivals from a safe distance without fear of receiving a Warplock Jezzail bullet to the skull. The towers are further bedecked by their occupants with a bewildering

variety of arcane defences and elaborate set-dressing, designed to render their rivals weak at the knees. Only the thirteenth plinth stands empty. Upon it stands a great throne fashioned from pure warpstone, behind which is a yawning chasm in the stonework of the tower – a rift that disappears into fathomless darkness. From its depths can be heard the screeching of an ill wind and the distant scrabbling of myriad claws. The rat-daemon Skreech Verminking is the only entity to have ever dared sit upon the throne of the Great Horned Rat, and then only at times of utmost turbulence in skaven history. During one such event, the legendary Night of a Thousand Shrieks, Verminking had every single member of the council dragged from their plinths and hurled screaming into the maw behind the throne; needless to say, none were ever heard from again.

SHADOW COUNCIL

In the depths of the Realm of Chaos, there lies a horrifying sub-realm, a place of indistinct and ever-shifting boundaries that transforms from a sea of scratching claws and writhing tails into a mountainous valley of stitched flesh and churning gears.

This is Deepengnaw, where the Shadow Council convenes to determine the cause of skavendom. This dread gathering comprises thirteen Verminlords, towering daemons of desolation who serve the will of the Great Horned Rat. Twelve of these positions are in a constant state of flux, shifting between the various breeds of Verminlord. The only constant member is the thirteenth of their number, Lord Skreech Verminking – as close to a strong right claw as is possessed by the Great Horned Rat.

Though the Shadow Council are privy to the desires of the Great Horned Rat, they rarely share these wishes directly with mortal skaven. To do so would be anathema to these beings, for they delight in the use of manipulation and misdirection. Instead, they exert their influence by whispering into the minds of Grey Seers and warlords.

These chosen ratspaws are rarely aware that the sudden schemes and enterprises that emerge fully formed in their brains are not, in fact, their own. Thus, even while members of the Council of Thirteen attempt to advance their own ambitions, they are being puppeteered from afar by the Shadow Council in an infernally complex engine of ever-shifting loyalties and motivations that consumes skaven lives by the million.

ICONS OF DECAY



Members of the Council of Thirteen identify their position with an elaborate rune emblazoned upon not only their speaker-plinth but also the shields and flesh of their personal guard. This sigil is usually an adaptation of their clan symbol, often customised in some fashion to indicate the splendour and terrible power of the Lord of Decay in question.

The location of each Lord of Decay in the Masterburrow indicates their rank and influence; traditionally, the two most powerful lords sit either side of the thirteenth plinth, symbolically taking their places as the most trusted claws of the Horned Rat. There is often loud and ill-tempered debate as to which seat – first or twelfth – is the most prestigious. Much skaven blood has been spilled without a definitive answer.

KILL-KILL THE WEAK!

THE GREAT HORNED RAT

A relative newcomer to the Chaos Pantheon, the Great Horned Rat is a conniving, paranoid abomination with terrible ambitions. He seeks to achieve domination over his rival gods by ensuring that his teeming worshippers scour the Mortal Realms, transforming them into barren, famine-ravaged wastelands.

Unlike his fellow Chaos Gods, who see no reason to conceal their ambitions, the Great Horned Rat prefers to skulk in the shadows of the cosmos, gnawing upon the roots of reality. He is a deity of boundless cunning and all-consuming hunger, and the merest glimpse of his malevolent eyes peering into the physical plane is enough to drive any seer or battle-augur to terrified madness.

The Great Horned Rat desires nothing less than the complete ruination of the Mortal Realms: the transformation of its wondrous landscapes into desolate wastelands populated solely by writhing swarms of skaven. He despises beauty, holds concepts such as honour and morality in utter contempt, and delights in tearing down the accomplishments of others.

All these facets of the Great Horned Rat's being have informed the society of his worshippers. The skaven god takes great pleasure in observing the petty schemes and internecine bloodshed of what passes for skaven society. He often bestows his favour upon ambitious warlords – only to withdraw it at a critical moment, snickering at the desperate screeches of the luckless victims as they meet their doom.

All skaven worship the Great Horned Rat out of a combination of fear and self-serving ambition, usually believing that their god has marked them out for especial greatness. Each of the Great Clans has their own depiction of his true form. To the Clans Verminus, he is the King of Lashes, an arrogant and whip-fingered conqueror,

while to the Clans Pestilens, he is the Great Corruptor, hooded master of the Thirteen Great Plagues. The Clans Skryre imagine him as the Dark Innovator, whose very form consists of tangled, infernal machinery, whereas the Clans Moulder see their god as the Fleshgifter, a protean mass of heaving rat-flesh that seeks to see all the realms buried in endlessly ravenous vermin. Finally, the Clans Eshin worship him in the guise of the Shadow of Murder, the Scuttler-in-the-Walls, and offer praise to him every time their blades slice open an unsuspecting victim's throat.



ENDLESS AMBITION

The Great Horned Rat was once a minor deity worshipped solely by the skaven, only distantly related to the Chaos Gods by virtue of the anarchic nature of his verminous flock. He rose to join the Ruinous Powers after the destruction of the World-that-Was; an event that the Horned Rat's own machinations helped to bring about. As millions of souls were consumed by fire and sorcery, the skaven god saw his chance to ascend and grasped it with yellow talons.

According to a common belief of the skaven, their deity devoured those of his servants who had not yet perished in the fires of the End Times, stuffing his maw with countless wriggling forms before slinking away into the void. Travelling through hidden rifts

in reality, the Great Horned Rat eventually emerged in the newly formed Mortal Realms. There he spat out the multitudes of rat-folk contained within, scattering them far across the nascent, magical landscapes. These original skaven would give rise to the Great Clans, and they were charged by the Great Horned Rat with three simple tasks: multiply, consume and ruin. In the centuries since, they have done just this. No longer is skavendom a secretive civilisation concealed by subterfuge, spycraft and sudden murder. Now, the holdings of the Great Horned Rat stand proud in all their haphazard, logic-defying glory. With every exponential spawning of new ratlings, the Great Horned Rat's power grows.

Despite his swiftly expanding influence, the rest of the Ruinous Powers continue to scorn the skaven deity, considering him an upstart wretch unworthy of even partaking in the Great Game – their eternal struggle for dominance. The Blood God Khorne has nothing but contempt for the skaven god's duplicitous nature, and though Nurgle maintains a certain grudging fondness for the plague-spreading monks of the Clans Pestilens, he is enraged by the manner in which the Horned Rat's followers wreak entropic destruction upon everything they touch, disrupting his beloved cycles of death and grotesque rebirth.

Compared to the sprawling domains of his four main rivals, the Great Horned Rat's territories in the Realm of Chaos are meagre. The warped megalopolis

of Blight City strays deep into this nightmarish dimension, but even this demented industrial powerhouse cannot rival Khorne's immense Brass Citadel or the sheer, all-consuming vastness of Nurgle's Garden. Not yet, at least.

Only Tzeentch deigns to deal directly with the Horned Rat, often forging secretive alliances with him for mutual gain. Many a time, the Change God has snatched victory from the jaws of defeat with the aid of skaven assassins from the Clans Eshin. In return, the Great Horned Rat demands arcane secrets and prophetic visions – indeed, anything that might aid his relentless campaigns of desolation.

The rest of the pantheon underestimate the Horned Rat at their peril; the mortal worshippers of Chaos are many in number, but even they do not outnumber the countless billions of skaven who infest the Mortal Realms. Each of these ratmen empowers the Horned One through their constant scheming and backstabbing, and though their verminous souls might offer far less sustenance than the average aelf or human, quantity has a quality all of its own. It is said that, no matter where one stands in the Mortal Realms, a skaven is never more than a spear's throw away. Moreover, so skilled are the skaven at concealing their presence, their enemies do not

typically comprehend their true numbers until they rise as one unstoppable vermintide. Every day, skaven gnawholes bore further through the bedrock of reality at their deity's bidding, even – it is whispered – into heavenly Azyr.

Thus, as the servants of the deities of Order, Chaos, Destruction and Death wax and wane in bloody service to their gods, the Horned Rat's brood becomes ever more numerous, more powerful and more of a lurking threat to all other life in the Mortal Realms. Only when the time is right will they strike as one, and on that day, the Great Horned Rat will feast upon the corpses of his many vanquished foes.



THE HORNED ONE SEES ALL

RED IN FANG AND CLAW

The Mortal Realms have entered an age of rampant savagery and destruction; with the bestial spirit of Ghur in ascendancy, its maddened roars echo across reality. It is a time of great opportunity for the skaven, for few beings are as capable of exploiting disaster and tragedy as they.

Azyrite scholars have decreed that the Era of the Beast began with the violent escape of Kraganos, the End of Empires, from his prison within Twinhorn Peak in Thondia. It was an event that was to have dramatic repercussions not only for the greenskin hordes of Ghur, who found themselves with a new avatar of brutish aggression to rally around, but also for all the warring powers fighting for supremacy across the realms.

This tumultuous era found the skaven at a moment when they were well equipped to exploit it. Of the Great Clans, two were at that time considered the foremost powers of the Under-Empire: the

Clans Pestilens and the Clans Skryre. As word reached the Council of Thirteen of events in far-off Ghur, where a great surge of primordial magic was causing mortals to devolve into mindless brutes, both clans were quick to plot how they might take advantage.

THE BLOATFUR ERUPTION

The Clans Pestilens had long known that somewhere within the Ghurish Heartlands existed a vital ingredient required for one of the Thirteen Great Plagues – the Bloatfur Eruption. This metaphysical malady was

recorded in the pages of the Liber Predatorus and, according to the hallowed plague-tome, it would cause the infected to swell with tremulous energies, their hair – or fur – falling out and their eyes boggling out of their skull. Then the victims would detonate in a shower of viscera, a thousand bloated blood-ticks bursting from their ruptured bellies.

Many ingredients for this Great Plague had already been gathered: the bottled death-tremors of a hundred aelf-mages, gore extracted from a gargant-sized giga-tick and half a dozen other disgusting items besides. All that remained, according to the scrawlings of the



WE WATCH FROM EVERY SHADOW

Liber Predatorus, was something called the 'Hair of the Earthquake'. The trouble was that the Church of Contagion had not the faintest idea what this meant.

It was only with the awakening of the primeval god Kragnos that an enterprising Plague Priest named Ikbite was struck by an idea. Had he not heard Kragnos described as a living earthquake unleashed upon the realms? Calling in every favour at his disposal, Ikbite hired a troupe of assassins from Clan Shushbik, who had already established gutter-warrens beneath Excelsis, the city unfortunate enough to be on the receiving end of Kragnos' wrath.

As the Battle of Excelsis raged around them, these skulking killers slipped through the carnage in search of their quarry. Kragnos was pulverising a Sigmarite chapel with his oversized mace when they came upon him. His sheer size and manic fury was almost enough to make them turn tail and flee. Recalling the warpstone riches Ikbite had promised them, however, the Shushbik assassins crept up on the rampaging Drogrukh and, with their daggers, clipped a pawful of his matted fur. Reacting with terrifying speed, Kragnos instantly whipped about and squashed three skaven under his hooves. The surviving assassins fled in terror, clutching their prize.

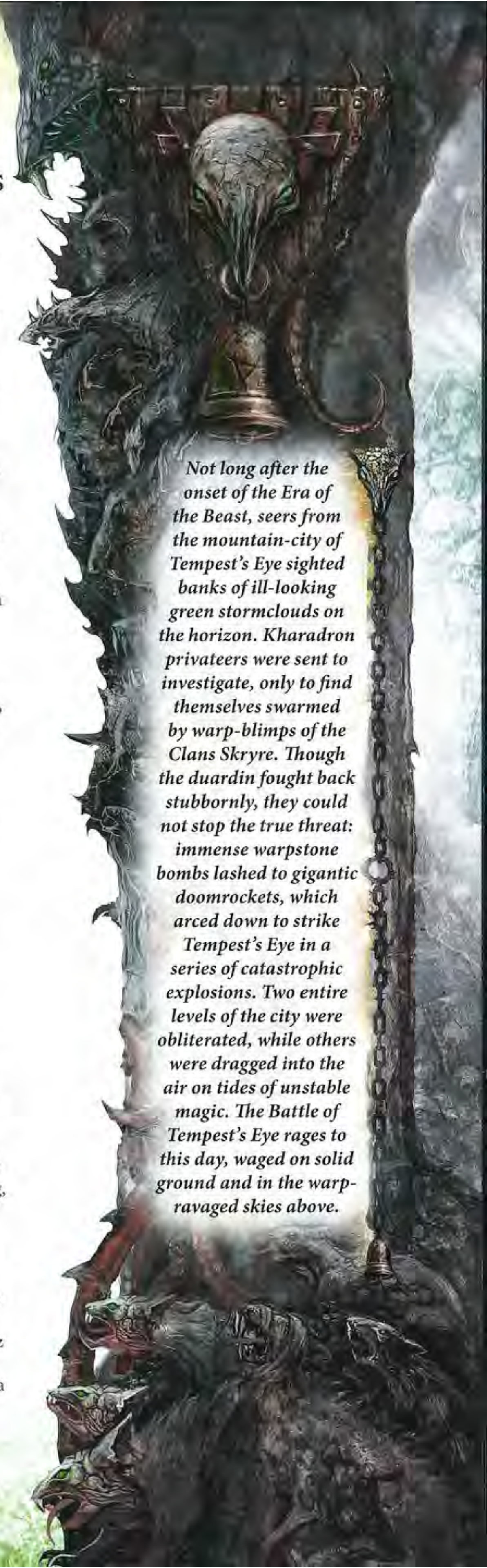
An unbearably smug Ikbite was proved correct in his assumptions when Pestilens plague-brewers added this 'Hair of the Earthquake' to their malefic concoctions. As they did so, the ground beneath Blight City began to tremble and splinter. Great fissures opened in the earth, spilling forth a tide of daemonic, rat-faced blood-ticks that swept across the city, plunging into the many gnawholes that dotted the skaven capital. Thus was unleashed the ninth of the Thirteen Great Plagues.

PARASITIC PURSUITS

The Clans Skryre, meanwhile, had been making great strides in their experiments with unstable realmstone, though they had set a not-insignificant portion of Blight City's squalor-pits alight in the process. Nevertheless, their reckless ingenuity had produced a number of devastating wonder-weapons. Arch-Warlock Pitrik's Reality Imploder was nothing if not impressive, while the deranged weaponsmith Skatchnik had earned himself a seat upon the Council of Thirteen with his Warpcoil Annihilator, a lightning cannon of such tremendous size and power that it took a crew of hundreds to fire it – most of whom were incinerated in the process.

Skryre had always maintained profitable relations with the beast shapers of the Clans Moulder, who provided the malformed piles of rat-flesh with which the Clans Skryre created Stormfiends and other weapon-mutants. These two Great Clans found common cause once again with a truly unhinged scheme.

The Clans Moulder had ensnared scores of gargantuan wormlings – spawn of the godbeast Fangathrak, captured at great cost in the wake of the roving World-Worm. With the aid of Skryre technology, these creatures were leashed to huge warpcog extractors and allowed to burrow deep into the crust of Andtor. As they devoured their way through rock and root, they gulped up the very lifeblood of the slumbering continent – a bubbling, tar-like matter. When blended with liquidised warpstone and consumed, this substance caused even the most diminutive skaven to swell with brutish strength. The minds of Skryre Arch-Warlock and Master Moulder alike now fizz with demented dreams of what might be accomplished with such a potent resource.



Not long after the onset of the Era of the Beast, seers from the mountain-city of Tempest's Eye sighted banks of ill-looking green stormclouds on the horizon. Kharadron privateers were sent to investigate, only to find themselves swarmed by warp-blimps of the Clans Skryre. Though the duardin fought back stubbornly, they could not stop the true threat: immense warpstone bombs lashed to gigantic doomrockets, which arced down to strike Tempest's Eye in a series of catastrophic explosions. Two entire levels of the city were obliterated, while others were dragged into the air on tides of unstable magic. The Battle of Tempest's Eye rages to this day, waged on solid ground and in the warp-ravaged skies above.



BLIGHT CITY

An infernal megalopolis that echoes to the clattering shriek of warpstone industry, Blight City is the capital of skavendom. Its winding warrens stretch from the blasted wastelands of the Realm of Chaos to every corner of the Mortal Realms, forming the noxious, pulsing veins of the Under-Empire.

Constructed upon a vast shelf of warpstone ore and populated by more teeming millions than any skaven cares to count, Blight City is the smog-wreathed heart of the Under-Empire. It is a place that could only have been dreamt up by the deranged minds of the Horned Rat's spawn, a nightmarish warren of industry and twisted magic, impossible in its dimensions and ever echoing to the screeches and squeaks of its verminous denizens.

Blight City is a nexus for the entire skaven Under-Empire. Its warrens lead not only to the other great settlements of skavendom scattered across the Mortal Realms but also deep into the Realm of Chaos itself; stray down the wrong path and one might find oneself in the corpse-strewn lair of a Verminlord or a bottomless, writhing pit of disembodied tails.

Much like the Under-Empire itself, Blight City is forever changing and expanding; every day, dozens more warrens and squalor-pits are gnawed out of the ground as

new bell towers, flesh-factories and iron-spiked fortifications rise and fall. The skaven's unceasing industry would be almost laudable, were it not for the fact that it is all achieved on the backs of a billion tormented rat-thralls, who toil from dawn to death for the vainglory of their masters.

Any duardin stonemason or aelven spire-builder looking upon the architecture of Blight City would likely faint right there on the spot. There appears to be no logic or planning to its construction beyond a desire to cram in as many teetering spires and ominously rattling pipes in one area as possible. The city's myriad districts are layered atop one another in a tangle of mouldering masonry, the new built directly on top of the old over and over again until inevitably the whole rotten edifice comes crashing down.

Blight City is never still, nor is it ever quiet. Skryre workshops hiss and spark, turning the skies above a vile green, and immense

wheels churn, generating power for monstrous machines. Clanless rats and cut-throats skulk in the shadows of rubble-strewn streets, looking for an easy mark. The city's millions upon millions of inhabitants are locked together in an endless cycle of treachery, double-dealing and assassination. Backstabbing is the oil that greases the wheels of power in Blight City. Lowly Clanrats strive to climb the societal rungs, clambering over the piled corpses of their rivals, while those higher up the pecking order fight just as deviously either to hold on to what they have or to take the next step up the ladder.

Gleefully observing it all is the Great Horned Rat himself, the true architect behind this abominable place. Nothing that occurs in Blight City escapes his notice. Indeed, amongst the Clans Skryre, it is a common belief that city and god are one entity – the denizens of Blight City scurry and plot amidst the infernal innards of the Dark Innovator himself.



The Grey Seer Chittik rubbed his claws together in delight as he watched his hirelings do their bloody work. Clearly, he had afforded a better class of cut-throat than his rival. Skort's measly collection of scab-furred Clanrats offered no more than a few desperate swipes as Chittik's Stormvermin took them apart, impaling the luckless creatures on their rusty halberds, driving and twisting the blades in deep.

As one of the unfortunate skaven tried to skitter past him, Chittik flicked out a hand and loosed a crackling bolt of emerald lightning, transforming the wretch into a flaming, squeaking torch.

'Pathetic!' he hissed, 'How did Skort the Fool command a seat on the council when Chittik the Genius was ignored? A travesty, yes-yes. It ends now.'

Ahead, the cramped tunnel ended in a circular door marked with angular scratch-runes: Skort's personal chambers. Chittik cackled in triumph and hurled another torrent of warp lightning, blasting the door to splinters. The Grey Seer gestured impatiently for his hirelings to enter through the smoking portal, which they did with only a small amount of trepidation. Interestingly, the Stormvermin were not immolated or shredded by jezzail fire, and so Chittik followed imperiously behind.

Skort's rooms occupied the highest level of Clan Beshik's spire-fortress. A vast, greenish plane of

glass overlooked the demented tangle of Blight City from the acid-sumps of Flesh Lake all the way to the eastern warpwheel stacks. Chittik felt an intense pang of jealousy at the grandeur of the room, until he realised all this was now his.

Facing the window, hooded and trembling, was a single grey-robed figure – Skort the Fool.

'Well-well,' Chittik said, swaggering over to his defeated rival as his Stormvermin parted before him. 'Not so clever now, are you, Skort? Not so mighty. Can you not even face Chittik, knowing what he plans for you? He will make you squeal and squeak, yes-yes.'

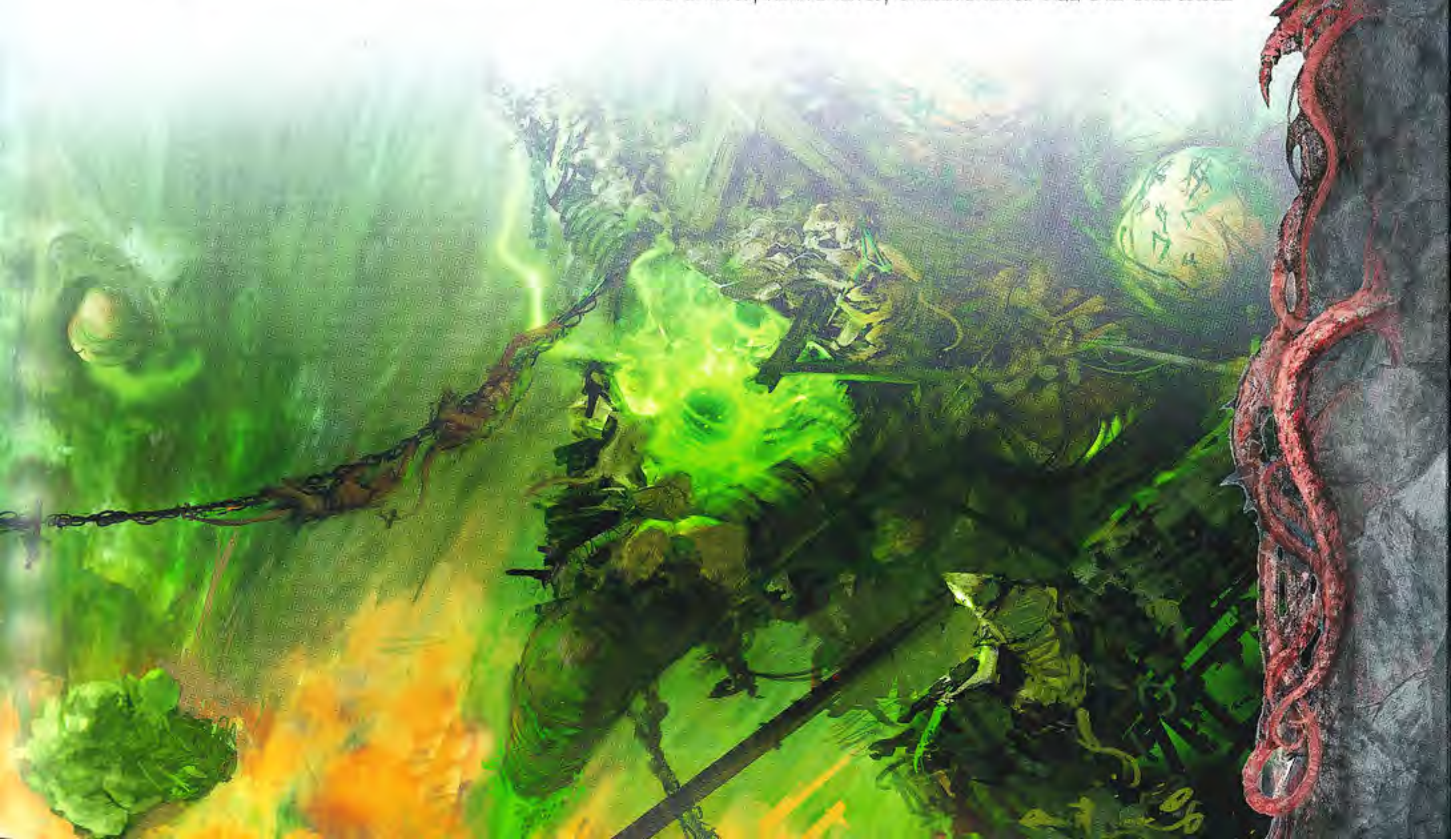
Chittik reached and sank his talons into his rival's back, yanking him around. Two terrified eyes peered back at him, but they were not Skort's. For one thing, this creature's fur was a sandy shade of brown, and no horns sprouted from his brow. For another, the skaven's tongue had been torn out and his hind limbs shackled to the floor with a length of rusty chain.

For a third, he clutched a bundle of rags that seemed to be clicking. Chittik felt his glands tighten and loosed a potent gust of fear-musk. The tongueless skaven shook away the rags to reveal a stick of evilly glowing warpstone, attached by wires to several ticking brass spheres.

'Oh,' said Chittik, redundantly.

Then the world went very white and very, very hot.

DEAD-THINGS, MAN-THINGS, GREEN-THINGS: ALL DIE THE SAME





GNAWHOLES

Bored through the fabric of reality by means both arcane and foul, the noxious tunnels known as gnawholes allow the skaven to bypass the need for realmgates entirely.

The insane art of creating gnawholes is one that only the Children of the Horned Rat could have invented. No other race would be foolish enough to purposefully open an unstable rift in reality, much less make it the basis of their entire military strategy. And yet these arcane bore-holes have proven an incredible asset. The gnawholes utilised by the skaven allow them to circumvent their enemies' defences and almost completely do away with the need to control realmgate routes.

Each of the Great Clans has their own bizarre methods of tearing open new gnawholes. Skryre prefers to blast straight through the fabric of the realms using enormous warpstone drillrigs, while the Clans Moulder have created blind burrower-titans whose chisel-like warpstone teeth allow them to chew their way ravenously through the void.

Useful they might be, but gnawholes are inherently volatile and utterly lethal to all but the skaven themselves. Even their creators rarely know exactly where their next tunnel will end up. For every gnawhole that allows the ratmen to launch a deadly surprise attack, another will drop the luckless skaven swarms into a boiling sea of lava or a vast and howling void.



Even Ghyran withers at the touch of the Clans Pestilens, whose plagues melt through the barriers between realms.



While the Clans Moulder prefer to use fresh meat for their freakish experiments, dead flesh – abundant in Shyish – has its own insidious uses.



*The high airs of Ghur, and the Kharadron who ply them,
are mere test subjects for the deranged weapons of the
Clans Skryre.*

*Blight City is the festering heart of the
skaven empire, where they craft their plans
for dominion of the realms.*

*The Clans Eshin are said to be one with the
shadows; the gloomy grot-holes of Ayadah
offer no sanctuary from their knives.*

*As civilisation rises across the Great Parch,
the skaven watch with hungry eyes, plotting
their greatest scheme to date...*

LAND OF TWISTED IRON

Chamon is an ever-shifting realm of chemicals and metal in which alchemists and engineers thrive. Though it has long been considered the primary domain of Tzeentch, the children of the Great Horned Rat thrive amidst its rusted scrap-wastes, where they gather precious resources to build deranged weapons of war.

Chamon is unlike any of the other realms, for it does not resemble a contiguous landmass so much as a collection of floating islands suspended in the Aetheric Void. Varying greatly in size and appearance, from great discs of gleaming silver to dagger-shaped strips of rust, these islands are linked by nothing more than waterfalls of quicksilver and unpredictable arcane portals. Through the lens of an Azyrite astroscope, the Realm of Metal looks like the work of some godly alchemist – a half-finished experiment, the purpose of which no sane mind could hope to comprehend.

Tzeentch, the Changer of the Ways, has long sought dominance over the Realm of Metal, for he is intoxicated by the state of constant flux that holds sway here. Indeed, it was Tzeentch who brought about the metallurgic apocalypse that struck Chamon during the Age of Chaos, warping it into something more akin to his own insane domain. The Spiral Crux was one of the regions of Chamon most visibly affected by this disaster; once a land of rectilinear logic and clean, smooth lines, its central heartlands were torn apart by a magical maelstrom. Nowadays, only the buckled outer continents are habitable by sane mortals, while the innermost isles are populated by raving cults and twisted avian beastmen devoted to Tzeentch.

The skaven, always on the lookout for new hazardous materials to experiment with, find no shortage of such treasures in Chamon. Here, there are floating islands of steel, mountain ranges filled to bursting with precious metals, and entire oceans of combustible liquids that periodically erupt into multicoloured flames. The preponderance of unstable Chaos energy across the Crux also gives rise to enormous quantities of warpstone, that most precious of resources.

It can be no surprise, then, that the skaven – in particular, the master warlocks of Clans Skryre – covet the Realm of Metal and have swarmed into the Spiral Crux in vast numbers. Warpstone mines have been drilled out underneath vast swathes of Ayadah, from the enormous, industrialised warrens of the Verminvaults to the smoke-belching mountain known as the Blot. Every day, the Clans Verminus send forth rust-armoured swarms of Clanrats to lay claim to new territories, often falling upon armed convoys from Sigmar's cities. New dwellings are gnawed out with alarming regularity. The undercity of Gnawbreach – formerly the inventor's haven of Durenberg – has become a hotspot of hare-brained weapon-science, with the foremost Arch-Warlocks of Clans Fizzik, Shyvik and Nibbolt testing their latest warp-powered engines of devastation against flesh-eating mordant hordes seeking to reclaim their ancient halls.

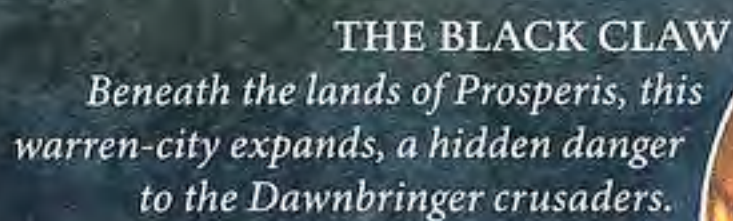
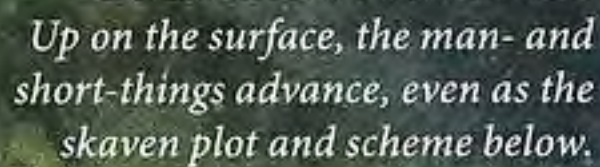
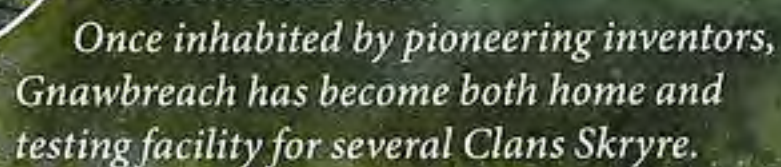
SPIRAL CRUX



VERMINVAULTS

These warpstone mines delve deep and have been besieged numerous times by the grot tribes of Ayadah.





RISE OF THE SKAVEN

The true history of the skaven is almost impossible to verify, for these ratmen embellish every victory, erase every defeat and cast themselves as the keen-witted hero in every story. Yet amidst this anarchic tangle of lies and exaggerations, there are kernels of truth that hint at a long and successful – if not glorious – history.

● AGE OF MYTH ●

THE FIRST CLANS

At the dawn of the Age of Myth, the Great Horned Rat slinks unseen from the Void. In his depthless cheek pouches, he holds the first skaven, and these he spits out far and wide across the Mortal Realms. These scattered tribes of ratmen will form the first of the Great Clans. It is claimed by the Grey Seers that there were thirteen original clans, though in time, several are destroyed and others fade out of memory.

VERMINOUS CALLING

The Great Horned Rat's first command to his myriad children is to multiply and consume, and this the skaven do with frenzied vigour. In these early days, the presence of the Under-Empire is a closely guarded secret, with assassins from the Clans Eshin sent to slay any mortals who uncover the truth of the verminous civilisations seething far beneath their cities.

BLIGHT CITY FOUNDED

Even as the God-King gathers like-minded deities to his side and forms the Pantheon of Order, the skaven construct Blight City in a twisted sub-realm, digging it in place like a splinter in the flesh of reality. As is often the case in skaven society, there are conflicting accounts as to how this was achieved. Some say that the megalopolis was constructed atop the ruins of a former skaven stronghold that the Great Horned Rat dragged through the Void and into the Mortal Realms. Others claim that it was once a city of men named Kavzar, unmade by a terrible curse. Some of the

Clans Skryre even insist that it is an extension of the Horned Rat's own infernal being. The truth is lost to the ages, and in any case, no skaven much cares how their greatest settlement came to be.

GNAWING DOOM

The Verminlords – daemonic servants of the Great Horned Rat – teach their skaven underlings the secrets of creating gnawholes. Each of the Great Clans is quick to take these arcane secrets and 'improve' them, adding their own strange rituals and alterations. Soon, the winding, unstable tunnels of the skaven honeycomb reality.



FALL OF TICHRITT

The Clans Tichritt are one of the most powerful of the skaven's original Great Clans, for they wield chromomantic weapons that can age their foes a hundred years in an instant. So confident are they in their military might that they throw off the veil of secrecy behind which the skaven have thrived

for many years and launch an all-out invasion of Thandria, the so-called Endless Kingdom. In doing so, they rouse the fury of Sigmar and his ally gods. Though the Clans Tichritt obliterate most of Thandria, the skaven cannot match the sheer might of the God-King. They are purged from existence, their cities smashed to rubble and their armies slain to the last rat. The surviving Great Clans consider this a fitting reward for the arrogance of their kin, and all are certain that their own inevitable rise to glory will run much more smoothly.

THE COMING STORM

Privy to the secrets of the Chaos Gods and aware of the coming apocalypse they aim to unleash upon the Mortal Realms, the Great Horned Rat senses an opportunity for his children to ascend. Through his Verminlords, he issues instructions for his skaven to prepare for a Great Rising, and soon vast gnawholes are burrowed beneath many of the realms' most wondrous cities.

● AGE OF CHAOS ●

DAWN OF RUIN

The Age of Chaos begins with a vast, daemonic invasion that sweeps across the Mortal Realms. The skaven are quick to take advantage of the general state of terror and confusion, sending forth war-swarms to seize new territories.

RISE OF THE FLESH-SHAPERS

As the warping power of Chaos floods across the land, the flesh-

shapers of the Clans Moulder find endless opportunities to refine their vile craft. Moulder siege-fiends and Hell Pit Abominations tear down the walls of many Order strongholds, which are soon overrun by swarms of ravenous, dog-sized rats. It is not only allies of the God-King who feel the wrath of the Master Moulders; in the Ghurish continent of Andtor, the flesh-shapers wage a vicious war against the orruk warclan known as the Bonegrinz, for the greenskins resent the presence of skaven beast-hunting packs in their sacred territories. To the fury of the Master Moulders, the orruks prove surprisingly adept in slaughtering their muscle-bound creations. This setback causes them to experiment with new warpstone-based procedures, such as suturing vorpid stinger-clusters, extra fang-stuffed mouths and prehensile tail-limbs onto their war beasts, with predictably gruesome and effective results.

THE GREAT CIVIL WAR

The bastions of Order collapse on every front as the forces of the Dark Gods advance. For the skaven, it is a time of plenty, and the Under-Empire grows fat upon the spoils of war. Empowered by victory after victory, two of the Great Clans come to dominate the Council of Thirteen: warlike Verminus and savage Ikk. Sensing the opportunity to claim dominion over all skavenhood, the two rival clans instigate a terrible civil war, and the remaining seven Great Clans are forced to choose a side.

For twenty-six years, Blight City knows nothing but the thunder and fury of war. Billions of skaven are slain and vast swathes of the city consumed by warp-fires. When even their self-proclaimed endless legions begin to dwindle, the Clans Verminus are forced to consider other methods. They seek the aid of the Clans Pestilens to spread

the Frothjaw Plague through the Clans Ikk, turning their legendary kill-rages into something even more uncontrollable and lethal. The Ikk devolve into mindless, deformed beasts and are hunted down and annihilated at great cost. Though the Clans Verminus declare themselves victorious, they are so sorely weakened that the infighting continues, as other Great Clans make their own play for dominance.

WAR OF LIFE

While the rest of the Great Clans engage in a war of mutual annihilation, those of the Clans Pestilens look further afield in order to increase their power. Turning their attentions to embattled Ghyran, they join Plaguefather Nurgle's legions in the War of Life, laying waste to the Jade Kingdoms. Millions of Plague Monks pour into Alarielle's territories, spreading filth and feculence wherever they go.



THE VERMINKING'S DECREE

The Great Horned Rat tires of his children's reckless self-destruction and dispatches his foremost daemonic lieutenant to set them back upon the correct path. Skreech Verminking manifests in the battle-scarred halls of the Masterburrow, and unleashes a hideous curse that transforms thousands of warring clawpacks to ash. He settles himself upon the great warpstone throne and begins to judge those Lords of Decay that have failed to control

their underlings. Arch-Warlock Snitterkrit, Great Plague-speaker Ebolox, Grand Clawlord Thrakk and several other pre-eminent skaven meet a gruesome end, dissolved to bubbling slime by a flick of the Verminking's claw. Those surviving Lords of Decay – and those who scuttle forward to take the places of those executed – are given a simple ultimatum. The constant infighting between the Great Clans is to end, as owing to their violent bickering, the skaven have failed to advance the cause of the Horned One. From now on, all of the Great Clans must follow the guidance of the Masterclan and turn their devious cunning against the remaining bastions of Order and the armies of the other Chaos Gods.

DISAPPEARANCE OF THE SHRYKT

Following some silent call that only they can hear, the entirety of the Clans Shrykt gather in the howling caverns of Aqshy. There they dig an almighty gnawhole, and when their work is done, they disappear into its sweltering depths, collapsing it behind them. To this day, the whys and wherefores of the Shrykt's disappearance continue to baffle their rival clans.

WATCHING EYES

Barricaded behind the Gates of Azyr, Sigmar begins work upon his grand army, anticipating his eventual return. Unbeknownst to the God-King, the creation of the Stormcast Eternals does not go unnoticed by prying eyes; in the deepest shadows of Sigmaron, Eshin operatives observe these preparations before slipping away through well-placed gnawholes. The Great Horned Rat and his acolytes eagerly await the turning of the tide, knowing that when this gathering storm finally breaks across the Mortal Realms, the skaven stand well placed to capitalise.

● AGE OF SIGMAR ●

WRATH OF THE GOD-KING

Though the Horned Rat is well aware of the God-King's coming tempest, he wisely chooses to conceal this information from the skaven at large, rightly assuming they would be unable to keep their jaws shut. The skaven deity wishes to ensure that his fellow Chaos Gods are taken entirely unaware by the impending cataclysm, so that he might take discreet advantage of their ill fortune. If a few million of his own spawn are lost in the process, so be it.

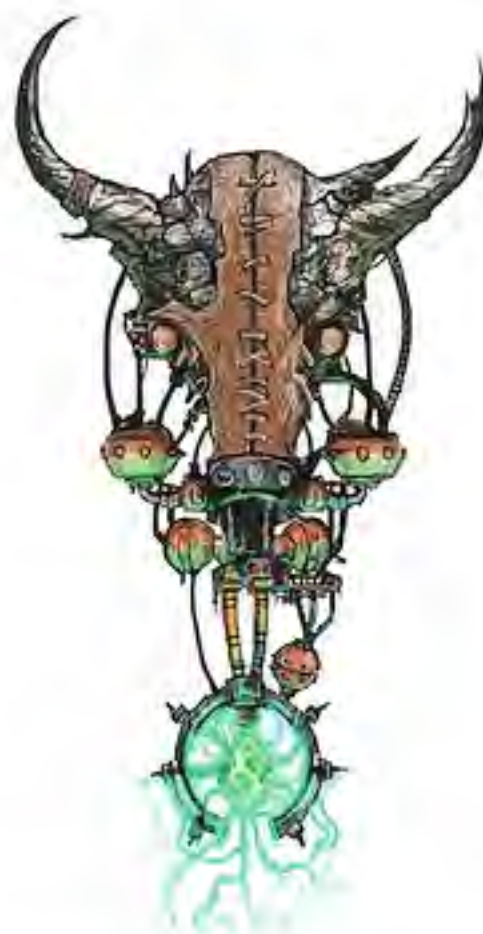
As a result, many skaven under-cities across the Mortal Realms are caught unawares by the onslaught of the Stormcast Eternals. In Chamon's Rivulet Isles, the Celestial Vindicators slaughter the entire skaven population of Slough Spike in a frenzy of merciless bladework, while in the Ghurish Heartlands, the Supreme Clawmaster Ruktius and his Infinite Swarm are caught between the rage of the Hammers of Sigmar and the wrath of the Astral Templars. Ruktius only manages to escape by hurling thousands upon thousands of his Clanrats into the grinding engine of the Stormcasts' hammers while he flees upon a Doomwheel.

Elsewhere, those clans that have maintained more positive connections with the Clans Eshin – or are simply far higher in the favour of the Horned One – receive some manner of forewarning and slip away just before the Stormcasts crash down from the skies.

VERMINUS RISES

As total war engulfs the realms, the Clans Verminus reach heights of power they have not known since before the skaven civil war. Their Claw-hordes surge forth on a thousand and more fronts, an inexhaustible mass of ratpower

that even the armies of the heavens cannot repel. The other Great Clans may scorn their crude methods, but few can deny that it is the armies of Verminus that prevent the Under-Empire from falling before the fury of Azyr.



THE DWELLINGS BENEATH

The Realmgate Wars draw to a violent close, and a triumphant Sigmar begins to found new free cities across the Mortal Realms. The rulers of many such strongholds are entirely unaware that far beneath their city streets, millions of scuttling bodies are busy constructing their own vile dwellings.

YEAR OF THE DROWNED RAT

In Shyish, the Realm of Death, Nagash, the Supreme Lord of the Undead, has almost completed his Great Black Pyramid, the catalyst for a spell that will have cosmic ramifications. Nagash hopes to swell his power a thousandfold with a sudden, terrible surge of death magic. Alerted to this scheme by Eshin operatives, the Council of Thirteen launches multiple assaults against Nagashizzar. All these attempted sieges end in disaster. Most infamously, a millions-strong

swarm led by the Master Moulder Snitterskritch accidentally creates a gnawhole beneath Shyish's pitch-black Khaphtar Sea. A zombie-choked flood tide seeps into Blight City through the two-way tunnel, drowning Snitterskritch and his entire army along with countless denizens of Blight City. The resulting Deadwalker infestation simply adds insult to injury.

NECROQUAKE

Deciding that subtlety is a better strategy against Nagash than outright aggression, the Council of Thirteen employs Eshin agents to breach the Great Black Pyramid. Operatives of the Clans Eshin breach the structure, only to find themselves trapped within as Nagash enacts his dreadful conjuration. Every single Eshin agent is immediately turned to ash, but their presence sours the ritual, giving rise to the devastating shockwave of death that will come to be known as the Necroquake. The dead rise in their trillions, and endless spells manifest out of thin air to cause catastrophic carnage. The Lords of Decay, overjoyed by such anarchy, scramble to take credit for this obviously intentional act of realms-wide sabotage.

DEATH IN THE DEEPS

The Clans Skryre launch a vast aquatic invasion of the Idoneth enclave of Nautilar, using fleets of drill-headed warpmersibles. Though countless ratmen are killed by the blades and sea-spells of the Deepkin, many arcane repositories are plundered and riches stolen.

GHEIST SWARM

The magical ramifications of the Necroquake fascinate the demented Arch-Warlock Vriskh Corpsewhisker of Clan Craniak. In the underworlds of Shyish, he discovers an afterlife to which the souls of skaven travel upon death – a mouldering, famine-ridden nest the size of a continent. Known as Evergnaw, it is populated by

ectoplasmic vermin-swarms that teem in the trillions and are already spreading to consume neighbouring underworlds.

Calling upon the insane ingenuity that only his kind possess, Vriskh creates the Necrospark Warp-drill, a device that can open miniature portals to the Evergnaw and summon forth an ethereal vermintide of ravenous rat-gheists to spill into reality. Unfortunately for Corpsewhisker, his first demonstration of this device results in the annihilation of not only the free city of Galdheart but also the entirety of his own Warpcog Convocation, including himself and his foremost Warlock Engineers. Nevertheless, Corpsewhisker's technology is swiftly copied by others of the Clans Skryre and turned to all manner of hideous ends.

SHATTERED DREAMS

In Syar, the Lumineth master-architect Yionneth Melarann seeks to create a structure of everlasting beauty to encapsulate his people's resilience in the face of the most grievous trauma. The Decimara Archive is the result of more than two centuries of exquisite labour, a soaring pyramid of glass and aetherquartz that contains vast tracts of Syari knowledge and countless masterfully crafted treasures. Yet no more than ten days after its completion, the ground around the Archive begins to shake and a gigantic skaven gnawhole bursts open, spilling forth swarms of shrieking Clanrats. The Verminlord Warbringer Pekrustik and his Clans Verminus allies have had their eyes upon Melarann's creation and its glittering treasures ever since he first laid down its foundations. In a frenzy of mindless destruction, they bring the Decimara Archive down upon its creator and escape through their gnawhole, clutching armfuls of looted relics.

EXCELSIS IN FLAMES

Encouraged by voices heard amidst the fires of a burning warp-lab, the flame-obsessed Warlock Bombardier Rattachak swears to raze the city of Excelsis in Ghur to the ground. Utilising torch-hurling Clanrat hirelings and doomrockets filled with liquid warpfire, he starts an inferno that consumes the Excelsis docks, but he is forced to retreat in the face of a furious counter-attack by Stormcast warriors of the Knights Excelsior. Despite Rattachak's failure, the entity that manipulated him into attacking the City of Secrets is pleased; under the cover of the raging fires, agents of the Clans Eshin pave the way for the coming of the twin-gods Synessa and Dexcessa in exchange for a rich reward of purest shadowstone.



ECHOES OF DOOM

The wizened Grey Seer Skrittatt aims to earn himself a place on the council of the undercity of Chakrik's Folly. To prove his superior genius, he launches an invasion into the sovereign territory of the Sylvaneth: a land named Neos. He recruits the fabled Deathmaster Virrtik to accompany him, not knowing that his hated rival Kreskitt has also paid for the Eshin killer's services. Emerging through a concealed gnawhole atop his Screaming Bell and surrounded by Clanrat mercenaries, Skrittatt unleashes

peals of raw Chaos that agonise his Sylvaneth foes and makes off with armfuls of the forest spirits' precious soulpods. Little does an unbearably smug Skrittatt realise that Deathmaster Virrtik has intentionally left behind a trail of evidence that will surely lead the Sylvaneth back to the Grey Seer's dwellings in Chakrik's Folly. Indeed, the Sylvaneth's revenge is swift and brutal. No less fearsome an entity than the Lady of Vines launches a strike upon the Folly, recovering those soulpods that remain unspoiled and leaving Skrittatt impaled atop his own bell-carriage – much to Grey Seer Kreskitt's amusement.

LANDS OF FAMINE

Sigmar's grand Dawnbringer Crusades continue to march brazenly into territories claimed by the skaven. Many of these ventures find the verdant lands they had imagined transformed instead into lifeless dust-bowls, for the skaven have already destroyed or consumed everything of value.

THE BELLS TOLL

To the astonished fear of its denizens, every single bell in Blight City tolls thirteen times. Upon the thirteenth stroke, forks of lightning split the skies above the metropolis and gigantic shards of warpstone rain from on high, crushing or bisecting many luckless skaven. Even the Grey Seers are fearful, for there has been no sign of the Horned One's displeasure. As the Lords of Decay meet in the Masterburrow to blame one another for this brewing disaster, the thirteenth tower begins to glow a sickly, cancerous green, and a rushing roar emanates from the huge crack in the stonework behind its outsized throne. Inch by inch, the fissure grows wider, accompanied by the distant sound of scrabbling claws growing louder by the moment...

THE CLANS AT WAR

The great thriving mass of skavendom is divided into the five Great Clans, each of which comprises countless lesser clans of varying size. Each of these great powers acts as its own autonomous body, sending forth its own armies – known as swarms – to war. These massed military forces are formidable to behold.

According to the legends of the skaven, during the Age of Myth, the Great Horned Rat scattered the primogenitors of the Great Clans far across the Mortal Realms. Those disparate tribes that survived would in time come to bear legendary names: Skryre, Pestilens, Verminus, Moulder and Eshin. Each of these Great Clans would go on to develop their own culture and way of war, and each would be utterly convinced that they alone worshipped the Horned One in the proper manner.

In truth, the Great Horned Rat cares little about how his children interpret his godly being. Indeed, the odd religious schism, with all the slaughter and carnage it entails, serves his desire for constant infighting. Such internal strife has certainly not prevented the Great Clans from multiplying, with more splinter clans springing up across the realms every day. Many of these are swiftly annihilated or annexed, their members reduced to thralls or mining-serfs. Yet others find their own place and go on to carve out impressive extensions of the great Under-Empire.

Splinter clans typically take after their parent clan in terms of cultural quirks and specialisation, usually in the belief that they are the true masters of their chosen field. Every Clan Skryre has a knack for techno-arcane ingenuity, though usually they will focus upon a specific tactic or weapon; they might have an obsession for launching barrages of doomrockets, or perhaps, like Clan Snyke, they craft particularly long-ranged jezzails to pick off their foes from afar. Likewise, each

Clan Pestilens fields vast swarms of pox-furred Plague Priests, while Clans Moulder fill their burrows with flesh-crafting pits and beast-warrens. Clans Eshin are notable for their underhanded methods and skill at assassinations, while Clans Verminus are typically large and well armed, boasting the most numerous army swarms.

Even the smallest and least influential clan is utterly assured of its own superiority and displays a megalomaniacal desire to expand its territory. When the time comes to surge forth towards new conquests, it brings its full, teeming might to bear against the enemy.



Skaven clans vary greatly in composition, since their makeup is largely dependent on the Great Clan from which they originally hail. At the fundamental level, a clan consists of one undisputed (at least openly) leader, their personal cadre of ambitious lieutenants, and several companies of warriors and war machines. Not counted as part of the military structure, but no less vital to its successes, are the countless thousands of breeders, thralls and serf-rats that perform the back-breaking labour of digging out new burrows, excavating mining tunnels, scavenging for food and weapons, and generally keeping the clan's engine of conquest running. Needless to say, these poor wretches get no thanks for

their efforts and, indeed, are treated with hostile and sometimes lethal contempt.

Without exception, skaven clans are geared towards ceaseless conquest. Skaven are venal and avaricious creatures, always wanting more: more loot, more glory, more territory and, most of all, more power. They rarely consider the long-term ramifications of their aggression, displaying a short-sightedness strangely at odds with their obvious cunning. They have no interest in tedious matters such as logistics and supply, which do not provide an immediate and personal benefit. Many times, a skaven clan has overrun vast new territories only to find itself surrounded on all sides by enemies or without enough food to satisfy its teeming population. The Horned Rat's children tend to consume resources far more quickly than they can seize them – a self-inflicted issue that then leads to the need for further and even more ambitious conquests.

Each and every skaven clan exists in a state of permanent belligerence with its neighbours, and this constant internecine warfare is considered a way of life. Indeed, it is a tenet of the Great Horned Rat that his children must climb to glory over the corpses of their own kin. Often, these conflicts are nothing more than minor struggles over food, supplies or territory, but sometimes they explode into full-blown civil wars, which only the interference of the Grey Seers can prevent. More often, the prophets of the Masterclan opt for violent escalation, whether out of self-interest or simply boredom.

The duardin airship roared in low over the canyon, its armaments spitting fiery trails of death that ripped through the mass of squirming bodies, turning dozens of skaven into puffs of pinkish mist.

Observing the carnage from a safe distance through his helmet-mounted warpscope, Warlock Engineer Ritticrik of Clan Zkritt cocked his head and nodded in grudging appreciation. The sky-beards certainly did not lack for firepower.

Still, it was clear that for now they were holding back their heaviest ordinance for fear of obliterating their own warriors, who were now deploying to surround the cornered skaven at the foot of the canyon. With every passing moment, more sky-suited duardin leaped into battle from the gunwhales of low-flying transports or descended upon their strange, orb-shaped engine harnesses.

'Foolish beard-things,' Ritticrik snickered.

'The flying boats are in kill-range,' squeaked one of his crew-rats. 'Do we shoot-fire, mighty Warlock?'

Ritticrik glanced along the tunnel at his artillery pieces: seven huge Warp Lightning Cannons lined up along the canyon wall and hidden behind cunningly concealed casements, sparks of green lightning flickering along their rune-etched barrels.

'Not-not yet!' snapped Ritticrik.

It had cost him a grievous price to lure the troublesome Kharadron here to this narrow ravine, where they doubtless believed they had cornered the majority of Clan Zkritt's strength. To sell the

lie, Ritticrik had sent a not-insignificant number of acolytes, hire-thralls and crew-rats to their death. He would only have one chance to spring his trap.

And so he waited, waited until the bulky silhouettes of the heaviest duardin vessels emerged, dipping through the low-lying clouds until they were roughly level with Ritticrik's own concealed position. Slowly, the huge, flying fortresses began to swing about, levelling their cannons for a devastating broadside that would surely pulverise the last of the skaven now pinned against the far wall of the canyon pass.

'Now-now!' screamed Warlock Ritticrik, yanking a switch that caused the casements to creak open. In an instant, the gloom of dusk was banished by a series of blinding green-white flashes and a deafening thunder as the hidden Lightning Cannons opened up at once.

A dozen and one spears of energy raced across the ravine and struck their target – not the Kharadron ships but the volatile warpstone casings embedded in the far wall. As they hit home, a great mushroom cloud of flame and warp-gas billowed out to engulf the vessels and send them spinning out of control.

Great chunks of rock sloughed away from the detonation site, tumbling down to crush not only the Kharadron but also many hundreds of helpless skaven and valuable Skryre war engines.

Ritticrik shrugged as he watched a stricken Ironclad slam into the cliff face and break apart, its duardin crew leaping clear as it burst into flames.

'Worth it,' he said, baring his teeth in a gleeful grin.



THE MASTERCLAN

The Grey Seers of the Masterclan are the most devious and conniving skaven of all, with quick-firing minds devoted to the expansion of the Under-Empire and the glory of the Great Horned Rat. It is the task of these pale-furred prophets to direct the skaven swarms on the path to ultimate victory.

GREY SEERS

The Masterclan is a small clan by skaven standards, yet the power it wields is truly immense. For as long as the Under-Empire has existed, the Grey Seers have been the guiding claw on the Council of Thirteen, manipulating the leaders of the Great Clans to ensure that the Horned Rat's will is done. This is achieved via a uniquely skaven blend of wheedling manipulation, trickery and merciless violence.

Grey Seers spend the majority of their time in the shadows of

the Under-Empire, attempting to interpret the will of their monstrous deity whilst also plotting their own rise to power. Their calling might be a sacred one, but these grey-furred sorcerers are not adverse to a spot of politicking and self-promotion at the expense of their own kind. Rivalries between Grey Seers often spill over into outright hostility, and more than one skaven invasion has been thrown into disarray as a result of Masterclan power games, at the cost of millions of Clanrat lives.

For all their underhanded scheming, the prospect of facing a Grey Seer on the field of battle is not one that any wise creature would relish. Even the lowliest of their order cuts a striking figure, with their curling horns and long, flowing robes bedecked with arcane sigils and warpstone trinkets. Each of their number possesses a mastery of dark sorcery. With but a flick of their claws, they can summon forth a ravenous rat-swarms to devour their foes or hurl an orb of vile, green magic that causes anything it touches to wither and rot. Should the unthinkable happen and things go awry, a Grey Seer will doubtless be prepared to teleport away in a sudden 'skitterleap', leaving his underlings to their fate.

Many Grey Seers choose to go to war atop one of the creaking contraptions known as a Screaming Bell. This diabolical device is hauled into battle by groaning rat-thralls, the brazen bell at its summit rung by a chained Rat Ogor whose eardrums have long ago been pulverised. The sound of this magical terror-weapon is enough to send most enemies reeling in deafened agony. As the cacophony grows louder, it can shred the very fabric of reality, drawing forth creatures from beyond the veil.

The greatest weapon wielded by any Grey Seer is their frightening intellect. Their ever-churning minds are filled with a million underhanded schemes and devious thoughts, and when they unleash this ingenuity upon the battlefield, the results are always devastating – often to the Grey Seers' own minions as well as their enemies.



THE BELL TOLLS FOR THEE, MAN-THINGS!

THANQUOL AND BONERIPPER

Thanquol is something of a legend even amongst the ranks of the Masterclan. He is a compulsive schemer as inspired as he is delusional, whose consistent ability to escape certain death borders on the supernatural. So unhinged and far-reaching are his machinations that they bewilder even his fellow Grey Seers. That these plots just as commonly blow up in Thanquol's face as succeed does not seem to quell his rabid ambition. His confidence is no doubt boosted by his total addiction to warpstone; Thanquol can ingest quantities of the stuff that would kill any other Grey Seer outright.

Thanquol is almost always sighted in the company of a particularly large and foul-smelling Rat Ogor that he calls Boneripper, which serves him as both bodyguard and steed. This creature has been destroyed on countless occasions, usually while protecting its master from some self-inflicted jeopardy. Yet every time this happens, the Grey Seer scoops up whatever gobbets of flesh remain and commissions agents of the Clans Moulder and Eshin to restore his favourite creation as best they can, often adding new weapons or runic scrawlings.

No matter how drastically his steed is altered, Thanquol always refers to it as Boneripper, with a fondness quite uncommon for a skaven. The reason for his affection soon becomes clear when one witnesses the pair in battle. While Thanquol flings spells, curses and insults from atop Boneripper, his magic bolstered by his reckless consumption of warpstone, the Rat Ogor barrels forward, swinging its club-like arms to crush and pulp the Grey Seer's foes. Each of these stumpy limbs ends in a deadly weapon: either a fume-spewing brazier wielded as a wrecking ball or a warpfire

SCREAMING BELLS

The image of the bell is a recurring symbol in what passes for skaven mythology, and the deafening clangour of a tocsin inspires in them a strange blend of awe, fear and religious devotion. The exact reason for this connection is not fully understood even by the Grey Seers, but they are all eager to exploit it for their own ends. From atop their unholy altars, the Screaming Bells, these deranged prophets preach the word of the Horned One.

Almost all Screaming Bells are fashioned by Clan Resnykt, which has grown rich and powerful off the back of such expertise. These devices are cast in the hellish warpforges beneath Blight City, with the Warlock Engineers of Resnykt shaping each bell according to the desires of the Masterclan, lacing their brass surfaces with copious amounts of warpstone. Then, the Grey Seer who commissioned the Screaming Bell engages in a thirteen-day ritual of desecration and sorcery, their chattering incantations causing the runic engravings across the surface of the bell to ignite in glowing balefire. After this is complete, the Screaming Bell is anointed with the blood of many sacrifices and mounted atop a carriage of wood and iron.

The result is a weapon that could only have been created by creatures as malevolent and insanely ingenious as the skaven. Its demented ringing can cause ears to rupture and lungs to burst, and it can even draw the attention of the Horned One's mightiest servants, the daemoniac Verminlords. The creation of a Screaming Bell is no small matter, and only the most powerful and prestigious Grey Seers can hope to afford such a potent relic. For their part, Clan Resnykt guard their craft-knowledge fiercely; many rival clans have tried to wrest the secrets of the Screaming Bell from them, only to be overcome by a dreadful clangour so loud that it pulverises their skulls.

projector that can spit flesh-melting gouts of cursed flame.

Thanquol is an enigma to his own kind. Rumour has it that he is not from the Mortal Realms at all, instead hailing from the mythical World-that-Was. According to these tales, Thanquol was condemned by the Great Horned Rat for some grandiose error and locked away in a hellish pocket-realm where he would go slowly insane. But the Grey Seer managed to escape, gnawing his way free in a display of cunning that impressed even the Horned One. Somehow he travelled through time and space to find himself in Blight City, where he immediately set about securing his position as

one of the most feared lords of the Masterclan by murdering anyone who opposed him.

Though he does not yet possess a seat on the Council of Thirteen, that is almost certainly Thanquol's goal. Whether the Great Horned Rat still wishes to punish him is another matter; the skaven's malicious god is not known to forgive, but how else can one explain the fact that Thanquol brazenly walks the streets of Blight City? Perhaps, as some of his rivals have posited, the rogue Grey Seer is simply blessed with obscene good fortune. Thanquol himself is too absorbed in his plotting and scheming to give such matters a second thought.





VERMINLORDS

To look upon a Verminlord is to glimpse a fragment of the Great Horned Rat's terrible splendour, for these towering daemons are fashioned from the stuff of the malevolent skaven god. These are living icons of ruin and desolation, scavengers from beyond the veil of reality who come forth to maim and slaughter.

Verminlords are manifestations of every dubious virtue that the skaven prize. They are avatars of lethal cunning, viciously strong and possessed of a darting speed that belies their size. These daemons of the Horned Rat occupy a sacred position in skaven society as malevolent overseers of the ever-growing Under-Empire. They act as patrons for particularly promising skaven, manipulating their chosen puppet from the shadows by whispering secrets and lies into their mind. It benefits the rat-daemons to have disposable minions to serve their needs, for such fools can be blamed should matters go awry; though they are immortal and fearsomely powerful, Verminlords share the same anarchic spirit as all children of the Great Horned Rat and see others of their kind as rivals to be undermined and destroyed.

However, despite their manipulative nature, Verminlords relish the moment when they step from the shadows and reveal themselves in all their terrible glory, dismembering their foes in a blinding flash of monstrous talons. They delight in the rampant panic that such a grand entrance inevitably causes, feeding upon the terror of their intended prey.

Just as the Great Horned Rat is worshipped in many different aspects, so too do his Verminlords represent these varied personas. Some of these beings are drawn to particular Great Clans that venerate their traits and temperament. Yet the mandate of the Verminlords is to dominate all skaven, and they will gladly terrify any and all ratmen into doing their bidding.

VERMINLORD WARBRINGERS

The most commonly seen of the Horned Rat's daemons, these warlike beings represent their deity's unending desire for conquest and slaughter. Arrogant, belligerent and territorial, they are particularly favoured by those of the Clans Verminus, who beseech the Warbringers for aid in their endless campaigns. These are the mightiest warriors amongst the Verminlords, and the sight of them carving through their foes can inspire mortal skaven to enter a frothing murder frenzy.

VERMINLORD DECEIVERS

In comparison to their aggressive kin, Verminlord Deceivers are secretive killers, preferring to use their supernatural stealth to strike unseen. Closely associated with the Clans Eshin, these half-glimpsed terrors always seem to be cloaked in shadow and speak in a susurrus of maddening whispers that seems to emanate from every dark corner. When they finally decide to eviscerate their victims, Deceivers burst from the darkness with unfathomable speed, leaping and twisting in mid-air as they loose volleys of spinning doomstars. Those foes not shredded by these lethal missiles are sliced apart by warpstilettos that locate vulnerable organs with surgical precision.

VERMINLORD CORRUPTORS

The Clans Pestilens revere these Verminlords above all, as they embody the Horned Rat's love of all things pestilent and decaying. These are daemoniac avatars of the

Great Corruptor, and every fibre of their being is rife with his foulness. Indeed, the very air around them seems to curdle as a noxious miasma spills from between their yellow fangs. Lice writhe in their scabrous pelts, and scars and buboes mar their pale flesh. Corruptors display a fanaticism rare amongst their kind; they are single-minded in their attempts to spread contagion and rot across the lands. Even as they swing their plaguereapers with savage skill, they spew forth streams of reeking vomit and utter vile incantations that unleash horrific, skin-melting poxes upon their prey.

VERMINLORD WARPSEERS

The most mysterious and rarely seen of the Verminlords are the Warpseers, arch-manipulators who conspire with the Grey Seers of the Masterclan to direct the teeming skaven swarms. Their eldritch abilities are beyond even those of their fellow rat-daemons, and their every utterance seems to thrum with barely restrained sorcery. With a screeched incantation, they can call forth a ravaging warpgale, the skies darkening as forks of warp lightning slam down upon the battlefield with lethal force. Each Warpseer clutches a pulsing scry-orb, an artefact granted by the Horned Rat that allows them to decipher the future and glean all manner of secrets. Though they are loath to do so, knowing the punishment they will face from their merciless master, they can also hurl these devices to detonate in a cascade of fractured images and half-glimpsed possibilities, a cloud of madness that blasts the minds of those who witness it.

LORD SKREECH VERMINKING

The name Skreech Verminking is one that most skaven dare not utter, for even the most pious Grey Seer shudders at the thought of the Rat King appearing before them. He is the mightiest of all Verminlords and the favoured left claw of the Great Horned Rat. In his time, Verminking has overseen the wholesale destruction of countless proud civilisations and commanded clan-swarms large enough to cover entire continents in a tide of writhing fur. He commands the sum total of all skaven knowledge: the shadow-shifting of Eshin, the ingenuity of Skryre, the fury of Verminus, the plague-mastery of Pestilens and the fleshcraft of Moulder.

Legend has it that Skreech Verminking began his existence not as one entity but as an entire Council of Thirteen composed of the most devious and mightiest skaven of their age. So great was their power and influence that these Lords of Decay supposedly sought to combine their genius in order to murder and supplant the Great Horned Rat himself. Needless to say, their coup failed. The plotters were sealed in a metaphysical prison of the Horned One's devising, trapped for millennia in starving desperation with only each other for company, their sole pastime an endless cycle of recrimination and tail-lashing.

When at last the Great Horned Rat opened the gaol, what emerged was a hideous amalgamation of flesh and fur; in their madness, the traitorous Lords of Decay had merged into one being. The Great Horned Rat moulded this abomination into the Verminking, and ever since, he has carried out the skaven god's will with ruthless efficiency, directing the Shadow Council in its ceaseless war against all non-skaven life.



WEAPONS OF SKRYRE

The warlocks of the Clans Skryre are madcap inventors and weaponsmiths who delight in the creation of warpstone-fuelled engines of mass destruction. Though they are all too happy to sell these murder-weapons to the highest bidder, they turn the most devastating ones against their many foes.



The factory-burrows of the Clans Skryre can be found in every corner of the Under-Empire, usually spewing toxic warp-fumes that turn the skies a lurid yellow. These hellish workshops pump out an incredible variety of murderous implements, ranging in size from handheld warpflame-spitters through to colossal lightning-cannons that can split a mountain in two with a single crackling volley.

The warlocks of the Clans Skryre have grown vastly wealthy from the sale of these lethal devices, and this, in turn, has allowed them to create ever more bizarre and excessive contraptions. Many clans specialise in a particular school of warpstone engineering; for instance, Clan Zikk is renowned for its city-sized parasite-engines that can drain entire regions of life in a matter of days, while Clan Blistryk has mastered the foolhardy art of bolting warpflame-hurlers onto Doomwheels and sending these fiery death-engines scything through its enemies.

In recent times, the Clans Skryre have ramped up their already ravenous search for resources, redoubling their use of aether-bores and titanic gnawdrills to dig into the crust of the realms in search of explosive minerals, realmstone or volatile fuels. Through the reckless use of such resources, many new inventions have been brought to the battlefield – with spectacularly violent results.

In Hysh, Clan Thikkrik mixes crushed aetherquartz with flecks of warpstone and feeds this powder to the 'brain-skaven' that control the clan's Stormfiends – a process that allows the lumbering weapon-ogors to shoot with punishing accuracy for a brief period but also occasionally results in their mutant handlers messily exploding.

Clan Rhukrit of Ghur's Ravenous Steppes, meanwhile, has come up with an ingenious solution to the problem of orruk hordes rampaging across its domain. Its warlocks have bolted scores of Doomwheels together into a massive device they call the Hellthresher – a gigantic mowing engine of death that rattles across the plains, engulfing hundreds of foes at once and grinding them into a bloody mist. Several Screaming Bells have been mounted atop this disturbing machine, heralding its arrival with an ominous clanging.

WARLOCKS

The warlocks of Skryre are the skaven equivalent of master engineers, though they practise a truly deranged form of science. By blending dark sorcery with warpstone-fuelled technology,

they create all manner of insane devices, including crackling warp-power talons, toxic gas-spewing cannons and screaming scatter-rockets that detonate in a lurid green fireball. There are as many different kinds of warlock as there are schools of skaven engineering, from Warlock Fumigators to Warlock Warpnavts to Warlock Minelayers.

The greatest of their number are known as Arch-Warlocks, skaven who marry their skill at artifice with a talent for politicking, assassination and intimidation. Clad in riveted metal power-suits that deflect bullets and blades, these figures lead the Skryre swarms in battle, unleashing a murderous barrage against the foe with their arsenal of warp-powered weapons.

Warlock Engineers are those Skryre artificer-rats who have mastered the various branches of skaven engineering. Skilled in the creation of ingenious murder-weapons, these skaven take every opportunity to put their latest inventions to the test. They prefer to strike from behind a well-placed wall of less important minions, firing their warlock pistols or unleashing bolts of warp lightning from techno-arcane contraptions.

Even by the standards of their own kind, Warlock Bombardiers delight in indiscriminate carnage. These master artillerists focus on launching explosives from afar, delighting in all manner of ballistic devastation. Though just as capable of wielding sorcerous powers as their kin, they prefer to scamper into battle clutching doomrockets – long, brass poles with a trigger at

one end and a sizeable payload of volatile warp-powder at the other. When the Warlock Bombardier squeezes the trigger, this warhead is launched in a parabolic arc, soaring through the air before detonating with a ferocious boom and a powerful shock wave – hopefully right in the faces of the Bombardier's enemies.

SKRYRE ACOLYTES

The demented schemes of the clans' warlocks are implemented by a teeming mass of underlings known as Skryre Acolytes, skaven minions who scurry about fulfilling their masters' every crackpot command. They are miners and tinkers, labourers and munitions-carriers, and they sit just above those luckless thrall-rats who serve the Clans Skryre as 'volunteers' in lethal weapons-testing experiments.

Every Skryre Acolyte wishes to one day become a warlock, and – like all skaven – is utterly convinced of their own remarkable genius. While they wait for an opportunity to murder their rivals and claim a workshop of their own, they fight for their clan as foot infantry. Donning gas-hoods, thick robes and steam-belching backpacks, they take to the field of battle armed with bandoliers of glass globes.

Seemingly innocuous at first glance, these spheres are in fact a truly horrific weapon, for each is filled with a warpstone-derived gas known to the skaven as poisoned wind. The globes are hurled into the ranks of the enemy, where they shatter apart and release their corrosive contents. A single breath of poisoned wind causes the lungs to fill with bubbling liquid and the skin to blister and burn. Eyes melt into bloody streaks, while bones snap and splinter. Screaming in agony, the luckless victim is essentially dissolved from within.

Skryre Acolytes recklessly hurl volleys of poisoned wind globes until the battlefield is smothered in a deadly miasma. Barring the occasional disaster when a skaven mishandles one of the fragile spheres, such attacks often prove murderously effective against even the most resilient foes.

DOOMWHEELS

At first, the skaven's enemies share bewildered looks as bizarre, wheeled contraptions come rattling across the battlefield towards them, each piloted by a goggled skaven and given motion by the scampering movement of countless propulsion-rats. Confusion – even amusement – soon gives way to sheer terror as the infernal war engine smashes into their ranks, crushing everything in its path to a bloody paste while spewing scorching torrents of warp lightning.

Of all of the Clans Skryre's inventions, it is perhaps the Doomwheel that best embodies their madcap ingenuity. These line-breaking weapons are powered by a warpstone generator, which is in turn sparked by the rats running in the Doomwheel's twin treadmills. It is this generator that causes the engine to discharge bolts of green-black energy that serve to incinerate any foes hoping to stall the Doomwheel's inexorable momentum. Inside the contraption sits a Warlock Engineer pilot, who steers their vehicle towards thick clusters of the foe, cackling at the splatter of gore and innards that erupts as the spiked and bladed wheel meets soft, yielding flesh.

As with all skaven technology, the Doomwheel is a somewhat temperamental creation. Not only is it incredibly difficult for the warlock pilot to keep the

hurtling vehicle from mowing a bloody path through their own comrades, the living engine of the Doomwheel is also rather unreliable.

Many a Doomwheel pilot has sought to goad their propulsion-rats into boosting their speed, only for the exhausted and enraged creatures to leap at the Warlock Engineer's face with frenzied snarls. On such occasions, the Doomwheel careens madly back and forth as the pilot struggles to regain control of the contraption. Often, this results in a spectacular collision and the warlock's equally spectacular explosive demise.

WARP LIGHTNING CANNONS

The Warp Lightning Cannon is a devastating artillery piece that many a skaven army has used to rain sizzling bolts of death down on their foes. Powered by an enormous chunk of warpstone, this oversized cannon generates a ferociously destructive build-up of energy, channelling this unnatural force along a rune-etched barrel before sending it screeching off towards the enemy. When they strike home, these bolts unleash a coruscating storm of warp lightning that immolates anything in the vicinity.

Needless to say, such awesomely ruinous weapons are prized by many skaven Clawlords. The cannons make excellent siege weapons, melting through stone walls and ironclad gates with ease and blasting great breaches through which the vermin tide can swarm. Yet they are not without their quirks; overeager or untalented crew-rats can easily let the warp-charge build up for too long, overloading the Warp Lightning Cannon and blowing themselves to smithereens in the process.



SKRYRE WEAPON TEAMS

Though they can send forth truly enormous war-swarms into the field, the true power of the Clans Skryre does not lie in their vast numbers but in the deadliness of their factory-built weapons. These devices are often designed not to be wielded by a single skaven but instead to be hauled into battle by a two-rat weapon team. Together, these artillerymen can direct their cumbersome device towards the extermination of the Clans Skryre's enemies.

When it comes to shredding the foe at range, there is no more fearsome weapon than the dreaded Ratling Gun. These multi-barrelled death-machines can spew out an ungodly hail of warpstone-laced bullets, taking down scores of enemies in mere moments. Powered by a complex warp-steam battery and hand-cranked by a loader, Ratling Guns are notoriously difficult to aim. Fortunately, precision is not really necessary when one can fire two hundred rounds a minute.

For closer engagements such as tunnel warfare or city-clearing, the Warfire Thrower is favoured. This dreadful device consists of a sloshing barrel filled with volatile warp-fuel and connected to a crude brass nozzle. When the skaven gunner squeezes a trigger, gouts of liquid fire come roaring out of the weapon, engulfing the target in sheets of evil-looking green flame. The mixture is so unnaturally deadly that once ignited, it cannot be doused with water or sand, and the victim can do nothing but writhe in agony until death mercifully claims them. Unfortunately for the Warfire Thrower's weapon team, their combustible backpack is just as lethal to them as it is to their enemies; a lucky blow or a well-placed sniper's bullet can cause both skaven to be incinerated in a

sudden, roaring fireball, together with anything nearby.

The Doom-Flayer is a device that was originally designed for digging out new mining tunnels – until an enterprising warlock realised it was equally devastating when wielded as a weapon. It consists of a metal ball covered with whirling blades and powered by a warpstone generator that must be carefully tended to at all times, lest it bursts apart in a spray of shrapnel. While one of the skaven team tries to keep the Doom-Flayer from self-destructing, the other directs its business end towards whatever they wish to destroy. Cackling maniacally, the crew-rat ploughs through the enemy in a spray of viscera, the lethal spinning blades slicing through bone, metal and flesh as if they were parchment.



One of the rarer devices wielded by Skryre weapon teams is the Warp-Grinder. Another industrial implement transformed into a destructive weapon, it consists of a warp-core haphazardly attached to a drillhead. When activated, it projects a violent energy field that pulverises every scrap of solid matter in a wide arc ahead of the wielder. It is commonly used not only to obliterate enemy warriors and war machines but also to create makeshift openings in the earth from which Clanrats can pour through to surround the foe.

WARPLOCK JEZZAILS

Long-distance sniping is a favoured tactic of the skaven, for it involves the least possible amount of risk to one's fur. So it is that the

Clans Skryre field many squads of sharp-eyed skaven equipped with long-barrelled rifles known as Warplock Jezzails. These oversized weapons require a two-rat team to load and fire, but they make up for their unwieldy design by using a form of high-velocity round crafted from refined warpstone that can punch through sigmarite war-plate. These bullets leave a glowing green trail as they zip through the air, striking home with unerring accuracy to burst skulls and take limbs off at the joint.

Jezzails are deadly but slow-firing weapons. If their first shot is not a definite kill, it often leaves the weapon team exposed. Thus, each is equipped with a pavise shield behind which the shooter can cower should their fusillade draw return fire. Often, Warplock Jezzail weapon teams work in concert, shooting from such commanding positions that they turn entire sections of the battlefield into a corpse-strewn no man's land.

STORMFIENDS

Rat Ogors are commonly used as shock troops by the skaven, for their unnatural resilience and brute strength make them perfectly suited to smashing a hole in the enemy battleline. Yet, as is their wont, the Clans Skryre have made improvements. Purchased from the fleshcrafters of the Clans Moulder, Rat Ogors are biologically boosted with warpstone serums and techno-arcane implants in order to transform them into Stormfiends. Swollen and malformed, their pale skin protected by fused armour plating, these lumbering siege-monsters are outfitted with an arsenal of truly cataclysmic weaponry.

Ratling cannons, warfire projectors and grenade launchers that hurl poisoned wind bombs are just some of the tools borne

by these walking artillery pieces. Others are armed with doomflayer gauntlets or grinderfists, allowing them to annihilate their enemies in brutal claw-to-claw combat. Each warlock equips their Stormfiends in whatever manner seems most fitting. Often their

weapon-implants are hacked off between battles so that they may be replaced with a more suitable tool for the next round of killing.

As if their phenomenal resilience, strength and firepower were not enough, sutured to the backs of

the Stormfiends are 'brain-skaven'. These mewling lumps of flesh are fused to their host with wires and tubes, and their hyper-stimulated minds guide the Stormfiends in battle, allowing them to function with a deadly efficiency despite their awkward gait.



DEVOTEES OF PESTILENS

Of all the Children of the Horned Rat, it is perhaps those of the Clans Pestilens who are the most pious. These deranged zealots exist only to spread their weaponised plagues, unleashing these biological horrors upon the enemy in advance of their headlong assaults.



The Clans Pestilens are the most overtly religious of all skaven, worshipping the Great Horned Rat in his aspect of the Great Corruptor. These frenzied, pox-furred zealots display their faith by purposefully infecting themselves with the grotesque diseases and malignancies of their god. Gathering into vast congregations known as Churches of Contagion, they seek to worship the Corruptor by transforming reality itself into a withered wasteland in which skaven are the only creatures left alive. Even then, their holy work will not be finished until the other Great Clans have been conquered and forced to acknowledge the Great Corruptor as the one true aspect of the skaven god.

In order to bring about their demented apocalypse, the Clans Pestilens must first seek out the Thirteen Great Plagues, legendary metaphysical diseases that attack not only the flesh but also the soul. According to the Churches of Contagion, the Great Plagues were concocted aeons ago by the

Great Corruptor and scattered across the Mortal Realms so that his faithful might prove their worthiness by locating and spreading them throughout reality. Cryptic clues as to the location of each are recorded in one of the thirteen Libers Pestilent, tomes of forbidden lore that exude spiritual foulness.

Thus far, the Clans Pestilens have uncovered nine of the Great Plagues. These include the tentacled parasite from beyond the veil of reality known as the Undulant Scourge, the exsanguinating Crimsonweal Curse, and the Redmaw Plague, which transforms living creatures into insane, flesh-tearing cannibals. The clans' most recent discovery is the horrific ailment known as the Bloatfur Eruption, which was unleashed at the dawn of the Era of the Beast with explosively disgusting results.

In time, the Clans Pestilens aim to gather all Thirteen Great Plagues and unite them into a single unholy vessel, thus bringing about the Age of the Great Corruptor and the death of all living things. Until that hour, they concentrate on spreading their malignant presence across the realms, multiplying endlessly into ever more foetid congregations of ruin. The most ancient clans of Pestilens – such as Morbidus, Septik and Feesik – number their Plague Monks in the billions, and countless smaller clans spill forth from their overstuffed warrens every day. Like any infection, once the Clans Pestilens have embedded themselves in a new location, they must be scoured out root and stem.

PLAGUE PRIESTS

The Great Corruptor's most ferocious acolytes are the Plague Priests, frothing, red-eyed lunatics who rule over the Churches of Contagion with an iron claw. True believers in the Corruptor's vile creed, these zealous preachers delight in inflicting the most horrific ailments upon those who dare to defy their god; by spitting forth the words of pestilent prayers, Plague Priests can cause these heathens to erupt in agonising boils and lesions before collapsing helplessly to the ground as their lungs dissolve from within.

Unusually for skaven, Plague Priests prefer to fight from the front, leading their diseased throngs into battle while brandishing a warpstone-tipped stave or a plague censer that spews forth clouds of diseased smog. Ranting all the while, they hack and tear at their enemies in a mad frenzy, delighting in every opened throat and suppurating wound. Should the enemy surround them, they will screech out a prayer to the Corruptor, summoning into being an echo of one of the deadly Great Plagues that soon transforms their assailants into a pile of plague-ridden corpses.

For all their religious mania, Plague Priests must still climb the perilous social hierarchies that dominate skaven society. They strive with single-minded intensity to win their verminous god's blessings, for it is only by doing so that they can outdo their rivals and seize ever greater power. Every one of the Clans Pestilens is led by a conclave of Plague Priests, with the largest such bodies

numbering in the thousands. It is their task to lead the multitudes in worship of the Great Corruptor, extolling their congregations to ever more depraved acts in their deity's name.

Naturally, the Plague Priests within each clan constantly vie for supremacy and will employ any and all means to rise above their rivals. Blackmail, backstabbing and betrayal are no less common in Pestilens society than they are in any of the Great Clans, but such methods are not always enough to earn the fearful adoration of the unwashed masses. Thus, many priests of Pestilens resort to simply inventing new and ever more impressive titles, such as Thrice-Blessed Master of the Scabrous Pelt or Lord High Lesion-Lord. Such overblown appellations are surprisingly effective at inspiring dread and respect in equal measure.

PLAGUE MONKS

Plague Monks form the heart of the seething hordes fielded by the Clans Pestilens. Clad in ragged robes and bedecked with strange religious paraphernalia, they surge across the battleground, scrambling over one another in their eagerness to rip and tear their foes to pieces. The very weapons of such a mob are vectors of plague in their own right, smeared as they are with unspeakable grime and dripping toxins. The merest nick from a Plague Monk's cleaver or dagger can cause rampant infection to take hold, the flesh of the unfortunate victim turning black and rotting away even if they manage to escape the battle.

Though they are inherently cowardly in the way of all skaven, Plague Monks possess a mad zealotry that seems to grow stronger when they gather in large numbers, especially when they

are led by the lunatic rantings of a Plague Priest. On such occasions, they enter a form of unholy fury that stops them from turning tail and fleeing whenever the battle turns against them – at least until they recover their senses and their natural affinity for self-preservation kicks back in.

Throngs of Plague Monks are led into battle by figures known as Bringers-of-the-Word, aspiring acolytes of the Great Corruptor who attach themselves as lackeys and underlings to higher-ranking Plague Priests. In this way, they hope to climb the ladder of power themselves. Should their toadying prove sufficient, they might be granted the honour of carrying a Book of Woe – a profane tome that contains fragments of the Liturgus Infectus. When read aloud, the passages contained within cause the air to curdle and festering, disease-ridden fluids to rain across the ground.

PLAGUE CENSER BEARERS

None but the truly crazed and reckless worshippers of the Great Corruptor would wade into battle armed with a plague censer, a fume-spewing flail as unwieldy as it is deadly. These weapons are whipped back and forth in a frenzy, shattering bones and crushing skulls even as they pump choking clouds of plague-smog into the air.

Before battle, a Plague Censer Bearer carefully fills the head of their flail with a noxious concoction of the Plague Priests' devising. The nature of this substance varies; sometimes it is brewed from warpstone-infused corpse juice, while other times it contains pus extracted from bileworm larvae or the rancid slather of a skaven infected with one of the sacred Great Plagues. In any case, when doused in oils

and set alight, the contents of the censer belch noxious gases, capable of dissolving flesh, bone and armour.

Plague Monks – disease incubators that they are – are somewhat resistant to these revolting fumes. Still, even they will eventually succumb to the poisons, their flesh sloughing away and their lungs turning to bloody froth. It is for this reason that only the most deranged or unfortunate skaven of the Clans Pestilens are chosen to join the ranks of the Censer Bearers. To some, it is a true blessing, for while they are immersed in the choking miasma, they are overcome by feverish hallucinations of their deity and even glimpses of the Great Corruptor's inevitable return to the realms.

Others understand this duty as the death sentence that it is, but they would rather suffer a slow, painful death than risk angering the Plague Priests and enduring an even more gruesome fate. Usually, these more reluctant Censer Bearers are hand-picked by the priesthood, chosen from amongst up-and-coming skaven who might one day challenge their authority. Thralls and rival skaven captured in battle are also routinely offered the choice between either wielding a censer or being rendered down and used as ingredients for the vile brew within it.

Whatever choices or sentences lead them to taking up their gas-seeping flail, Plague Censer Bearers soon lose themselves to a murderous frenzy when the fumes begin to take hold. They swing their weapon as if they were possessed, barrelling into their foes without a thought for their own safety. Even as their own flesh begins to bubble and disintegrate, they keep on killing, babbling incoherent praises to the Great Corruptor.





PLAGUE FURNACES

Each of the skaven Great Clans prizes its war machines, and the Clans Pestilens field a particularly horrific variety of filth-spewing engine. One of these is the Plague Furnace, a rolling carriage of rotten wood and rusted metal hauled into battle by a throng of chanting Plague Monks. The sheer

bulk of the Plague Furnace is a potent weapon in its own right; many foes are crushed to paste beneath its grinding wheels, but this is merely a foretaste of the horrors to come.

At the heart of the Plague Furnace is a mighty censer similar to those wielded by Pestilens warriors in

battle, though this one is many times larger and marked with angular runes that hurt to look upon. Before each battle, the censer is filled to the brim with an unholy blend of raw warpstone and disease-ridden carrion before being doused with alchemical oils and set aflame. Once alight, it begins to glow, casting the

battlefield in a foreboding light. The runes engraved on the metal device pulse and shine, their light reflected in the crusted, milky eyes of the surrounding skaven.

As the pack of claw-chosen Plague Monks pulls the device along, the great, blazing sphere of brass swings back and forth, emitting a thick cloud of toxic smog that billows out across the battlefield. This soupy miasma drives devotees of the Great Corruptor into an ecstatic frenzy even as it causes the flesh of their foes to bubble and peel from their bones. In a matter of moments, the field is littered with corpses, bodies twisted unnaturally in the last moments of their agonising death throes.

Should these killing fumes prove insufficient to bring down an enemy, the Plague Monk crew – granted unnatural strength by exposure to burning warpstone – will send the censer hurtling forward like a blazing battering ram. Used in such a way, the Plague Furnace can shatter – the ribcage of a monstrous foe or smash down a portcullis or palisade to allow shrieking Plague Monks to spill through the breach. Furthermore, the impact causes a lethal cloud of plague-smog to roll outwards, so that those few dazed survivors still standing begin to choke and convulse as their bodies decompose.

For all their killing power, Plague Furnaces are more than just weapons. They are altars of corruption and mobile pulpits from which a Plague Priest can shriek a constant stream of insane dogma, summoning noxious plague-winds to sweep through his foes and bestowing dark blessings upon his own kin. The enervating aura of a Plague Furnace seems to enhance this sorcery, magnifying the effects of each eldritch contagion unleashed by its ranting occupant.

PLAGUECLAWS

Though they prefer to wage their battles at close quarters – where they can witness the gruesome results of their plaguecraft first-hand – sometimes the Clans Pestilens must strike from afar. On such occasions, the Great Corruptor's priests order forward batteries of catapults known as Plagueclaws.

These rotting war machines are simple in design and hideously effective in practice. They consist of a huge hardwood frame with an attached throwing arm that is cranked slowly backwards by the Plagueclaw's loader-rats. At one end of this arm is a metal bowl, into which a Pestilens artilleryman pours a rank and bubbling mixture of toxic sludge composed of decaying corpse-matter and acidic effluvia.



'Unleash the Plagueclaws, yes-yes! Let them shower the man-things with flesh-melting gifts. If they will not come out of their burrow, we shall drown them in a sacred tide of filth.'

- Plague Priest Merkitch of
Clan Iytech



Once the Plagueclaw is loaded, a lever is tugged and the vile brew is launched high into the air to rain down as a foul deluge upon the heads of the enemy. Those who are not melted to slurry by the acidic downpour are stricken by fast-acting contagions. As a result, they are rarely able to defend themselves when a hollering mob surges forward in the wake of the Plagueclaw's gruesome bombardment, stabbing and slashing with wild abandon. Thus do the Clans Pestilens deliver their gifts even to those foes who think themselves safe behind fortress walls.

Plagueclaw catapults are often arranged at the rear of a virulent procession, in positions where they can inundate the enemies of Pestilens with misery and decay while remaining protected by a swarming shield of Plague Monks. They are seen as divine instruments of the Great Corruptor's will, the devices by which he bestows pestilence upon the worthy and unworthy alike. Each splattering volley is greeted by a chorus of chants and howls of delight as it soars over the heads of the faithful.

The Plague Priests take great care to load their most precious and infectious brews into the Plagueclaws, for they know that a single barrage from these weapons can end a siege before it begins. On occasion, the weapons have even delivered precious doses of one or more of the Great Plagues; at the Battle of Blood Spew, a battery of Plagueclaws hurled globes filled with essence of Crimsonweal into the ranks of the skaven's Lumineth foes, causing the shining phalanxes of the aelf-lords to collapse in a gory wave as blood gushed forth from eyes, noses and throats.

Whatever the nature of their payload, accuracy is of little concern to the crew of a Plagueclaw. These are indiscriminate weapons, designed to cover entire sections of a battlefield with disease-ridden slurry. The skaven artillerymen who man them need only land their missiles roughly in the vicinity of the enemy to cause an epidemic to spread like wildfire through their ranks. If they misjudge a shot and accidentally drop a bowlful of toxic slime atop a cluster of their own warriors, then no matter; those who survive are clearly blessed by the Great Corruptor, while those who are melted into slimy skeletons obviously displeased him in some manner and deserved their gruesome fate.



WARRIORS OF VERMINUS

The Clans Verminus do not win their many wars through the application of twisted science or virulent plagues but through their horrifying superiority of numbers. Their militarised swarms will eventually overwhelm any foe, burying them beneath a mass of unwashed fur and stabbing blades.



Rarely is it that a skaven army marches to war without at least a small detachment of warriors from the Clans Verminus amongst their number. It is these warmongers that provide the vast quantities of warriors and thralls that keep the armies of Blight City scurrying ever onwards in search of new lands to conquer. They might be scorned for their bluntly simplistic attitudes by those Great Clans with more esoteric skills, but without the incalculable numbers that Verminus can bring into the field, the conquests of skavendom would be lesser by far.

For their part, the masters of the Clans Verminus scoff at their rivals' insults. They know more than any skaven the value of unlimited ratpower, and each of them has spent untold thousands of skaven lives in the pursuit of glory. The aspect of the skaven god that they worship – the many-tailed King of Lashes – demands a constant stream of martial victories, and his faithful believe that they alone will have earned his favour when the skaven's ultimate victory over the lesser beings of the realms is finally achieved.

This aggression is not solely reserved for external foes. The civil wars and bitter feuds that erupt between the Clans Verminus are legendary, for they tend to involve thousands of belligerents. Every now and again, Blight City will suddenly erupt in a frenzy of bloodshed as one clan or another seeks to please the Horned One by violently disposing of its rivals.

Most recently, the mighty Clan Fang was nearly undone by a treacherous night assault by its supposed allies in Clan Phrik and Clan Dessik. In the end, the clan emerged triumphant, but only after High Claw-Marshal Whittersbik collapsed an entire muster-burrow, crushing not only his treacherous enemies but also several thousand of his own Clanrats.

CLAWLORDS

The generals of the Clans Verminus are known as Clawlords and are possessed of a towering arrogance and an unquenchable thirst for conquest. These are the most accomplished warriors of the skaven race – not necessarily the strongest or the swiftest, but they fight with the most underhanded cunning. Though they are deadly combatants, Clawlords see no reason to risk their own hides when they have thousands of minions to do the dying for them. With shrieks and hissed threats, they exhort their swarming underlings to overrun the foe whilst keeping a wary eye out for escape routes, in case the battle turns against them.

The title of Clawlord is not granted in some formal ceremony but earned and seized in blood. Each

of these veteran killers once served under another skaven whom they eventually butchered and replaced in a violent coup. While there is sometimes a desperate duel to the death, more commonly, a Clawlord's ascension follows their predecessor's unfortunate and untimely death – perhaps run through the back in the heat of battle by a poisoned dagger or pushed off a ledge while surveying their latest gnaw-muster. In the Clans Verminus, as in all of skaven society, death often comes swiftly and without warning.

Clawlords are more than capable of tearing into their foes with glaives or warpforged sabres, but for all their swaggering confidence, they are all too happy to turn tail when the odds are no longer in their favour. Given the choice, a Clawlord will opt for self-preservation over valour every time, throwing the lives of his troops away without a flicker of compunction as long as he lives to fight another time. But on those occasions when they find themselves cornered and without a minion to sacrifice in their stead, Clawlords will fight with a desperate fury that almost resembles courage.

CLANRATS

The core of a typical skaven army consists of a vast horde of Clanrats clutching rusty, mismatched weapons and marching beneath the spiky banners of the Clans Verminus. On an individual level, such a fighting force does not bear much scrutiny; skaven do not make for naturally gifted warriors, and they are ill-disciplined, cowardly and prone to stabbing

each other in the back. Yet only a fool would dismiss them as harmless. When battle comes and the skaven masses charge together in a shrieking, flea-bitten rabble, they gain a kind of insane mob-courage. Falling upon their enemies, they bite, tear, stab and spit, trampling over each other in their desire to kill. In any such assault, many hundreds of Clanrats will inevitably meet a gruesome demise, but the Clawlords of Verminus know well that in a war of attrition, the Under-Empire will always emerge victorious.

When the slaughter is done – and assuming they have triumphed – the surviving Clanrats scavenge the corpses of the dead for shiny trinkets and weapons. In addition, they often take the opportunity to quell their appetite; so hyperactive is the skaven metabolism that, after particularly frantic exertion, they may enter a ravenous mania known as the ‘black hunger’. In this near-mindless frenzy, they must either devour enough food to sate themselves or else perish as their insides consume themselves. Thus, come battle’s end, the casualties of both sides soon become carrion for the Clanrats – whether they are dead or not.

STORMVERMIN

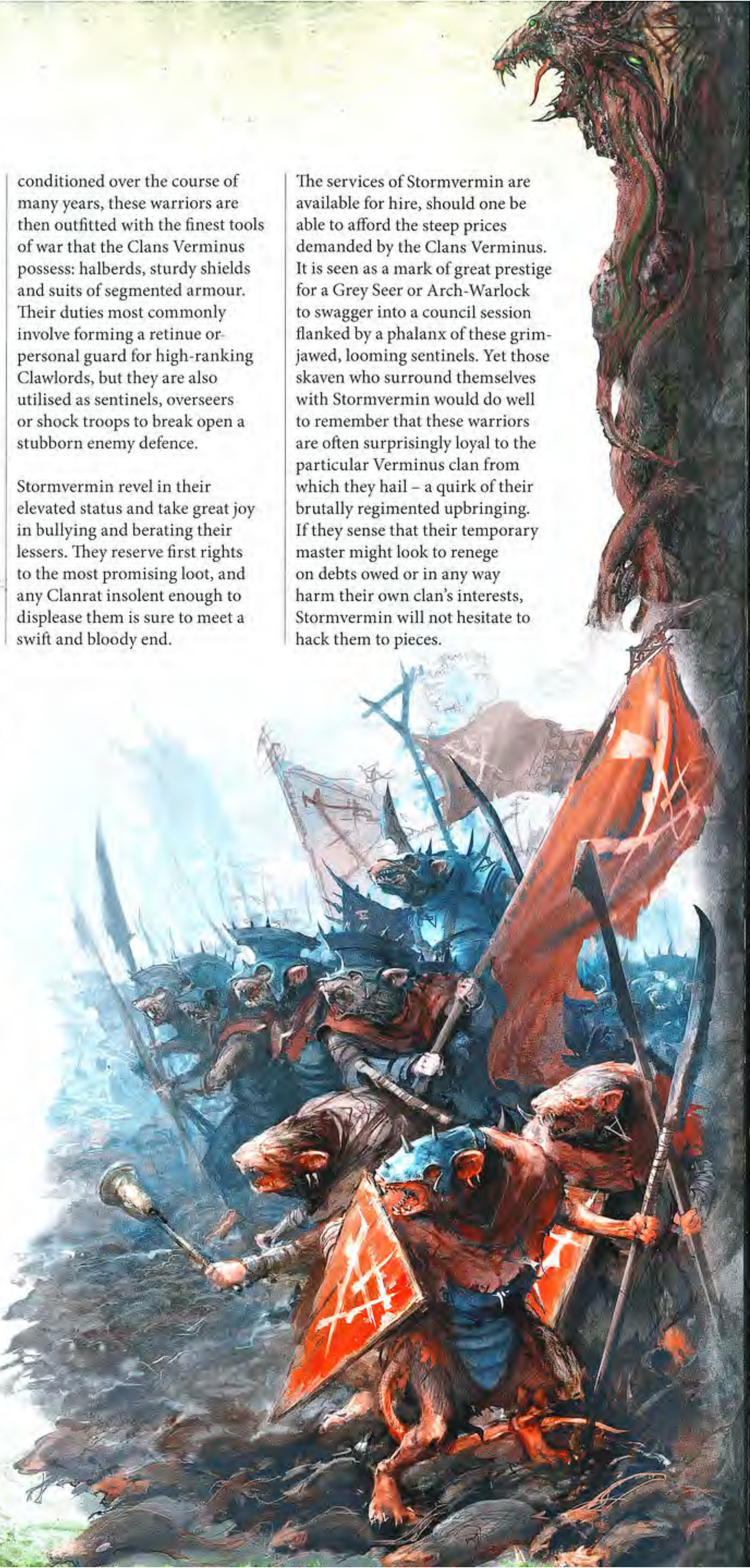
Distinguishable from common Clanrats by their muscular builds, well-maintained armour and general air of menace, the Stormvermin are the fighting elite of the Clans Verminus. Unlike their fellow skaven, they kill not in a desperate frenzy but with trained precision, methodically skewering and disembowelling their foes.

As litter-spawn, Stormvermin are marked out by their impressive stature, their dark fur and their propensity for murdering their lesser kin. Brutally trained and

conditioned over the course of many years, these warriors are then outfitted with the finest tools of war that the Clans Verminus possess: halberds, sturdy shields and suits of segmented armour. Their duties most commonly involve forming a retinue or personal guard for high-ranking Clawlords, but they are also utilised as sentinels, overseers or shock troops to break open a stubborn enemy defence.

Stormvermin revel in their elevated status and take great joy in bullying and berating their lessers. They reserve first rights to the most promising loot, and any Clanrat insolent enough to displease them is sure to meet a swift and bloody end.

The services of Stormvermin are available for hire, should one be able to afford the steep prices demanded by the Clans Verminus. It is seen as a mark of great prestige for a Grey Seer or Arch-Warlock to swagger into a council session flanked by a phalanx of these grim-jawed, looming sentinels. Yet those skaven who surround themselves with Stormvermin would do well to remember that these warriors are often surprisingly loyal to the particular Verminus clan from which they hail – a quirk of their brutally regimented upbringing. If they sense that their temporary master might look to renege on debts owed or in any way harm their own clan’s interests, Stormvermin will not hesitate to hack them to pieces.



MONSTERS OF MOULDER

The Clans Moulder are makers of monsters, feared and reviled even by their fellow skaven. They utilise the most appalling fleshcraft to create grotesque living weapons and then loose these stitched-together horrors upon their foes with gruesomely effective results.



Skaven armies make use of many lumpen war beasts and misshapen monstrosities, and each and every one of these nightmares is created by the fleshcrafters of the Clans Moulder. Employing horrific alchemical techniques along with crude surgery and a smattering of dark magic, the Master Moulders meld the flesh of different creatures together to form truly hideous aberrations of all shapes and sizes. Their most famous creation is probably the hulking Rat Ogor, a type of overgrown rodent whose brute strength is greatly desired by the other Great Clans.

The Clans Moulder worship the Great Horned Rat in the image of the Writhing Broodsire, a gigantic, shapeless mass of verminous flesh with a trillion tails and yellow, gnawing fangs. Their demented aim is to one day bring this entity oozing into reality, so that they too might be absorbed into the Broodsire's stinking mass. Unsurprisingly, most other skaven want as little to do with the Master Moulders as physically possible, only engaging with the insane

beings when they require more mutant monsters to fill the ranks of their armies.

MASTER MOULDERS

Only the most deranged of skaven rise to the rank of Master Moulder. These are the undisputed leaders of the Clans Moulder, unsurpassed experts in the vile arts of fleshcrafting and warpstone-triggered mutation. They are quite as vile and murderous as their creations, and many have been grotesquely mutated by constant exposure to warpstone; vestigial limbs, multiple tails and ingrowing fangs are common ailments that Master Moulders proudly display. Others are entirely hairless or have grotesquely swollen skulls that throb disconcertingly as they speak.

In battle, Master Moulders wield the very lashes with which they keep their vile creations in line, swinging them hard enough to strip the flesh from their victims. Often, these flails are tipped with warpstone shards, so that each wound they cause soon starts to suppurate and blacken. They also use spring-loaded polearms known as 'things-catchers' to ensnare foes, especially those they wish to experiment on in the comfort of their foetid flesh-laboratories.

PACKMASTERS

The hideous monstrosities that the Clans Moulder create are possessed of a bestial hunger, and left to their own devices, they will soon start feasting upon or tearing apart nearby skaven. While they do not care in the least about a few dead Clanrats, the Master Moulders

know also that such distractions prevent the beasts from carrying out their true task: overwhelming and devouring the enemy.

Thus, the fleshcrafters ensure that their abominations are driven into battle by Packmasters – beast-handlers picked for their cruelty and spite. It is their task to goad their fearsome charges into the fray with lash-whip and polearm, setting about the creatures until they are riled to a murderous rage and ensuring that their fury is directed upon the foe. It should come as no surprise to discover that Packmasters do not tend to live very long.

WAR RATS

Moulder's experiments do not solely give rise to huge, musclebound brutes. Rats of every size are birthed within the flesh-pits, from silent little spy-rats no larger than a thumbnail to the dog-sized Giant Rats that the Clans Moulder use in the fashion of hunting hounds to run their prey to ground. These creatures are agile and swift, possessed of a tireless stamina and a keen scent. They launch themselves at the enemy in waves, bearing them down through sheer weight of numbers and ripping them to shreds with their oversized front fangs.

Rat Swarms are perhaps more terrifying still. Vast hordes of lesser vermin accompany the skaven swarms to war, seething across the battlefield in their multitudes. Luckless foes are engulfed by this mass, the meat stripped from their bones by gnawing teeth in a matter of agonising moments.

RAT OGORS

Of all the Clans Moulder's creations, it is perhaps the Rat Ogors that play the most important and ubiquitous role in the skaven way of war. Naturally scrawny creatures, skaven do not tend to fare well against the more brawny foes that they commonly face on the battlefields of the Mortal Realms – gargants, rampaging Chaos monsters and the like.

To the Master Moulders, the solution was simple: they took skaven and captured ogors and fused the two together, blending the speed and agility of the former with the size and raw strength of the latter. Accomplished through a mixture of cryptosurgery and warpstone sorcery, this resulted – after a few notably disastrous accidents – in a breed of formidably muscled, rabidly ferocious and extremely stupid monsters with an insatiable hunger for raw meat.

Now Rat Ogors are sold at a premium to any and all skaven clans, for they have proven to be terrifyingly effective shock troops. Driven into battle by Moulder Packmasters, these berserk monstrosities thunder into the ranks of the foe, sending bodies flying as they smash, rip and tear in half those not wise enough to turn and flee.

HELL PIT ABOMINATIONS

The Hell Pit Abomination is perhaps the pinnacle of Moulder fleshcraft, a living mountain of unwashed flesh that crawls and undulates across the battlefield, crushing scores beneath its stinking bulk even as its myriad limbs reach out to drag more luckless foes into its enormous, dribbling maw.

Hell Pit Abominations consist of many different beasts welded and stitched together into one

appalling whole. Most of them are half-blind and unable to move their swollen heads, meaning that they hunt purely by scent and sound. When an Abomination hears something that might be edible, it moves with surprising speed, hauling its wheeled carriage towards the sound and quivering nightmarishly in its eagerness to feast. Those too struck with terror to flee are faced with a looming wall of scarred skin and wobbling blubber, a mass that rises high before crashing down upon them and smearing them across the earth.

Owing to their resemblance to the unholy form of the Writhing Broodsire, Hell Pit Abominations occupy something of a revered

place in Moulder society. When they are not causing carnage upon the battlefield, they thrash and squirm in cavernous dens, attended to by throngs of worker-thralls who scrub their blistered hides and serve as light meals whenever the Abominations grow hungry. Many Master Moulders, such as those of Clan Wrelkh, believe that these titanic aberrations somehow hold the key to bringing the Broodsire slithering forth from its extradimensional lair. They have begun to join several Abominations together into a great mass of filthy fur and writhing limbs, creating a living fortress of flesh that has already consumed vast segments of their undercity.



AGENTS OF ESHIN

The Clans Eshin carry out their murderous business in the dark corners of the Under-Empire, hiring themselves out as spies and assassins. So attuned to the shadows are these mysterious skaven that they can breach any fortress and locate any mark, fulfilling their kill-contract with a well-placed blade.



However high a skaven climbs in the ever-shifting power structure of Blight City, however many guard-rats they surround themselves with and however many ingenious traps and curses they place about their sleeping quarters, they know they are never truly safe. They live in fear that, one day, they will hear a hiss of laughter from the shadows and then feel the cold agony of a blade sliding across their throat. This is the aura of paranoia generated by the Clans Eshin and lovingly cultivated by every act of murder, mutilation and mayhem carried out by their elite assassins.

Of all the Great Clans, it is certainly the Clans Eshin that are the least understood. Even the ever-watchful Masterclan know worryingly little about their secretive practices and the whereabouts of their hidden cells – though they would never admit this, of course. Exactly how and where the Clans Eshin developed their unique talent for infiltration and murder remains a mystery, but their agents possess a martial

discipline utterly lacking in the average Clanrat. The greatest of their kind can walk on shadows and squeeze themselves through holes no larger than a coin. They can evade the most intricately layered arcane wards and slip past an entire army of Stormvermin to get to their assigned quarry, ending its life in a hail of throwing stars.

It is a common opinion that these skills were mastered somewhere in Ulgu, the Realm of Shadow, for this is where the greatest strength of the Clans Eshin is believed to reside. But even this has not been proved, despite the thousands upon thousands of spies the Masterclan has dispatched into the realm – none of which have ever been seen again.

Misdirection is the greatest tool at Eshin's disposal, and one they wield expertly to unsettle their enemies. The nature of the clans' mysterious masters is kept hidden, disguised by constantly altered illusions and the use of disposable body doubles. Their shadowy burrows, protected by cunning glamours, can apparently be emptied and relocated in the blink of an eye. As to what the clans' true goals are, none can say. The Clans Eshin could likely completely destabilise and perhaps lay sole claim to Blight City with a spate of killings and abductions. That they choose not to is yet another mystery, one that fills the minds of their rivals with suspicion and fear.

The Clans Eshin see the Great Horned Rat as the Shadow of Murder, a slinking abomination that delights in the anarchy caused by a well-timed assassination.

All of their countless schemes and covert missions are executed in order to appease this deity, including those that target the other Great Clans. The Clans Eshin seek to destabilise their own kind with the same merciless precision that they do the other sentient races of the Mortal Realms.

It should not be assumed that Eshin's sole purview is that of isolated acts of murder and sabotage. Though they are not as openly aggressive in their conquests as their rivals, Eshin clans often go to war in vast numbers, using that familiar skaven doctrine of overwhelming numbers to ensure victory. Almost always, such brazen assaults are nothing more than a distraction to draw the eye whilst somewhere else a poison-dripping blade is thrust into an unprotected back.

DEATHMASTERS

Though they accept kill-contracts targeting formidably powerful entities daily, the true masters of the Clans Eshin rarely step from the shadows to dirty their own claws. Instead, they send forth their most trusted and feared agents – the Deathmasters. These master assassins are the subject of many skaven legends; it is often said that they can fit their wiry frames through gaps as narrow as a hair, that they can read their prey's mind and that their very shadows are poisonous.

It is true that Deathmasters are capable of astonishing feats of agility and stealth. These elite killers can leap several times their own height, skitter up sheer walls and bob and weave their

way between volleys of warlock fire. They seem to be almost untouchable in close combat, ducking and dodging their opponent's desperate strikes before sinking a poisoned blade into an exposed throat or belly.

Of course, there are some foes that even a Deathmaster is not bold enough to match blade for blade. For such occasions, they equip themselves with a small arsenal of more esoteric weapons – throwing stars, explosives, gas-bombs and garrottes – all of which they are trained to use with brutal efficiency. It does not matter to the Deathmasters' employers how their mission is accomplished, and they are granted full autonomy to pursue their murderous ends.

GUTTER RUNNERS

The Gutter Runners form the black-clad death squads of the Clans Eshin. They are chosen from the ranks of the Night Runners for their skills of stealth and ambush, claw-picked by their masters to be initiated into the deeper secrets of Eshin. This selection process is highly unusual amongst the Great Clans, for skaven are usually expected to earn a promotion simply by tricking or murdering their way to the top. Skaven are skaven of course, and many Eshin aspirants do try to employ these more underhanded methods to get ahead. Needless to say, those who are caught in the act do not die swiftly or easily.

Trained exhaustingly in the unique combat-arts of the Clans Eshin, Gutter Runners are deadly at both armed and unarmed fighting. Their skills are best employed in the roles of scout and saboteur, where they can use their fleet-footed agility to best effect. They strike at targets of tactical value, spiking guns, murdering officers, poisoning supplies and

generally causing chaos behind the enemy's main battleline. Once the killing begins, they pick the most fitting moment to burst from an unexpected angle, striking wherever the foe is weakest.

NIGHT RUNNERS

The Clans Eshin do not solely operate in small kill-packs. They may lack the sheer weight of numbers that Pestilens and Verminus can bring to bear, but they are perfectly capable of overwhelming their foes with a tide of mangy fur and flesh. Night Runners make up the bulk of Eshin armies and are seen by the clans' leaders as a useful and disposable asset to be hurled into the enemy's guns and blades while

their elite agents take advantage of the mayhem to carry out their covert missions.

Still, disposable as they are, Night Runners are trained to a level beyond their equivalents in the other Great Clans. Each carries a sling or a clawful of throwing stars, missiles they hurl in volleys to disrupt the foe's ranks and sow panic. If there is any sign of a weakness to be exploited, the Night Runners will hurl themselves at it in a blur of fangs and flashing blades. If this does not lead to them completely overrunning their prey, the Night Runners will scurry away, ready to try again from another angle.



SPAWN OF THE HORNNED RAT

When the Great Clans of the skaven muster for war, the very earth seems to writhe as thousands of verminous bodies swarm as one. Behind this unwashed mass of fur and rusty blades come vile, misshapen fiends and arcane war machines spitting steam and warp-sparks. Truly, it is a sight most repulsive and terrifying to behold.



Grey Seer



Clawlord



Having manipulated, double-crossed and murdered his way into possession of a vast war-swarm, the incomparable genius Thanquol prepares to lay waste to his Flesh-eater enemies...





Grey Seer on Screaming Bell



*Clanrat of Verminus
Clan Fang*



*Clanrat hired by
Eshin Clan Stryk*



*Clanrat hired by
Moulder Clan Dregg*



*Clanrat hired
by Pestilens
Clan Vomikrit*



*Clanrat of Verminus
Clan Stabbik*



*Stormvermin
of Verminus
Clan Skarrik*



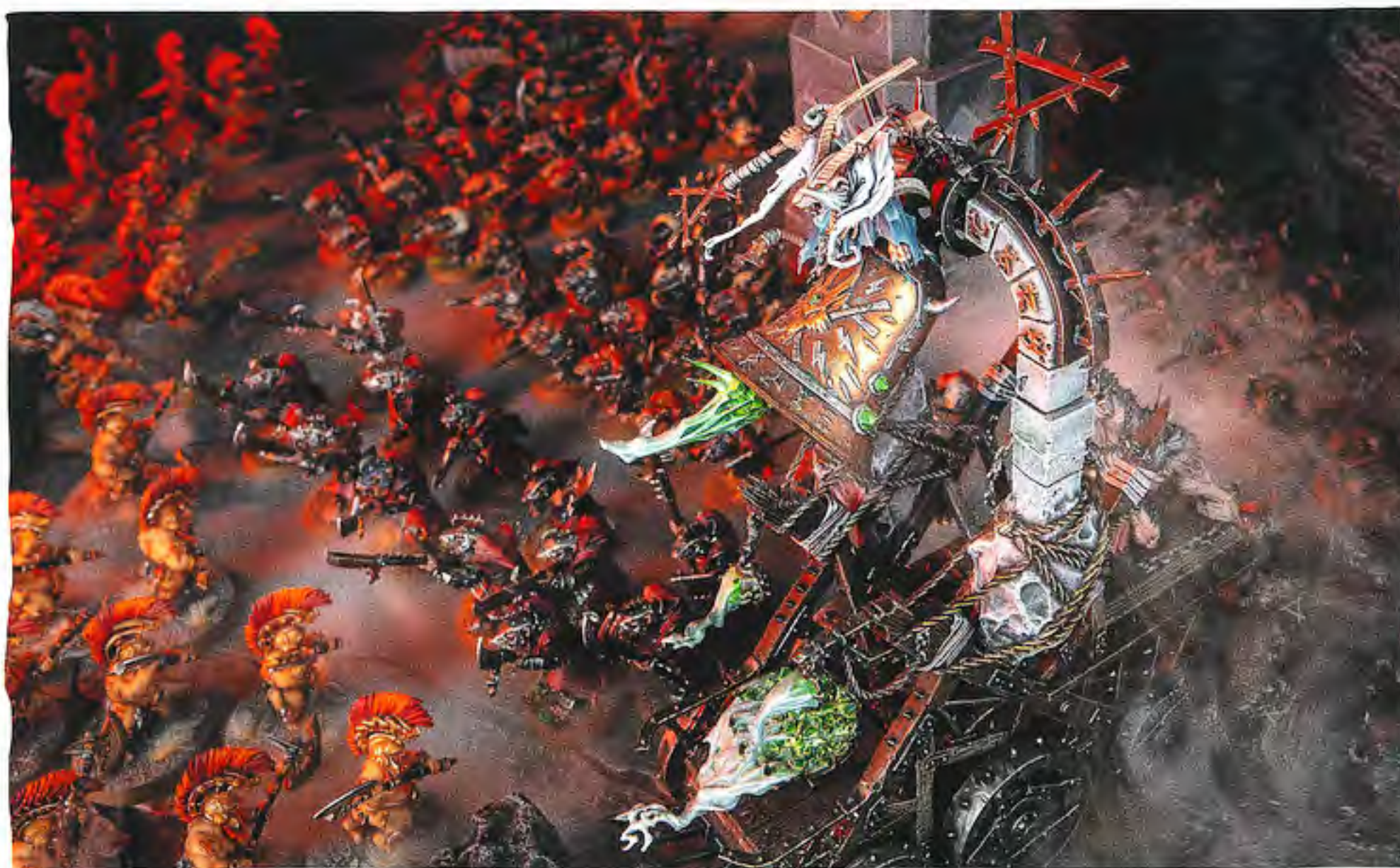
*Stormvermin hired by
Moulder Clan Threbb*



*Stormvermin hired by
Eshin Clan Nichtus*



*Stormvermin hired
by Moulder
Clan Ghrubbitus*



The demented clanging of a Screaming Bell heralds an overwhelming onslaught of Clanrats and fearsome Stormvermin, spelling certain doom for this splinter-lodge of the Vostarg.



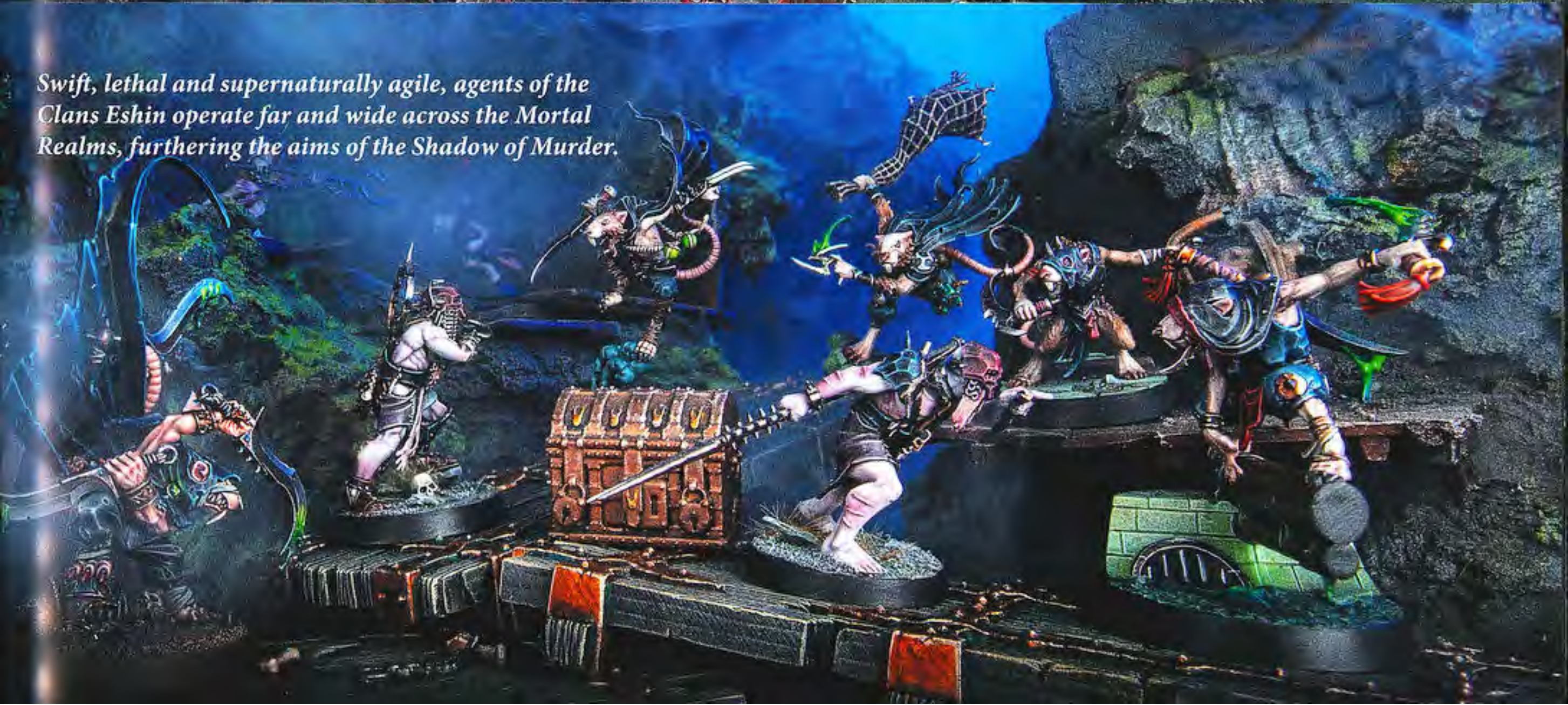
Verminlord Warpseer



Grey Seers take particular delight in unleashing devastating spells, such as this coruscating Warp Lightning Vortex, upon their hated aelf-thing enemies.

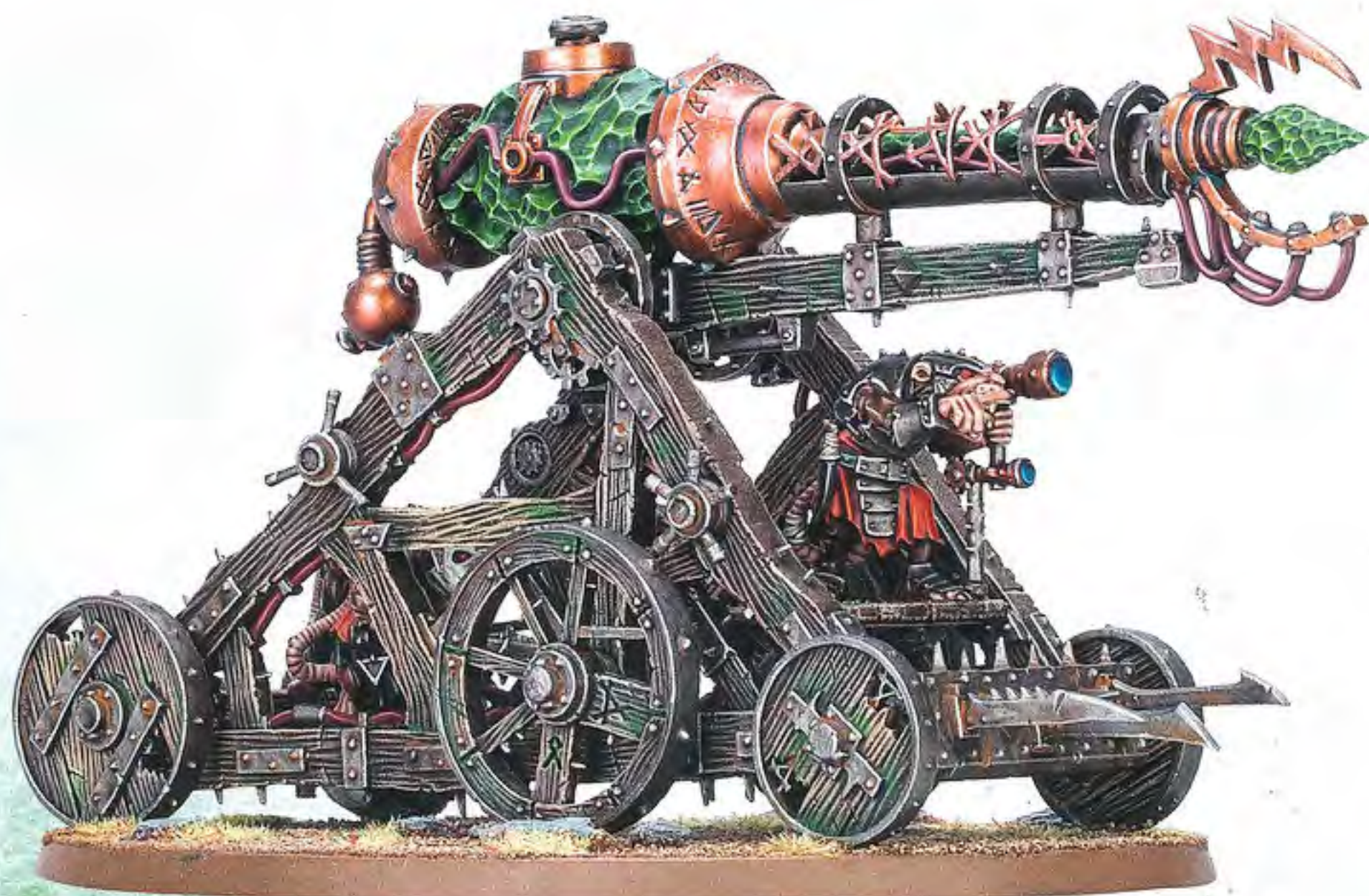


As arrogant as they are dangerous, the mighty Clawlords of the Clans Verminus will gladly spend thousands upon thousands of skaven lives to secure their own glory.



Swift, lethal and supernaturally agile, agents of the Clans Eshin operate far and wide across the Mortal Realms, furthering the aims of the Shadow of Murder.

When faced with rampaging hordes of Ironjawz, the Clans Skryre unleash squadrons of Doomwheels, rat-powered rolling war machines studded with spikes and blades that spit blistering arcs of warp lightning as they crush the foe to bloody paste.



Warp Lightning Cannon



Arch-Warlock



Doom-Flayer



Warp-Grinder



Warlock Bombardier



Deathmaster



Deathmaster



When their target is distracted by a screeching swarm of their lesser kin, Deathmasters strike in a flurry of blades and hurled throwing stars. Their poisons can wither and rot even foes as powerful as these Kurnoth Hunters.



Skulck

Slynk Skittershank

Krowch't

Snyp Padpaw

Kleep Kinwhisper

Skittershank's Clawpack



Verminlord Deceiver



Skittershank's Clawpack are an infamous band of murderers. The wicked blades and treacherous cunning of these ratmen can overwhelm even the spectral dead, as the Scriptor Mortis Taaron the Miserly will soon discover...



Hell Pit Abomination

When the Clans Moulder go to war, the scent of unclean flesh and filth-matted fur is almost unbearable as rampaging Hell Pit Abominations crush, rip and tear everything in their path to bloody shreds. Even these doughty Fyreslayers cannot stand in the face of such horror.





Stormfiend with grinderfists



Stormfiend with doomflayer gauntlets





Plague Censer Bearer



Plague Priest



Bringer-of-the-Word



*Plague Monk with
Icon of Entropy*



Verminlord Corruptor

While a towering Verminlord Corruptor looks on, a vast Clans Pestilens swarm surges towards their Ossiarch foes. Countless Plague Monks frenziedly chant canticles of corruption and ruin as a smog-belching Plague Furnace fills the air with noxious fumes.





Venturing into the blighted depths to secure a lost Sigmarite strongpoint, the Stormcast Eternals instead find themselves facing the seething fury of a skaven vermintide. Screeching in frenzied kill-lust, the Children of the Horned Rat swarm forth to destroy these trespassers.



PAINTING GUIDE

Painting a Skaven army is an exciting and varied challenge, whether you are a budding painter picking up your first brush or a seasoned veteran of the hobby. On the following pages, you will find an in-depth guide to help you paint your Citadel Miniatures in the colours and iconography of the Under-Empire.

The Skaven range of Citadel Miniatures is vast and wonderfully diverse, ranging from massed swarms of dagger-wielding Plague Monks to the scabrous and colossal Hell Pit Abominations. This variety gives you an amazing amount of choice in terms of colour schemes, textures and minute details, but it can be a little daunting if you have never collected an army before! Fear not, however; our expert tips and tricks will help you assemble a skaventide worthy of the Great Horned Rat.

Painting your Citadel Miniatures is one of the most enjoyable and rewarding parts of the

Warhammer hobby, as well a brilliant way to personalise your collection and bring it to life. The following guide is intended to help you represent common colours, iconography and armour patterns favoured by the skaven Great Clans. However, with a little improvisation, the same techniques can be used to create your own colour scheme; skaven do not put much stock in uniformity, so go ahead and embrace your creativity.

As with all aspects of this hobby, there is no right way to go about painting your miniatures, as long as you are happy with the end

result. So whether you are looking to assemble a company of claw-picked Stormvermin or a vast war-swarm complete with war machines and monsters, read on and find your inspiration!

PAINTING GUIDES

The Warhammer YouTube channel is a fantastic source of inspiration and advice for both budding and veteran hobbyists. It offers a range of painting guides for different armies and colour schemes and explains how to use the Citadel Colour System.

SKIN



Start by applying a basecoat consisting of two thin coats of Cadian Fleshtone.



Next, mix Reikland Fleshshade with Lahmian Medium and apply it all over the skin areas.



Paint the raised areas of the skin with Kislev Flesh, being careful to avoid the shading in the recesses.



On larger models, define the edges and extremities with highlights of Flayed One Flesh.

CLOTH



Red: Mephiston Red (basecoat), Nuln Oil (shade), Evil Sunz Scarlet (layer), Fire Dragon Bright (highlight).



Green: Straken Green (basecoat), Biel-Tan Green (shade), Nurgling Green (layer), Screaming Skull (highlight).



Off-white: Rakarth Flesh (basecoat), Seraphim Sepia (shade), Pallid Wych Flesh (layer), Steel Legion Drab (drybrush).



Black: Incubi Darkness (basecoat), Nuln Oil (shade), Sybarite Green (layer), Dawnstone (highlight).

FUR



Light Brown: Mournfang Brown (basecoat), Agrax Earthshade (shade), Skrag Brown (layer), Tau Light Ochre (highlight).



Black: Basecoat with Abaddon Black, then apply increasingly fine highlights of Eshin Grey, Dawnstone, then Administratum Grey.



Cream: Pallid Wych Flesh (basecoat) Casandora Yellow (shade), Pallid Wych Flesh (highlight), White Scar (fine highlight).



Dark Brown: Rhinox Hide (basecoat), Nuln Oil (shade), Mournfang Brown (drybrush), XV-88 (light drybrush).

BANNERS AND DESIGNS



Basecoat with Mephiston Red. Shade the folds, holes and dirty patches with Nuln Oil. Layer with Evil Sunz Scarlet, then highlight with Fire Dragon Bright.



First, paint the banner Caliban Green. Build up the vivid design with Warpstone Glow, then outline it with Moot Green. Use White Scar for the rune.



Skaven often use jagged runes that resemble claw marks, gouged wounds and the like. These have been painted on freehand using Rakarth Flesh.



Start with a basecoat of Kantor Blue, then apply a layer of Caledor Sky. Paint the triangles using Fenrisian Grey, then highlight the edges with Ulthuan Grey.

VERMINUS CLAN FANG BANNER



In order to paint the Verminus Clan Fang rune onto your banners, begin by painting three 'guide lines' in your desired colour. You will use these as a frame around which to paint the rune itself.



Once your guide lines are dry, carefully develop each one into a full shape using the same colour. Be careful to keep your brushwork neat and the course of the shapes consistent over the ripples on the banner.



Now, repeat the first two steps with the smaller intersecting lines on the top right-hand part of the Clan Fang rune.



To apply weathering to the design, simply stipple or dab small dots of the banner's basecoat colour onto the rune. You can also tidy up the edges of the rune using the basecoat colour.

BLADES



Warpstone Blade: Caliban Green (basecoat), Warpstone Green (edge highlight), Moot Green (fine edge highlight), Yriel Yellow (finer edge highlight).



Rusted Blade: Leadbelcher (basecoat), Agrax Earthshade (shade), Stormhost Silver (edge highlight), Ryza Rust (stipple).



Dirty Blade: Over a Leadbelcher basecoat, apply a thinned coat of Mournfang Brown mixed 1:1 with Sotek Green. Shade with Agrax Earthshade, then edge highlight with Stormhost Silver.



Metallic Blade: Ironbreaker (basecoat), Agrax Earthshade (shade), Stormhost Silver (edge highlight). **Poison:** Caliban Green (basecoat), Warpstone Glow, Moot Green and Yriel Yellow (highlights).

DETAILS



Fangs and Talons: XV-88 (basecoat), Balor Brown (layer), Screaming Skull (highlight).



Tail: Darken by applying several thin coats of Screamer Pink.



Smoke: Celestra Grey (basecoat), 1:8 mix of Warp Lightning/Contrast Medium (contrast), Biel-Tan Green (shade at the base), Ulthuan Grey and White Scar (highlights).



Copper: Hashut Copper (basecoat), Reikland Fleshshade (shade), Sycorax Bronze (layer), Stormhost Silver (highlight), Nihilakh Oxide (verdigris).



Plagueclaw Plague-slop: Over an Ushabti Bone basecoat, apply a 1:4 mix of Iyanden Yellow and Contrast Medium, then a thinned shade of Athonian Camoshade. Apply a thinned coat of Ushabti Bone, then highlight with Pallid Wych Flesh.



Horns: Basecoat with Baneblade Brown. Next, water down Daemonette Hide and apply as a thin coat, then do the same with Abaddon Black, especially towards the tips of the horns. Finish by applying highlights of Rakarth Flesh and Pallid Wych Flesh.



Wood: Rhinox Hide (basecoat), Nuln Oil (shade), Gorthor Brown (drybrush), Karak Stone (light drybrush). To make it look as though mould is growing in the cracks, apply patches of Biel-Tan Green.

WARPSTONE



1 Start with a basecoat of Caliban Green while plotting your enemies' doom – maniacal cackle optional.



2 Once the basecoat is dry, apply chunky highlights of Warpstone Glow.



3 Pick out the raised areas with a fine highlight of Moot Green to make the edges appear to glow.



4 Lastly, apply gentle accents of Yriel Yellow to the sharp points and selected raised edges.

DARK BLUE ARMOUR



1 Start by applying a basecoat of Stegadon Scale Green to the armoured areas.



2 Next, paint Agrax Earthshade into the recesses of the armour and between the plates.



3 Once the shade has dried fully, apply thick edge highlights of Thunderhawk Blue.



4 Finally, apply fine highlights of Fenrisian Grey to the edges of the armour plates.

ARMOUR VARIANTS



Red: Mephiston Red (basecoat), Nuln Oil (recess shade), Evil Sunz Scarlet (edge highlight), Fire Dragon Bright (fine edge highlight).



Bronze: Warplock Bronze (basecoat), Runelord Brass (drybrush), Ironbreaker (edge highlight), Nihilakh Oxide (verdigris).



Black: Abaddon Black (basecoat), Eshin Grey (highlight), Dawnstone (fine highlight), Administratum Grey (very fine highlight).



Green: Waaagh! Flesh (basecoat), Nuln Oil (shade), Loren Forest (highlight), Elysian Green (fine edge highlight).



THE SKAVEN

Welcome to the rules section of *Battletome: Skaven*. On the following pages, you will find all of the rules you need to field your skaven hordes and wage the wars of the Great Clans across the Mortal Realms.

ARMY RULES

ALLEGIANCE ABILITIES

This section describes the allegiance abilities available to a Skaven army. The rules for using allegiance abilities can be found in section 27.0 of the core rules.

BATTLE TRAITS SKAVEN

Abilities available to every unit in a Skaven army (pg 66).

THE GREAT CLANS

Abilities available to units from each of the Great Clans in a Skaven army (pg 66-69).

ENHANCEMENTS COMMAND TRAITS

Abilities available to the general of a Skaven army if it is a **HERO** (pg 70-71).

ARTEFACTS OF POWER

Artefacts available to **HEROES** in a Skaven army (pg 72-73).

SPELL LORES

Spells available to **WIZARDS** in a Skaven army (pg 74).

PRAYER SCRIPTURES

Prayers available to **PRIESTS** in a Skaven army (pg 75).

WARSCROLLS

Warscrolls for each unit and endless spell from the Skaven faction, as well as the faction terrain warscroll for the Gnawhole, are found here (pg 88-118).

PITCHED BATTLE PROFILES

This section contains Pitched Battle profiles for the units in this battletome (pg 119-120).

ALLIES

This section lists the allies a Skaven army can include (pg 120).

*'This is not war;
this is insanity.
The rat-filth charge
into the face of our
most devastating
cannonades.
Though the smoke
clears to reveal a
thousand corpses, a
thousand more soon
come screeching
and scrabbling
over the dead to
swarm our lines.
We have neither the
ammunition nor
the numbers for this
kind of fighting.'*

- Freeguild General
Rentio of the
Vandusian Guard



● PATH TO GLORY ●

This section contains rules for using your Skaven collection in a Path to Glory campaign. It includes quests, veteran abilities and battleplans (pg 76-83).

WARSCROLL BATTALIONS

This section includes warscroll battalions that can be included in a Skaven army (pg 84-86).

Designer's Note: On these pages, you will find 11 warscroll battalions representing the different

formations that make up a Skaven army. Each warscroll battalion has access to the ability presented either below or next to it; for example, *Congregation of Filth*, *Foulrain Congregation* and *Plaguesmog Congregation* warscroll battalions can each use the 'Corrupted Earth' ability.



● MATCHED PLAY ●

GRAND STRATEGIES

When fighting a matched play battle that instructs you to pick a grand strategy, you can pick a grand strategy from this section if you are using a Skaven army (pg 87).

BATTLE TACTICS

When fighting a matched play battle that instructs you to pick battle tactics, you can pick battle tactics from this section if you are using a Skaven army (pg 87).



ALLEGIANCE ABILITIES

SKAVEN BATTLE TRAITS

LEAD FROM THE BACK

In skaven society, the rear of a formation is seen as a position of honour. This is so that a warlord can use their underlings as a living shield.

Subtract 1 from hit rolls for attacks made with melee weapons if the target is a friendly **SKAVEN HERO** that is not a **MONSTER** and is within 3" of any friendly **SKAVEN** units that have 3 or more models.

SCURRY AWAY

To the skaven, prudent cowardice is a virtue, and their leaders do not think twice about scampering to safety when the going gets too dangerous.

In the combat phase, when you pick a friendly **SKAVEN HERO** that does not have a mount to fight, you can say that it will scurry away instead. If you do so, that **HERO** can retreat.

STRENGTH IN NUMBERS

When they gather in great numbers, skaven gain a kind of feral courage. Facing the onslaught of massed clawpacks is akin to being overcome by an avalanche of stabbing blades and gnashing fangs.

Add 1" to the range of melee weapons used by friendly **SKAVEN** units for every 10 models in the attacking unit (to a maximum of 3").

THE GREAT CLANS BATTLE TRAITS

MASTERCLAN

SKILLED MANIPULATORS

Even amongst a race as devious and self-serving as the skaven, there are those with minds so cunning and labyrinthine that they are able to manipulate their kin to do their bidding.

Roll a dice before you allocate a wound or mortal wound to a friendly **MASTERCLAN HERO** that is not a **MONSTER**, or instead of making a ward roll for a wound or mortal wound that would be allocated to a friendly **MASTERCLAN HERO** that is not a **MONSTER**, if that **HERO** is within 3" of any friendly **SKAVEN** units that have 3 or more models. On a 3+, that wound or mortal wound is allocated to 1 of those units instead of that **HERO**.

ALWAYS THREE CLAWSTEPS AHEAD

The Council of the Thirteen have found the Great Clans more biddable if their arrogant leaders believe the Masterclan to be at their beck and call, rather than the other way round.

You can only use this ability if you include 3 or more **MASTERCLAN HEROES** in your starting army.

After you pick a friendly **SKAVEN** unit to be your first unit to run in a phase and make a run roll for that unit, you can use that run roll in place of any other run rolls you make for friendly **SKAVEN** units until the end of that phase.

After you pick a friendly **SKAVEN** unit to be your first unit to attempt a charge in a phase and make a charge roll for that unit, you can use that charge roll in place of any other charge rolls you make for friendly **SKAVEN** units until the end of that phase.

After you pick a friendly **SKAVEN** unit to be your first unit to fight in a phase and make any pile-in moves for that unit, you can make pile-in moves for each other friendly **SKAVEN** unit on the battlefield that is within 3" of any enemy units.

Designer's Note: This ability does not prevent a unit from making another pile-in move when it is picked to fight.

CLANS MOULDER

PRIZED CREATIONS

Master Moulders constantly strive to improve their breeding stock with ever more powerful mutations and modifications, and their most successful creations are highly prized.

At the start of the first battle round, after determining who has the first turn but before the first turn begins, you can pick 1 **HELL PIT ABOMINATION** in your army to have a mutation from the table opposite. If you include 3 or more **MASTER MOULDERS** in your starting army, you can pick each **HELL PIT ABOMINATION** in your army to have a mutation instead of only 1.

The same **HELL PIT ABOMINATION** cannot have more than 1 mutation, and an army cannot include duplicates of the same mutation.

HELL PIT ABOMINATION only.

Toughened Sinews: *The muscles and tendons of this hulking creature are unnaturally strong and tough.*

Lumbering Behemoth: *This horrifying creation lumbers steadily towards the foe, letting nothing slow its pace.*

Quivering Bulk: *This bloated monstrosity can crush entire formations.*

Accelerated Regeneration: *Any injuries this creature suffers heal with terrifying swiftness.*

Best-best Warpstone Spikes: *The warpstone spikes driven into this abomination's flesh are of the highest possible quality, enhancing its resistance to the arcane.*

Backup Organs: *This strain of abomination possesses an extra heart and brain, just in case.*

This unit has a Wounds characteristic of 16 and a Save characteristic of 4+.

This unit has a Move characteristic of 7". In addition, charge rolls for this unit are automatically a 7 (do not roll the dice).

Add 1 to each roll you make for this unit's Avalanche of Flesh ability.

You can use this unit's Regenerating Monstrosity ability in the enemy hero phase as well as in your hero phase.

You can re-roll the dice when you use this unit's Warpstone Spikes ability.

You can re-roll the dice when you use this unit's Too Horrible To Die ability.

CLANS ESHIN

MASTERS OF MURDER

The elite agents of the Clans Eshin are credited with all manner of terrifying supernatural abilities in the field of assassination. Once they have chosen their prey, their victims stand little chance of escape...

At the start of the first battle round, after determining who has the first turn but before the first turn begins, you can pick 1 enemy **HERO** on the battlefield. Add 1 to hit rolls and wound rolls for attacks made by friendly **CLANS ESHIN** units that target that **HERO**.

If you include 3 or more **CLANS ESHIN HEROES** in your starting army, add 1 to hit rolls and wound rolls for attacks made with melee weapons by friendly **CLANS ESHIN** units that target enemy **HEROES**.



CLANS SKRYRE

WARPSTONE SPARKS

These canisters of caged warp lightning are used to catalyse the flow of magic and improve the potency of skaven weapons. To use them comes with great risk, but the quick road to power is an irresistible lure for any skaven.

If you include any **CLANS SKRYRE HEROES** in your starting army, at the start of the battle, before either player starts deploying units, you can roll a D3 and add 3 to the roll. If you include 3 or more **CLANS SKRYRE HEROES** in your starting army, you can roll a D6 and add 3 to the roll instead. The result is the number of warpstone sparks you receive that you can use during the battle. You cannot use more than 1 warpstone spark in the same phase.

Each warpstone spark can be used once per battle to carry out 1 of the following warpstone spark abilities:



CLANS VERMINUS

MIGHTY WARLORDS

A Clawlord must seize control by ruthless force, proving themselves to be both an apex fighter and a devious adversary whom their rivals would do well to fear.

This is a heroic action that you can carry out with 1 friendly **CLAWLORD** instead of picking 1 from the table in the core rules. If you do so, pick 1 eligible command trait from pages 70-71 that this **CLAWLORD** does not already have and apply its effect to this unit until the end of this turn.

If you include 3 or more **CLAWLORDS** in your starting army, you can carry out this heroic action with each friendly **CLAWLORD** instead of just 1. The same command trait cannot be picked with this ability more than once in the same turn.



- In the hero phase, pick 1 friendly **CLANS SKRYRE WIZARD**. You can re-roll casting, dispelling and unbinding rolls for that **WIZARD** until the end of that phase. At the end of that phase, roll a dice. On a 1, that **WIZARD** suffers D3 mortal wounds.
- At the start of your shooting phase, pick 1 friendly **CLANS SKRYRE HERO**. Then pick up to 3 different friendly **CLANS SKRYRE** units wholly within 13" of that **HERO**. You can add 1 to the Damage characteristic of missile weapons used by those units until the end of that phase. At the end of that phase, roll a dice. On a 1, that **HERO** suffers D3 mortal wounds.
- In the combat phase, when you pick a friendly **CLANS SKRYRE HERO** to fight, you can say that they will use this warpstone spark ability. If you do so, add 1 to hit rolls and wound rolls for attacks made by that **HERO** until the end of that phase. At the end of that phase, roll a dice. On a 1, that **HERO** suffers D3 mortal wounds.

CLANS PESTILENS

ECHOES OF THE GREAT PLAGUES

Sometimes, the raving prayers of Pestilens priests cause one of the legendary Great Plagues to temporarily manifest upon the battlefield.

When you make a chanting roll for a friendly **CLANS PESTILENS PRIEST**, you can add 1 to that chanting roll for each other friendly **CLANS PESTILENS PRIEST** wholly within 13" of the chanter. In addition, if the chanting roll for a prayer chanted by a friendly **CLANS PESTILENS PRIEST** is 6+, you can pick 1 of the following Great Plagues to manifest (in addition to the effect of the prayer). Each Great Plague can only manifest once per battle, and no more than one Great Plague can manifest in the same turn.

Bubonic Blightplague: If this Great Plague manifests, pick the nearest enemy unit within 13" of the chanter. That unit is infected with the Bubonic Blightplague. If several enemy units are tied to be the closest, you can pick which is infected. The infected unit suffers 2D6 mortal wounds.

If the infected unit is destroyed by those mortal wounds, you can pick another enemy unit within 6" of the last model to be slain in the infected unit. That unit is now infected and suffers D6 mortal wounds. If that infected unit is likewise destroyed, you can pick another enemy unit within 6" of the last model to be slain. That unit is now infected and suffers D3 mortal wounds. Continue in this manner until either a unit is not destroyed or there are no other enemy units within 6" of a destroyed unit.

Crimsonweal Curse: If this Great Plague manifests, pick the nearest enemy unit within 13" of the chanter. That unit is infected with the Crimsonweal Curse for the rest of the battle. If several enemy units are tied to be the closest, you can pick which is infected. The infected unit suffers 1 mortal wound. In addition, at the start of each turn, the infected unit and each other enemy unit within 1" of the infected unit suffer 1 mortal wound.

Redmaw Plague: If this Great Plague manifests, pick the nearest enemy **HERO** within 13" of the chanter. That **HERO** is infected with the Redmaw Plague for the rest of the battle. If several enemy **HEROES** are tied to be the closest, you can pick which is infected. At the start of the combat phase, if the infected **HERO** is within 3" of any other units in your opponent's army and is not within 3" of any units in your army, then you can treat that **HERO** as a friendly unit until the end of that combat phase.

The Neverplague: If this Great Plague manifests, you can re-roll chanting rolls for friendly **CLANS PESTILENS PRIESTS** for the rest of the battle.

Undulant Scourge: If this Great Plague manifests, pick the nearest enemy unit within 13" of the chanter and roll a dice for each model in that unit. If several enemy units are tied to be the closest, you can pick which unit to roll dice for. For each 4+, that unit suffers 1 mortal wound.

ENHANCEMENTS

COMMAND TRAITS

CUNNING MACHINATIONS

Devious Adversary: *This wily skaven knows how best to capitalise on any opening left by their opponent.*

In the combat phase, if this general fights within 3" of an enemy unit that has not yet fought in that phase, add 2 to the Attacks characteristic of this general's melee weapons until the end of that phase.

Supreme Manipulator: *Few amongst the Masterclan rival this general's ability to exploit his minions.*

MASTERCLAN HERO only. If you carry out the Heroic Leadership heroic action (core rules, 7.1) with this general, you can re-roll the dice that determines whether you receive 1 command point.

Master of Magic: *This general is a superlative practitioner of the spellcaster's art.*

MASTERCLAN HERO only. You can re-roll casting, dispelling and unbinding rolls for this general.

Diabolical Schemer: *This devious warlord is kept informed by a vast network of spies.*

MASTERCLAN HERO only. Roll a dice each time an enemy model issues a command within 13" of this general. On a 5+, that command is not received, the command point spent is lost and you receive 1 command point.

Cunning Mutator: *This breeder does not hesitate to sacrifice their creations to save their own skin.*

CLANS MOULDER HERO only. If this general is within 3" of another friendly **CLANS MOULDER** unit, before you allocate a wound or mortal wound to this general, or instead of making a ward roll for a wound or mortal wound that would be allocated to this general, you can roll a dice. On a 3+, that wound or mortal wound is allocated to that friendly unit instead of this general.

Moulder Supreme: *The mutated creations of this Master Moulder are beyond compare.*

CLANS MOULDER HERO only. Add 1 to hit rolls and wound rolls for attacks made by friendly **FIGHTING BEAST** units wholly within 13" of this general.

Hordemaster: *The creatures created by this Master Moulder are numberless.*

CLANS MOULDER HERO only. Once per battle, if this general is on the battlefield when a friendly **PACK** unit is destroyed, you can say that they will call more of their creatures to the fore. If you do so, roll a dice. On a 3+, a new replacement unit identical to the unit that was destroyed is added to your army. Set up that unit wholly within 13" of this general and more than 9" from all enemy units. A destroyed unit can only be replaced once – replacement units cannot themselves be replaced.

Unrivalled Killer: *Few, if any, can rival this warlord's mastery of the assassin's art.*

CLANS ESHIN HERO only. This general counts as 2 **CLANS ESHIN HEROES** for the purposes of the Masters of Murder battle trait.

Shadowmaster: *Not even the most eagle-eyed opponent can spot this stealthy assassin.*

CLANS ESHIN HERO only. This general cannot be picked as the target of attacks made with missile weapons while they are within 1" of a terrain feature.

Incredible Agility: *This skaven moves in leaps and bounds that leave others breathless.*

CLANS ESHIN HERO only. This general can fly. In addition, you can carry out the Their Finest Hour heroic action (core rules, 7.1) with this general twice in the same battle instead of once.

Verminus Valour: *This vicious rat inspires their followers to commit terrible acts of self-sacrifice.*

CLANS VERMINUS HERO only. If this general is within 3" of another friendly **SKAVEN** unit, before you allocate a wound or mortal wound to this general, or instead of making a ward roll for a wound or mortal wound that would be allocated to this general, you can roll a dice. On a 3+, that wound or mortal wound is allocated to that friendly unit instead of this general.

Savage Overlord: *This warlord punishes their minions' transgressions with savage brutality.*

CLANS VERMINUS HERO only. If a friendly **SKAVEN** unit within 3" of this general fails a battleshock test, you can say that they will restore order with savage brutality. If you do so, that unit has not failed that battleshock test, but it suffers D3 mortal wounds.

Powerful Alpha: *This Clawlord is amongst the largest and most powerfully built of their breed.*

CLANS VERMINUS HERO only. The first 2 wounds or mortal wounds caused to this general in each phase are negated.

Overseer of Destruction: *This general's weapon teams are masters of their deadly trade.*

CLANS SKRYRE HERO only. If a friendly unit within 13" of this general that is hiding a **WEAPON TEAM** is destroyed, the hidden **WEAPON TEAM** is not destroyed. Instead, before removing the last slain model in the destroyed unit from play, you can set up the hidden **WEAPON TEAM** wholly within 3" of that model and more than 3" from all enemy units.

Masterful Scavenger: *This avaricious rat has amassed a great hoard of warpstone sparks.*

CLANS SKRYRE HERO only. Add 2 to the number of warpstone sparks you can use during a battle if your army includes this general.

Deranged Inventor: *The fell contraptions of this general are unrivalled in their dark genius.*

CLANS SKRYRE HERO only. At the start of your shooting phase, you can pick 1 friendly **CLANS SKRYRE** unit wholly within 13" of this general. Add 1 to hit rolls for attacks made with missile weapons by that unit until the end of that phase.

Master of Rot and Ruin: *This general's presence heralds the coming of the Great Plagues.*

CLANS PESTILENS HERO only. Add 1 to chanting rolls for this general.

Architect of Death: *A rain of projectile putrescence precedes this general's advance.*

CLANS PESTILENS HERO only. Add 1 to the Damage characteristic of missile weapons used by friendly **PLAGUECLAW** units wholly within 18" of this general.

Ridden with Poxes: *Those who draw too close to this plague-infested rat are consumed by infection.*

CLANS PESTILENS HERO only. At the end of the combat phase, roll a dice if this general is within 3" of any enemy units. On a 4+, each enemy unit within 3" of this general suffers D3 mortal wounds.

ARTEFACTS OF POWER

RELICS OF RUIN

The Gnawshard: Said to be a fragment of one of the Horned Rat's fangs, this dagger leaves splinters in the wound that keep chewing until its victim is reduced to a hollow sack of skin.

MASTERCLAN HERO only. Pick 1 of the bearer's melee weapons. If any wounds caused by attacks made with that weapon are allocated to an enemy unit, that unit suffers 1 mortal wound at the end of each turn (even if those wounds are subsequently healed).

Skavenbrew: This foul concoction, brewed from blood and warpstone, is dispensed to expendable underlings to drive them into a short-lived but devastating killing frenzy.

MASTERCLAN HERO only. Once per turn, in your hero phase, you can pick 1 other friendly **SKAVEN** unit within 3" of the bearer. That unit suffers D3 mortal wounds, but you can add 1 to the Attacks characteristic of melee weapons used by that unit until your next hero phase.

Staff of Rightful Supremacy: This staff radiates oppressive waves of sorcerous energy that smother the inferior magics of the lesser races and can even banish endless spells.

MASTERCLAN HERO only. Subtract 1 from casting rolls for enemy **WIZARDS** within 13" of the bearer. In addition, once per battle, in your hero phase, when a friendly unit attempts to dispel an endless spell that is within 13" of the bearer, that endless spell is automatically dispelled (do not make a dispelling roll).

Lash of Fangs: This coiling lash is studded with scavenged Jabberslythe fangs. Its bite sends victims into a gibbering spiral of madness.

CLANS MOULDER HERO only. Pick 1 of the bearer's melee weapons. If the unmodified hit roll for an attack made with that weapon is 6, that attack causes D3 mortal wounds to the target in addition to any damage it inflicts.

Rabid Crown: This darkly sorcerous nest of electrodes jabs into the wearer's skull and radiates their will, imposing it upon nearby war beasts to drive them into a killing fury.

CLANS MOULDER HERO only. Add 1 to hit rolls for attacks made by friendly **CLANS MOULDER FIGHTING BEAST** and **CLANS MOULDER PACK** units wholly within 13" of the bearer.

Foulhide: Fashioned from the flensed flesh of Rat Ogors and soaked in cloying alchemical agents, this stinking armour sticks to its wearer like a bloated second skin and regrows as fast as it can be hacked apart.

CLANS MOULDER HERO only. The bearer has a Wounds characteristic of 10. In addition, at the start of your hero phase, you can heal 1 wound allocated to the bearer.

Shadow Magnet Trinket: This warpstone-ore pendant absorbs light and engulfs the wearer in an aura of shifting gloom from which they can strike unseen.

CLANS ESHIN HERO only. Once per battle, at the start of the combat phase, you can say that the bearer will use this artefact. If you do so, the strike-first effect applies to the bearer until your next hero phase.

Farskitter Cloak: With a swirl of this cloak's hem, the wearer can slip through the cracks in reality to squirm back into the light elsewhere.

CLANS ESHIN HERO only. Once per battle, at the end of your movement phase, you can remove the bearer from the battlefield and set them up again on the battlefield more than 9" from all enemy units.

Gnawbomb: This fearsome weapon uses gnawhole technology to tear a temporary rent in reality.

CLANS ESHIN HERO only. Once per battle, in your hero phase, you can pick 1 terrain feature within 6" of the bearer. Until your next hero phase, that terrain feature has the scenery rules from the Gnawhole warscroll (pg 118) in addition to any other scenery rules that it may have.

Shield of Distraction: *This shield boasts cracked and tilted mirror-surfaces enchanted with unsettling glimmers that induce confusion, nausea and paranoia in the foe.*

CLANS VERMINUS HERO only. The bearer cannot be picked as the target of a combat attack by more than 1 unit per phase.

Rustcursed Armour: *Not only does this heavy suit of rust-thick armour deflect blows but the ruin-hexes scored into its plates spread tendrils of oxidising entropy across the attacker's treasured artefacts.*

CLANS VERMINUS HERO only. Add 1 to save rolls for attacks that target the bearer. In addition, at the start of your combat phase, you can pick 1 enemy **HERO** that has an artefact of power within 3" of the bearer and roll 2D6. If the roll is greater than that **HERO**'s Bravery characteristic, that **HERO** no longer bears that artefact of power (if a weapon was picked when the artefact of power was given to that **HERO**, that weapon reverts to normal).

Warpstone Charm: *This foul talisman radiates mutating energy that reduces the foe and, eventually, the wearer to heaving heaps of twisted flesh and fur.*

CLANS VERMINUS HERO only. Subtract 1 from save rolls for enemy units within 3" of the bearer. At the start of your hero phase, roll a dice. On a 1, the bearer suffers D3 mortal wounds.

Esoteric Warp Resonator: *As each of the thirteen dials on this sealed orb are rotated, the stored warp energy inside causes it to quiver and glow.*

CLANS SKRYRE HERO only. At the start of each battle round, you receive 1 extra warpstone spark if the bearer is on the battlefield. That warpstone spark can only be used to carry out a warpstone spark ability with the bearer in that battle round. If it is not used before the end of the battle round in which it was received, it is lost.

Vial of the Fulminator: *The highly combustible oil within this vial is perfect for explosively propelling Skryre war machines across the battlefield.*

CLANS SKRYRE HERO only. At the start of your movement phase, you can pick 1 friendly **CLANS SKRYRE WAR MACHINE** within 6" of the bearer. Double that unit's Move characteristic until the end of that phase. At the end of that phase, roll a dice. On a 1, that unit suffers D3 mortal wounds.

The Brass Orb: *This fist-sized orb of interlocking cogs can tear open the fabric of reality and plunge a nearby foe into the Realm of Chaos.*

CLANS SKRYRE HERO only. Once per battle, at the start of your hero phase, you can pick 1 enemy unit within 6" of the bearer and roll a dice. On a 3+, remove that unit from the battlefield. At the end of that turn, your opponent must set up that unit again on the battlefield, wholly within their territory and more than 9" from all enemy units.

Blade of Corruption: *This rusting blade seethes with a thousand lethal poxes and plagues.*

CLANS PESTILENS HERO only. Pick 1 of the bearer's melee weapons. If the unmodified wound roll for an attack made with that weapon is 6, that weapon has a Rend characteristic of -3 and a Damage characteristic of 6 for that attack.

The Fumigatus: *Should a name be spoken while this ornate censer is being swung, the cloud of pungent toxins surrounding it will coalesce and seek out the one who possesses that name.*

CLANS PESTILENS HERO only. At the start of the combat phase, you can pick 1 enemy unit within 3" of the bearer and roll a dice. On a 1-2, nothing happens. On a 3-4, that unit suffers D3 mortal wounds. On a 5-6, that unit suffers D6 mortal wounds.

Blistrevous, the Living Cyst: *This sentient pustule migrates from host to host, whispering its mad ravings and driving its bearer into a fevered frenzy.*

CLANS PESTILENS HERO only. The strike-first effect applies to the bearer if it made a charge move in the same turn. Starting from the second battle round, at the start of your hero phase, you must transfer this artefact to another friendly **CLANS PESTILENS HERO** on the battlefield if it is possible to do so, even if that **HERO** already has an artefact of power.



SPELL LORES

LORE OF RUIN

GREY SEER only.

Scorch: *The Grey Seer thrusts out a claw and their foes are roasted alive by a gout of magical flame.*

Scorch is a spell that has a casting value of 5 and a range of 13". If successfully cast, pick 1 enemy unit within range and visible to the caster and roll a number of dice equal to the casting roll. For each 6, that unit suffers 1 mortal wound.

Skitterleap: *The Grey Seer or one of their minions vanishes in a puff of smoke, reappearing elsewhere on the battlefield an eye-blink later.*

Skitterleap is a spell that has a casting value of 6 and a range of 13". If successfully cast, pick 1 friendly **SKAVEN HERO** with a Wounds characteristic of 13 or less within range and visible to the caster. Remove that **HERO** from the battlefield and set it up again on the battlefield more than 9" from all enemy units. That **HERO** cannot move in the following movement phase.

Death Frenzy: *With a snarled invocation, the Grey Seer drives their underlings into a froth-jawed murder frenzy.*

Death Frenzy is a spell that has a casting value of 7 and a range of 13". If successfully cast, pick 1 friendly **SKAVEN** unit that is not a **HERO** within range and visible to the caster. Until your next hero phase, if any models in that unit are slain, those models can fight before they are removed from play.

LORE OF WARPVOLT GALVANISM

CLANS SKRYRE WIZARD only.

More-more-more Warp Power!: *At great risk, the engineer channels raw warp lightning power into nearby allies or himself, with spectacular pyrotechnic results.*

More-more-more Warp Power! is a spell that has a casting value of 7 and a range of 13". If successfully cast, pick 1 friendly **CLANS SKRYRE** unit wholly within range and visible to the caster. Add 1 to hit rolls and wound rolls for attacks made by that unit until your next hero phase. However, that unit suffers D3 mortal wounds at the end of your next hero phase.

Chain Warp Lightning: *The warlock hurls a ball of warp lightning that careens across the battlefield, striking one target after another.*

Chain Warp Lightning is a spell that has a casting value of 7 and a range of 13". If successfully cast, each unit within range suffers 1 mortal wound.



Warp Lightning Shield: *The warlock surrounds themselves with a protective shield of warp lightning. However, should the shield absorb too much energy, it will overload and explode!*

Warp Lightning Shield is a spell that has a casting value of 6. If successfully cast, until your next hero phase, the first 3 wounds caused to the caster in each phase are negated. If a fourth wound is caused to the caster in the same phase, then the caster suffers 3 mortal wounds and this spell is unbound (the first 3 wounds caused in that phase are still negated).

PRAYER SCRIPTURES

NOXIOUS PRAYERS

CLANS PESTILENS PRIEST only.

Disease-disease!: *The priest screeches with glowing green eyes as a torrent of bile sweeps over their foe.*

Disease-disease! is a prayer that has an answer value of 3 and a range of 13". If answered, pick 1 enemy unit within range and visible to the chanter and roll a dice for each model in that unit. For each 5+, that unit suffers 1 mortal wound. This prayer has no effect on **NURGLE** units.

Filth-filth!: *The plague-god heeds the call of this priest to encrust the weapons of their minions with irresistible contagions.*

Filth-filth! is a prayer that has an answer value of 3 and a range of 13". If answered, pick 1 friendly **CLANS PESTILENS** unit within range and visible to the chanter. Add 1 to wound rolls for attacks made by that unit until your next hero phase.

Rabid-rabid!: *The priest snarls and invokes a dense cloud of toxins that sends their followers into a frenzy.*

Rabid-rabid! is a prayer that has an answer value of 3 and a range of 13". If answered, pick 1 friendly **CLANS PESTILENS** unit within range and visible to the chanter. Add 1 to the Attacks characteristic of melee weapons used by that unit until your next hero phase.

PATH TO GLORY

The following section includes rules for your Path to Glory campaign if you are using a Skaven army.

MASTER PLANS OF THE GREAT HORNED RAT

The Great Horned Rat is an icon of anarchy – and a terrifyingly ambitious one at that. There is no scheme too treacherous or ploy too disgraceful for this paranoid abomination. With teeming masses of skaven to carry out his every command, it is no surprise that the power and reach of the skaven empire continues to expand at a shocking rate.

After deployment but before the first battle round begins, you can pick 1 of the master plans in the table opposite for your army to carry out during the battle.

If you successfully carry out the master plan you picked, do not make injury rolls or casualty rolls for friendly **SKAVEN** units during step 2 of the aftermath sequence of that battle. This represents the Great Horned Rat sending waves of reinforcements to your clan and invigorating your champions to do more of his bidding.



MASTER PLANS OF THE GREAT HORNED RAT

Onslaught of Ruin: *The Horned Rat desires that the Masterclan obliterate his enemies in a storm of corrupting magic.*

This master plan is carried out if 13 or more spells are successfully cast by friendly **MASTERCLAN WIZARDS** during this battle.

Grotesque Experiments: *The Horned Rat desires that the Clans Moulder test the unnatural resilience of their fleshcrafted horrors.*

This master plan is carried out if 3 or more destroyed friendly **CLANS MOULDER PACK** units are replaced during this battle.

Marked For Death: *The Horned Rat wishes for the enemy's greatest champions to fall to the blades of his scurrying assassins.*

This master plan is carried out if 3 or more enemy **HEROES** were slain by attacks made by friendly **CLANS ESHIN HEROES** during this battle.

The Endless Vermintide: *The Horned Rat wants the skaven of Clans Verminus to drown their foes in a tide of unwashed fur.*

This master plan is carried out if there are 1 or more friendly **CLANRATS** or **STORMVERMIN** units wholly within each quarter of the battlefield when the battle ends.

Murderous Ambush: *The Horned Rat wishes to feel the panic of the foe as they are met with a sudden and withering hail of warpfire and bullets.*

This master plan is carried out if 4 or more **WEAPON TEAM** units begin this battle hidden and all of those **WEAPON TEAM** units are revealed in the same turn.

Disciples of Disease: *The Horned Rat wants to see this opponent meet a hideous end, sodden with disease and pestilence.*

This master plan is carried out if 10 or more prayers chanted by friendly **CLANS PESTILENS PRIESTS** are answered during this battle.



QUESTS

When you pick a quest, you can pick from the following quests in addition to those in the Core Book.

QUEST

LORDS FROM BEYOND THE VEIL

Verminlords are the undisputed rulers of the skaven war-swarms, and they inspire the teeming masses with acts of hideous brutality and conniving cruelty.

Pick 1 **VERMINLORD** in your army that does not have a command trait enhancement, and pick 1 command trait for which it is eligible. Note these down in your quest log.

At the end of a Path to Glory battle, you complete this quest if that **VERMINLORD** destroyed any enemy units during the battle.

When you complete this quest, you can add the command trait you picked to your vault but it can only be given to the unit you picked when you embarked on this quest (note down the name of the unit next to the command trait). If that unit is removed from your order of battle, then remove the command trait from your vault too.

QUEST

CEASELESS ASSAULTS

Skaven sieges and assaults begin with the emergence of gaping gnawholes across the battlefield, from which hordes of screeching ratmen soon emerge.

Write down that you are undertaking this quest in the Quest Reward section of your quest log.

At the end of each Path to Glory battle, add 1 quest point to the progress section of your quest log if you won a **minor victory** and add 3 quest points if you won a **major victory**.

Once you have gained 3 or more quest points, you can fight Path to Glory battles using the 'Tides of Vermin' battleplan (pg 82-83). If you win a **minor victory** or **major victory** in that battleplan, you complete this quest. The rewards of completing this quest are listed in the battleplan.

QUEST

UNSTOPPABLE VERMINTIDE

The Great Horned Rat wishes not simply to defeat his enemies but to obliterate them entirely, so that none but the skaven remain.

At the end of a Path to Glory battle, you complete this quest if you won a **major victory** and there were at least 3 friendly **SKAVEN** units on the battlefield at the end of the battle.

When you complete this quest, you can pick 2 master plans (pg 77) to carry out in the next Path to Glory battle instead of 1.

QUEST

AGGRESSIVE EXPANSION

The skaven are never content with a single victory, for their cruel deity requires an endless stream of conquests.

At the end of a Path to Glory battle, you complete this quest if you won a **major victory** and control 6 or more territories.

When you complete this quest, in the next Path to Glory battle you fight against an opponent using a Path to Glory army, you can include 1 additional Unique **SKAVEN** Leader in your army without paying the points cost, as long as every Leader unit in your army has the **SKAVEN** keyword.

VETERAN ABILITIES

Each time a **SKAVEN** unit on your Path to Glory roster gains a veteran ability, you can pick from the following veteran abilities in addition to those in the Core Book.

SKAVEN VETERAN ABILITIES

Incredible Agility: *These skaven move with almost supernatural swiftness, leaping high over the heads of their foes and scrambling up sheer surfaces with ease.*

This unit can use this veteran ability once per battle, at the start of your movement phase. This unit can fly until the end of that turn.

Moulder Flesh-grafts: *These skaven have been experimented on by the most deranged fleshcrafters of the Clans Moulder, granting them an unnatural resilience.*

This unit can use this veteran ability once per battle, at the start of the combat phase. The first 2 wounds or mortal wounds caused to this unit in that phase are negated.

Crafty Provisioners: *These ratmen have been granted (or have stolen) a supply of stinking Skavenbrew and use it to induce furious rages when needs must.*

This unit can use this veteran ability once per battle, in your hero phase. When it does so, this unit suffers D3 mortal wounds, but you can add 1 to the Attacks characteristic of melee weapons used by this unit until your next hero phase.

Eshin Poisons: *The blades borne by these skaven have been doused in the most lethal concoctions of the Clans Eshin, and a single cut from their keen edges can cause the most agonising of deaths.*

This unit can use this veteran ability once per battle, at the start of the combat phase. When it does so, until the end of that phase, if the unmodified wound roll for an attack made with a melee weapon by this unit is 6, that weapon has a Rend characteristic of -3 and a Damage characteristic of 3 for that attack.

Skryre Prototypes: *The fell contraptions wielded by these ratmen were created by the Clans Skryre's most ingenious weaponsmiths, and they cut a murderous swathe through the enemy's ranks.*

This unit can use this veteran ability once per battle, at the start of your shooting phase. When it does so, pick 1 friendly **SKAVEN** unit wholly within 13" of this unit. Add 1 to hit rolls for attacks made with missile weapons by that unit until the end of that phase.

Decaying Shrouds: *Those who draw too close to these disease-infested ratmen are consumed by infection.*

This unit can use this veteran ability once per battle, at the end of the combat phase, if it is within 3" of any enemy units. When it does so, roll a dice. On a 4+, each enemy unit within 3" of this unit suffers D3 mortal wounds.

TERRITORIES

When making an exploration roll, if the roll is 61-66, that roll will correspond to a territory on the table below. Alternatively, you can pick 1 result from the Territories table in the core rules that corresponds to a roll of 21-42. Some of these territories allow you to send a unit to them. A unit cannot be sent to more than 1 territory in each aftermath sequence, and any such units cannot be picked for the 'Borderlands' territory in the Core Book.

SKAVEN TERRITORIES (D66)

61 COLLAPSED GNAWHOLE

I told-told you it was too much!

This territory cannot be controlled.

62 PROMISING ROUTE

Your tunnelling crews have somehow bored a direct route to a key region.

This territory cannot be controlled. You can pick a different territory from this table as the result of this exploration roll.

63 UNDER-WARREN

Your drill teams have established a network of tunnels and burrows beneath this region, allowing for multiple strikes from the shadows.

This territory has no effect until it is upgraded.

[Upgrade 10GP] Cunning Ambush: During deployment in a Path to Glory battle, if you can set up reserve units, you can place 1 friendly **SKAVEN** unit to one side and say that it is set up in the under-warren as a reserve unit. If you do so, at the end of your movement phase, you can set up that unit on the battlefield, wholly within 6" of the battlefield edge and more than 7" from all enemy units.

64 GNAWHOLE NEXUS

This gnawhole is connected to several others in the same location, offering intriguing opportunities.

You can never have more than 1 territory of this type. This territory has no effect until it is upgraded.

[Upgrade 10GP] Sudden Assault: During deployment in a Path to Glory battle, instead of setting up a **SKAVEN** unit on the battlefield, you can place it to one side and say that it is set up in the gnawhole nexus as a reserve unit. You can set up 1 unit in the gnawhole nexus for each **SKAVEN** unit you have set up on the battlefield. At the end of your movement phase, you can set up 1 or more of the reserve units in the gnawhole nexus on the battlefield, wholly within 13" of a friendly Gnawhole faction terrain feature and more than 9" from all enemy units.

65 WARPSTONE QUARRY

This vast deposit of precious warpstone will fuel your relentless expansion and swell your power.

You can never have more than 1 territory of this type. Each time you upgrade a territory, reduce the cost in glory points by D3 (to a minimum of 0).

[Upgrade 10GP] Warp-powered Expansion: In addition, you can make 2 exploration rolls in the aftermath sequence of that battle instead of 1.

66 STATUE OF ENTROPY

Erected in honour of the Horned Rat, this foul monument radiates an aura of entropy that weakens nearby foes.

You can never have more than 1 territory of this type. This territory has no effect until it is upgraded.

[Upgrade 20GP] Entropic Aura: Subtract 1 from wound rolls for attacks made by enemy units in the first battle round of a Path to Glory battle.



HEROIC UPGRADES

During your Path to Glory campaign, you may be able to pick heroic upgrades for your **HEROES**. A heroic upgrade replaces the warscroll of a **HERO** with another, more powerful one and represents them becoming a mighty champion in your army.

You can pick a heroic upgrade in step 7 of the aftermath sequence. To do so, consult the table below and pick 1 of the eligible options. Each heroic upgrade lists the warscroll the **HERO** will be upgraded to, which warscroll is required, the amount of renown points that **HERO** must have, and the amount of glory points you must spend. Once you have picked a heroic upgrade, replace your **HERO**'s warscroll on your order of battle with the new one chosen. You can only pick 1 heroic upgrade in each aftermath sequence.

If the new warscroll is a type that is limited on your order of battle – for example, if it is a **MONSTER** – you will need to have increased your order of battle limits to accommodate it before it can be upgraded.

CORE ENHANCEMENTS

When you pick a heroic upgrade for a **HERO**, they keep their renown points and any core enhancements that they are still eligible for. If your **HERO** had any core enhancements that they are no longer eligible for, they lose those core enhancements. If this enables you to pick a new core enhancement for your order of battle, you can do so.

Upgraded Warscroll	Required Warscroll	Required Renown Points	Glory Points Cost
Grey Seer on Screaming Bell	Grey Seer	15	8
Plague Priest on Plague Furnace	Plague Priest	15	8
Arch-Warlock	Warlock Engineer	6	6

BATTLEPLAN TIDES OF VERMIN

It is a time-old tenet of skaven strategy that a fight should never be fair. Thus, when they launch attacks on enemy enclaves and strongholds, the skaven do everything in their power to catch their foes unprepared and unable to defend themselves.

QUEST BATTLEPLAN

You can use this battleplan if one player is using a Skaven army, has embarked on the 'Ceaseless Assaults' quest (pg 78) and has earned 3 or more quest points. Use the Path to Glory battlepack

THE ARMIES

The player embarked on the 'Ceaseless Assaults' quest is the **Skaven player** and their opponent is the **defender**. The Skaven player must use a Skaven army.

THE BATTLEFIELD

The defender sets up the battlefield. First, they must place 1 objective marker in the location shown on the map.

FACTION TERRAIN

The defender can set up a faction terrain feature.

DEPLOYMENT

The defender sets up their army first, wholly within their territory. All of the units in the Skaven army are set up in hidden gnawholes as reserve units. They must be set up on the battlefield during the battle using the Vermintide Assault rule below.



FIRST TURN

The Skaven player takes the first turn in the first battle round.

VERMINTIDE ASSAULT

At the start of their first hero phase, the Skaven player must decide where their hidden gnawholes will be located. To do so, they must set up 3 Gnawhole faction terrain features on the battlefield, more than 18" from all other Gnawhole faction terrain features and more than 9" from enemy territory. Then, the Skaven player must set up all of the units in their army, wholly within 13" of any Gnawhole faction terrain features and more than 9" from all enemy units.

CAUGHT OFF GUARD

In the first battle round, the defender must spend 2 command points instead of 1 if they wish to issue the Redeploy, All-out Defence and Unleash Hell commands.

BATTLE LENGTH

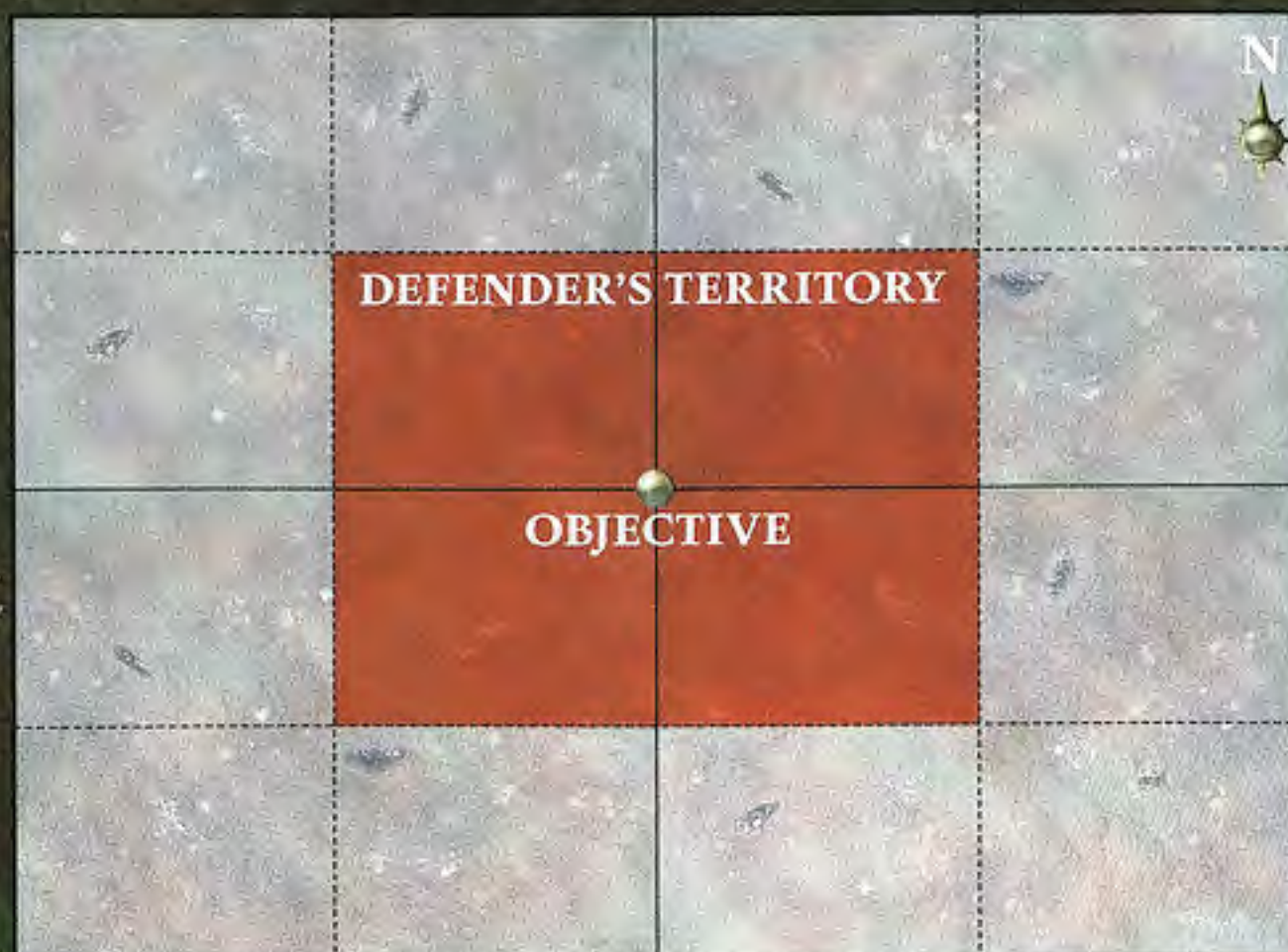
The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

The player who controls the objective at the end of the battle wins a **major victory**. If neither player controls the objective at the end of the battle, the battle is a **draw**.

BONUS RENOWN

At the end of the battle, each **SKAVEN** unit on the battlefield gains 1 extra renown point.



PATH TO GLORY



VIRULENT PROCESSION



Rallying around the looming horror of a Verminlord Corruptor, the Plague Monks of a Virulent Procession surge into battle accompanied by a choking miasma of pestilential filth. Those who attempt to stand in the way of this nightmarish procession find their skin sloughing from their bones even as teeming mobs of wild-eyed and scab-furred ratmen surge forward to rip them to shreds.

WARSCROLL BATTALION

CONGREGATION OF FILTH

Organisation:

- 0-1 Verminlord Corruptors
- 1 Plague Priest on Plague Furnace
- 2+ Plague Monks units

WARSCROLL BATTALION

FOULRAIN CONGREGATION

Organisation:

- 0-1 Verminlord Corruptors
- 1 Plague Priest
- 3 Plagueclaw units

WARSCROLL BATTALION

PLAGUESMOG CONGREGATION

Organisation:

- 0-1 Verminlord Corruptors
- 1 Plague Priest on Plague Furnace
- 2+ Plague Censer Bearers units

ABILITIES

Corrupted Earth: As the Virulent Procession advances, the very ground around it is curdled by a wave of pure corruption, transforming inanimate objects into vectors for various appalling diseases.

At the start of your hero phase, you can pick 1 terrain feature on the battlefield and roll a dice for each enemy unit within 3" of that terrain feature. On a 4+, that unit suffers D3 mortal wounds.

WARPCOG CONVOCAATION

The Warpcog Conventions of the Clans Skryre go to war amid the hiss, whirr, clatter and roar of their unstable yet deadly war machines. From hails of bullets to gouts of bone-melting warpflame, they possess a thousand ways of annihilating their foes, and they delight in every single one of them.

WARSCROLL BATTALION

ARKHSPARK VOLTIK

Organisation:

- 0-1 Arch-Warlocks
- 1 Warlock Engineer or Warlock Bombardier
- 1-3 Warp Lightning Cannon units

WARSCROLL BATTALION

GAUTFYRE SKORCH

Organisation:

- 0-1 Arch-Warlocks
- 1 Warlock Engineer or Warlock Bombardier
- 1-4 Stormfiends units
- 1-5 Warpfire Thrower units
- 1-5 Warp-Grinder units

WARSCROLL BATTALION

GASLOUD CHOKELUNG

Organisation:

- 0-1 Arch-Warlocks
- 1 Warlock Engineer or Warlock Bombardier
- 1-3 Stormfiends units
- 2-5 Skryre Acolytes units

WARSCROLL BATTALION

RATTLEGAUGE WARPLOCK

Organisation:

- 0-1 Arch-Warlock
- 1 Warlock Engineer or Warlock Bombardier
- 1-3 Stormfiends units
- 1-3 Warplock Jezzails units
- 1-5 Ratling Gun units

WARSCROLL BATTALION

WHYRLBLADE THRESHIK

Organisation:

- 0-1 Arch-Warlocks
- 1 Warlock Engineer or Warlock Bombardier
- 1-3 Stormfiends units
- 1-3 Doomwheel units
- 1-5 Doom-Flayer units

ABILITIES

Overseers of the Enginecovens: *The warlocks of a Warpcog Convocation command their enginecovens with a blend of deadly efficiency and overt sadism.*

Once per turn, in your shooting phase, you can pick 1 friendly unit in this battalion wholly within 13" of a **WARLOCK ENGINEER**, **WARLOCK BOMBARDIER** or **ARCH-WARLOCK** in the same battalion. If you do so, until the end of that phase, if the unmodified hit roll for an attack made with a missile weapon by that unit is 6, that attack scores 2 hits on the target instead of 1. Make a wound roll and save roll for each hit.

CLAW-HORDE

Personally selected by a Clawlord to serve as their enforcers and living shields, the ratmen of the Claw-hordes fight with particular ferocity. They know that victory in battle brings rewards and riches – and perhaps even a chance to supplant their master. Failure, on the other hand, ensures only death.

WARSROLL BATTALION

Organisation:

- 1 Clawlord
- 1-3 Stormvermin units
- 2-9 Clanrats units

ABILITIES

Claw-picked: *The Stormvermin and Clanrats in a Verminus Claw-horde are carefully selected by its Clawlord for their aggression.*

You can use this command ability after an enemy unit finishes a charge move. The command can only be issued by the **CLAWLORD** in this battalion, and the unit that receives the command must be another unit in the same battalion within 12" of that enemy unit and more than 3" from all other enemy units. That unit can attempt a charge in that phase.

FLESHMELD MENAGERIE

The horrific war-swarms of the Clans Moulder are known as Fleshmeld Menageries. Corralled by hard-bitten Packmasters, they take the form of wave upon wave of twisted abominations, verminous terrors both large and small that scramble over one another in their desperation to devour the enemy.

WARSROLL BATTALION

Organisation:

- 1 Master Moulder
- 0-3 Hell Pit Abomination units
- 1-3 Packmasters units
- 1-4 Rat Swarms or Giant Rats units in any combination
- 1-4 Rat Ogors units

ABILITIES

More-more-more Beasts!: *The Master Moulder who commands a Fleshmeld Menagerie has created an almost endless horde of beasts.*

If the **MASTER MOULDER** in this battalion issues the Unleash More-more Beasts! command ability when a unit in the same battalion has been destroyed, a new replacement unit is added to your army on a 2+ instead of a 3+.

SLINKTALON

A Slinktalon is an assassination force of Eshin operatives led by a devious Deathmaster, which closes like a noose of shadow around its victims. Only when they are perfectly poised do the skaven strike as one, unleashing a whirlwind of throwing stars and envenomed blades.

WARSROLL BATTALION

Organisation:

- 1 Deathmaster
- 1-4 Gutter Runners units
- 2-8 Night Runners units

ABILITIES

Murder-slay, Now-now!: *At the Deathmaster's command, the Slinktalon executes its carefully conceived assassination plan.*

If the **DEATHMASTER** in this battalion is hiding in a unit in the same battalion, until the end of the combat phase in which it is set up on the battlefield, add 1 to hit rolls for attacks made by friendly **CLANS ESHIN** units in the same battalion wholly within 13" of that **DEATHMASTER**.

MATCHED PLAY

If the battlepack you are using says that you must pick grand strategies and battle tactics for your army, you can pick from the following lists as well as those found in the battlepack you are using.

GRAND STRATEGIES

After you have picked your army, you can pick 1 of the grand strategies from the list below and record it on your army roster.

ORDERS FROM THE COUNCIL

Skaven army only.

Shapers of Beast-flesh: When the battle ends, you complete this grand strategy if there are 3 or more friendly **MASTERCLAN** or **CLANS MOULDER HEROES** from your starting army on the battlefield.

Masters of Execution: When the battle ends, you complete this grand strategy if there are 3 or more friendly **MASTERCLAN** or **CLANS ESHIN HEROES** from your starting army on the battlefield.

Clawmasters: When the battle ends, you complete this grand strategy if there are 3 or more friendly **MASTERCLAN** or **CLANS VERMINUS HEROES** from your starting army on the battlefield.

Warpstone Weaponmasters: When the battle ends, you complete this grand strategy if there are 3 or more friendly **MASTERCLAN** or **CLANS SKRYRE HEROES** from your starting army on the battlefield.

Arch-corruptors of the Mortal Realms: When the battle ends, you complete this grand strategy if there are 3 or more friendly **MASTERCLAN** or **CLANS PESTILENS HEROES** from your starting army on the battlefield.

BATTLE TACTICS

At the start of your hero phase, you can pick 1 battle tactic from the list below. You must reveal your choice to your opponent, and if your battle tactic instructs you to pick something, you must tell your opponent what you pick. You have until the end of that turn to complete the battle tactic. You cannot pick the same battle tactic more than once per battle.

PLOTS, SCHEMES AND MISDIRECTIONS

Skaven army only.

Restore the Beast: Pick 1 friendly **RAT OGOR** unit on the battlefield that has 3 or more wounds allocated to it. You complete this tactic if that **RAT OGOR** unit has 0 wounds allocated to it at the end of this turn.

Deathmark: Pick 1 enemy **HERO** on the battlefield that has a Wounds characteristic of 10 or more and that has 0 wounds allocated to it. You complete this tactic if that **HERO** is slain in this turn by attacks made by friendly **CLANS ESHIN** units.

Fire-fire! More-more!: Pick 1 enemy **MONSTER** on the battlefield. You complete this tactic if that unit is destroyed in this turn by attacks made with missile weapons by friendly **CLANS SKRYRE** units.

Crescendo of the Diseased Choir: You complete this tactic if 3 or more prayers chanted by different friendly **CLANS PESTILENS PRIESTS** are answered in this turn.

WARSCROLL

THANQUOL

ON BONERIPPER

MISSILE WEAPONS

Warpfire Projectors

Range

8"

Attacks

To Hit

To Wound

Rend

Damage

See below

MELEE WEAPONS

Staff of the Horned Rat

Range

2"

Attacks

2

To Hit

4+

To Wound

3+

Rend

-1

Damage

D3

Warpfire Braziers

2"

See below

3+

3+

-2

3

Crushing Blows

2"

★

4+

3+

-1

2

DAMAGE TABLE

Wounds Suffered

Move

Crushing Blows

Staff of the Horned Rat

0-6

10"

6

+3

7-8

9"

5

+2

9-10

8"

4

+1

11+

7"

3

+1

Thanquol is armed with the Staff of the Horned Rat.

WIZARD: This unit can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase.

MOUNT: Boneripper is armed with Crushing Blows and four warpfire weapons, which can be any combination of Warpfire Braziers and/or Warpfire Projectors.

Protection of the Horned Rat: An eerie sense of watchfulness surrounds this being, and an unholy aura of warding protects them from harm

This unit has a ward of 5+.

Power Behind the Throne: *Thanquol manipulates all around him, letting others think they are in charge when in fact they are only carrying out his wishes.*

Once per battle round, this unit can issue the same command up to 2 times in the same phase. If it does so, each command must be received by a friendly **SKAVEN** unit. No command point is spent the second time this unit issues that command in that phase.

Staff of the Horned Rat: *Thanquol can draw on the magical energy stored in his staff to enhance the spells that he casts. Once, he viewed this as the blessings of the Horned One made manifest; now, he sees it simply as cunningly acquired power.*

Add the Staff of the Horned Rat value shown on this unit's damage table to casting, unbinding and dispelling rolls for this unit.

Warp-amulet: *Thanquol wears a thrumming green warpstone amulet, the mutating magics of which serve to meld and rapidly heal his or Boneripper's flesh if either of them is injured.*

At the end of the combat phase, you can heal D3 wounds allocated to this unit.

Warpfire Braziers: *These enormous, fumebelching wrecking balls allow Boneripper to crush the largest foes with ease.*

The Attacks characteristic of Warpfire Braziers is equal to double the number of Warpfire Braziers with which this unit is armed.

Warpfire Projectors: *These horrific weapons cause the target to be engulfed in searing gouts of warpfire.*

Do not use the attack sequence for an attack made with Warpfire Projectors. Instead, roll x dice for each model in the target unit that is within range, where x is equal to the number of Warpfire Projectors with which this unit is armed. For each 4+, the target suffers 1 mortal wound.

Warpstone Addiction: *Thanquol is addicted to warpstone and can consume it in quantities that would kill any other Grey Seer. This serves to supercharge his magics, though not without eroding his sanity and ravaging his scrawny frame.*

Once per turn, in your hero phase, when this unit attempts to cast a spell, you can say that it will first consume a warpstone token. If you do so, roll 3D6. This roll cannot be re-rolled or modified.

If the 3D6 roll is 13, the spell is successfully cast and cannot be unbound; however, after the effects of the spell have been resolved, this unit suffers D6 mortal wounds.

If the 3D6 roll was not 13, remove 1 dice of your choice and use the remaining 2D6 as the casting roll.

Madness: *Thanquol twists the perception of a nearby foe so that they lash out at everyone around them – or even attack themselves.*

Madness is a spell that has a casting value of 8 and a range of 3". If successfully cast, pick 1 enemy **HERO** within range and visible to the caster and roll a number of dice equal to the combined value of the Attacks characteristics of all melee weapons with which that **HERO** is armed. For each 4+, you can pick 1 enemy unit within 3" of that **HERO** to suffer 1 mortal wound (you can pick different units to suffer the mortal wounds if you wish).

Grey Seer Thanquol is a paranoid megalomaniac with a warpstone addiction and a brain full of fevered schemes for greatness. Riding on the shoulders of his monstrous Rat Ogor, Boneripper, he unleashes sorcerous fury on all who stand in his way.

KEYWORDS

CHAOS, SKAVEN, MASTERCLAN, HERO, MONSTER, TOTEM, WIZARD, GREY SEER, THANQUOL





Malevolent and terrifying beyond words, this most ancient and monstrous of all the Verminlords is a blight upon reality. He can draw upon the masteries of all his anarchic species and wields the most dire sorceries in all skavendom.

Lord Skreech Verminking is armed with a Doom Glaive, Plaguereaper and Prehensile Tails.

WIZARD: This unit can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase.

WARSCROLL

LORD SKREECH VERMINKING

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Prehensile Tails	6"	☼	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Doom Glaive	3"	6	3+	3+	-2	2
Plaguereaper	1"	☼	3+	3+	-1	2

DAMAGE TABLE			
Wounds Suffered	Move	Prehensile Tails	Plaguereaper
0-6	12"	4	8
7-8	10"	3	7
9-10	8"	2	6
11+	6"	1	5

Protection of the Horned Rat: An eerie sense of watchfulness surrounds this being, and an unholy aura of warding protects them from harm.

This unit has a ward of 5+.

The Thirteen-headed One: Lord Verminking can call upon his knowledge of the shadowlinking of Eshin, the fleshcrafting of Moulder, the plague-brewing of Pestilens, the warp-tech of Skryre, the warrior skill of Verminus or the arcane lore of the Masterclan.

At the start of your hero phase, pick 1 of the following areas of knowledge for this unit to draw upon. The effect of that area of knowledge applies to this unit until your next hero phase. You cannot pick the same area of knowledge more than once per battle.

Knowledge of the Arcane: Add 1 to casting, unbinding and dispelling rolls for this unit.

Knowledge of Fleshcrafting: When you pick this area of knowledge, heal D3 wounds allocated to this unit.

Knowledge of Plague-brewing: If the unmodified hit roll for an attack made with this unit's Plaguereaper is 6, that attack causes 1 mortal wound to the target in addition to any damage it inflicts.

Knowledge of Shadowlinking: Subtract 1 from hit rolls for attacks that target this unit.

Knowledge of Warp-tech: This unit's Doom Glaive has a Rend characteristic of -3 and a Damage characteristic of 3.

Knowledge of the Warrior: Add 1 to wound rolls for attacks made by this unit.

The Rat King: The warriors of the skaven fight with rabid fury at Lord Skreech's command, in a futile attempt to curry his favour.

You can use this command ability when you pick a friendly **SKAVEN** unit to fight in the combat phase. That unit must receive the command. Add 1 to hit rolls and wound rolls for attacks made by that unit until the end of that phase.

The Dreaded Thirteenth Spell: With a sickening lurch, the fabric of reality is torn open by the twisting, mutating power of the Great Horned Rat.

The Dreaded Thirteenth Spell is a spell that has a casting value of 8 and a range of 13". If successfully cast, pick 1 enemy unit within range and visible to the caster and roll 13 dice. For each 4+, that unit suffers 1 mortal wound.

You can then summon 1 unit of **CLANRATS** to the battlefield and add it to your army. The summoned unit can have up to 1 model for each mortal wound that was caused by this spell. The summoned unit must be set up wholly within range of the caster and more than 9" from all enemy units. The summoned unit cannot move in the following movement phase.

KEYWORDS

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



WARSCROLL VERMINLORD DECEIVER

MOVE
13
WOUNDS
4+
SAVE
10
BRAVERY

MISSILE WEAPONS

Doomstar
Prehensile Tails

Range	Attacks	To Hit	To Wound	Rend	Damage
13"	D6	3+	3+	-1	2
6"	☀	3+	3+	-1	1

MELEE WEAPONS

Warpstiletto

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	6	3+	☀	-3	2

DAMAGE TABLE

Wounds Suffered	Move	Prehensile Tails	Warpstiletto
0-6	12"	4	2+
7-8	10"	3	2+
9-10	8"	2	3+
11+	6"	1	4+

A Verminlord Deceiver is armed with a Warpstiletto, Doomstar and Prehensile Tails.

WIZARD: This unit can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase.

Protection of the Horned Rat: An eerie sense of watchfulness surrounds this being, and an unholy aura of warding protects them from harm.

This unit has a ward of 5+.

Doomstar: A Doomstar is a triple-bladed throwing star of horrific size whose blades are sharp enough to cut reality itself. When hurled, it scythes down foes in a great circling arc before returning to the Verminlord's waiting claws.

If the unmodified hit roll for an attack made by a Doomstar is 6, the target suffers 2 mortal wounds and the attack sequence ends (do not make a wound roll or save roll).

Lord of Assassins: The skulking warriors of the Clans Eshin will attack viciously at the command of a Verminlord Deceiver.

You can use this command ability when you pick a friendly CLANS ESHIN unit to fight in the combat phase. That unit must receive the command. Add 1 to hit rolls and wound rolls for attacks made by that unit until the end of that phase.

Shrouded in Darkness: Verminlord Deceivers are wreathed in shifting veils of unnatural shadow that obscure their monstrous forms.

This unit cannot be picked as the target of a shooting attack unless the attacking model is within 9" of this unit.

Dreaded Skitterleap: The Verminlord Deceiver or one of his minions vanishes in a puff of smoke, only to reappear elsewhere on the battlefield an eye-blink later.

Dreaded Skitterleap is a spell that has a casting value of 6 and a range of 18". If successfully cast, pick 1 friendly **SKAVEN HERO** with a Wounds characteristic of 13 or less within range and visible to the caster. Remove that **HERO** from the battlefield and set it up again on the battlefield more than 6" from all enemy units. That **HERO** cannot move in the following movement phase.

Abominations shrouded in darkness and dread, Verminlord Deceivers move like lightning and strike like death's own blade. Leaping through the aether, they burst from the shadows in a whirlwind of murder before vanishing without trace.

KEYWORDS

CHAOS, SKAVEN, DAEMON, CLANS ESHIN, HERO, MONSTER, TOTEM, WIZARD, VERMINLORD, VERMINLORD DECEIVER

WARSCROLL

VERMINLORD CORRUPTOR

MISSILE WEAPONS

Prehensile Tails

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

MELEE WEAPONS

Plaguereapers

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

DAMAGE TABLE

Wounds Suffered	Move	Prehensile Tails	Plaguereapers
0-6	12"	4	2D6
7-8	10"	3	3D3
9-11	8"	2	D6
11+	6"	1	D3

Protection of the Horned Rat: An eerie sense of watchfulness surrounds this being, and an unholy aura of warding protects them from harm.

This unit has a ward of 5+.

Plaguereapers: These sickle-like blades drip with the accumulated filth of a thousand diseased middens. The slightest nick or cut from them poisons the blood and reduces flesh to sloughing slime.

If the unmodified hit roll for an attack made with Plaguereapers is 6, that attack causes 1 mortal wound to the target in addition to any damage it inflicts.

Plaguemaster: A Verminlord Corruptor is utterly infested with hideous parasites that spill forth to bedevil its foes, even as its unholy miasma curdles their breath in their lungs and rots their bones from within.

At the end of the combat phase, roll a dice for each enemy unit within 3" of this unit. On a 4+, that enemy unit suffers D3 mortal wounds.

Lord of Pestilence: The diseased warriors of the Clans Pestilens are driven into an even greater frenzy by the commands of a Verminlord Corruptor.

You can use this command ability when you pick a friendly CLANS PESTILENS unit to fight in the combat phase. That unit must receive the command. Add 1 to hit rolls and wound rolls for attacks made by that unit until the end of that phase.

Dreaded Plague: The Verminlord Corruptor vomits up the twisted syllables of a dread invocation, unleashing a horrific ensorcelled plague that spreads like wildfire through the enemy ranks and rapidly reduces its victims to split and seeping corpses.

Dreaded Plague is a spell that has a casting value of 7 and a range of 13". If successfully cast, pick 1 enemy unit within range and visible to the caster and roll a dice for each model in that unit. For each 4+, that unit suffers 1 mortal wound.

A Verminlord Corruptor is armed with Plaguereapers and Prehensile Tails.

WIZARD: This unit can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase.

Ancient and malevolent, this eldritch servant of the Horned Rat is corruption personified, and a single hissed syllable or flick of its sickle-blades can reduce the mightiest foes to a heap of putrid ooze in seconds.

KEYWORDS

CHAOS, SKAVEN, DAEMON, CLANS PESTILENS, NURGLE, HERO, MONSTER, TOTEM, WIZARD, VERMINLORD, VERMINLORD CORRUPTOR



Verminlord Warbringers are toweringly arrogant monstrosities whose every instinct screams for conquest at any price and whose martial skill is preternatural. None can long stand against them before being reduced to gory trophies.

WARSCROLL VERMINLORD WARBRINGER

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Prehensile Tails	6"	☀	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Doom Glaive	3"	6	3+	3+	-2	2
Spike-fist	1"	2	2+	☀	-2	3

DAMAGE TABLE			
Wounds Suffered	Move	Prehensile Tails	Spike-fist
0-6	12"	4	2+
7-8	10"	3	2+
9-10	8"	2	3+
11+	6"	1	4+

A Verminlord Warbringer is armed with a Doom Glaive, Spike-fist and Prehensile Tails.

WIZARD: This unit can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase.

Protection of the Horned Rat: An eerie sense of watchfulness surrounds this being, and an unholy aura of warding protects them from harm.

This unit has a ward of 5+.

Amidst the Seething Tide: Warbringers draw strength from being immersed in a scrabbling tide of Verminus worshippers.

You can re-roll wound rolls for attacks made by this unit while it is within 13" of 3 or more friendly **SKAVEN** units.

Fist of Verminus Supremacy: Warbringers drive their spike-fists into their enemy's weak spots, exploiting the slightest gap in their foe's defences to deliver a bloody coup de grâce.

If the unmodified hit roll for an attack made with a Spike-fist is 6, the Damage characteristic for that attack is 6 instead of 3.

Tyrant of Battle: The fierce warriors of the Clans Verminus will attack with terrible vigour at the command of a Verminlord Warbringer.

You can use this command ability when you pick a friendly **CLANS VERMINUS** unit to fight in the combat phase. That unit must receive the command. Add 1 to hit rolls and wound rolls for attacks made by that unit until the end of that phase.

Dreaded Death Frenzy: With a snarled invocation of goading, the Warbringer triggers the black hunger in its underlings, driving them into a froth-jawed murder frenzy.

Dreaded Death Frenzy is a spell that has a casting value of 7 and a range of 13". If successfully cast, pick up to D3 friendly **SKAVEN** units wholly within range and visible to the caster. Until your next hero phase, if any models in that unit are slain, those models can fight before they are removed from play.

KEYWORDS

CHAOS, SKAVEN, DAEMON, CLANS VERMINUS, HERO, MONSTER, TOTEM, WIZARD, VERMINLORD, VERMINLORD WARBRINGER

WARSCROLL

VERMINLORD WARPSEER

MISSILE WEAPONS

Prehensile Tails

Range

6"

Attacks

☀

To Hit

3+

To Wound

3+

Rend

-1

Damage

1

MELEE WEAPONS

Doom Glaive

Range

3"

Attacks

6

To Hit

3+

To Wound

☀

Rend

-2

Damage

2

DAMAGE TABLE

Wounds Suffered	Move	Prehensile Tails	Doom Glaive
0-6	12"	4	2+
7-8	10"	3	2+
9-10	8"	2	3+
11+	6"	1	4+

A Verminlord Warpseer is armed with a Doom Glaive and Prehensile Tails.

WIZARD: This unit can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase.

Protection of the Horned Rat: An eerie sense of watchfulness surrounds this being, and an unholy aura of warding protects them from harm.

This unit has a ward of 5+.

Forth-forth, Children of the Horned Rat! Verminlord Warpseers are arch-schemers who take command of skaven swarms to further their labyrinthine plots.

Friendly **SKAVEN** units wholly within 13" of this unit have a Bravery characteristic of 10.

The Great Manipulators: A Warpseer's mind boils with plans and intrigues, labyrinthine schemes overlaying and entangling one another into deranged infinity.

This unit counts as 2 **MASTERCLAN HEROES** for the purposes of the Always Three Clawsteps Ahead battle trait.

Scry-orb: Conjured out of nothingness, these swirling orbs can show the Warpseer glimpses of the future or be hurled into the enemy's midst to explode in shattering clouds of madness.

Add 1 to save rolls for attacks that target this unit. In addition, once per battle, in your shooting phase, you can pick 1 enemy unit within 13" of this unit and visible to them. That unit suffers D6 mortal wounds, but you cannot use this ability to add 1 to save rolls for attacks that target this unit for the rest of the battle.

Dreaded Warpgale: Screeching dark words in an unholy tongue, the Warpseer parts the veil of reality and draws a ravening gale of unnatural energies forth. The skies darken, clouds of glowing madness spill across the heavens, and bolts of warp lightning lash down to blast the rat-daemon's enemies into oblivion.

Dreaded Warpgale is a spell that has a casting value of 8 and a range of 18". If successfully cast, pick 1 enemy unit within range and visible to the caster. That unit suffers D6 mortal wounds. In addition, run rolls and charge rolls for that unit are halved until your next hero phase, and if that unit can fly, it also cannot fly until your next hero phase.

A Verminlord Warpseer is a twisted master of the arcane arts, a rat-daemon possessed of sorcerous knowledge fit to drive mortal minds to madness and the power to unleash screaming maelstroms torn directly from the Realm of Chaos.

KEYWORDS

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

WARSCROLL

GREY SEER

ON SCREAMING BELL

MELEE WEAPONS
 Warpstone Staff
 Tearing Claws and Fangs
 Rusty Spikes

Range	Attacks	To Hit	To Wound	Rend	Damage
2"	3	4+	4+	-1	D3
1"	4	4+	3+	-1	2
1"	☀	3+	3+	-1	1

DAMAGE TABLE

Wounds Suffered	Move	Rusty Spikes	Avalanche of Energy
0-6	6"	6	Casting +2/Chanting +1
7-9	5"	5	Casting +1/Chanting +1
10-12	4"	4	Casting +1/Chanting 0
13+	3"	3	Casting 0/Chanting 0

A Grey Seer on Screaming Bell is armed with a Warpstone Staff.

WIZARD: This unit can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase.

MOUNT: This unit's Screaming Bell is armed with Rusty Spikes.

CREW: This unit has a Rat Ogor crew armed with Tearing Claws and Fangs.

PUSHED INTO BATTLE: This unit cannot move unless it starts the move within 6" of 10 or more other friendly **SKAVEN** models.

Altar of the Horned Rat: An eerie sense of watchfulness surrounds this war engine, and an unholy warding protects it from harm.

This unit has a ward of 5+. In addition, at the start of your hero phase, you can say that this unit will beseech the Horned Rat instead of attempting to cast spells in that phase. If you do so, in that phase, this unit is treated as having the **PRIEST** keyword instead of the **WIZARD** keyword.

Avalanche of Energy: Waves of lurid green energy ripple from the Screaming Bell, filling the Grey Seer who rides it into battle with unbridled power.

Add the Avalanche of Energy value on this unit's damage table to casting and chanting rolls for this unit.

Peal of Doom: The ominous tolling of a Screaming Bell resounds above the clamour of battle, crying out 'Doom! Doom! Doom!'.

At the start of your hero phase, you can say that this unit will ring its Screaming Bell. If you do so, roll a dice and look up the result on the table below:

1 Magical Backlash: This unit suffers D3 mortal wounds that cannot be negated.

2 Unholy Clamour: Add 6" to this unit's Move characteristic until your next hero phase.

3 Wall of Unholy Sound: Until your next hero phase, subtract 1 from hit rolls for attacks made by enemy units within 13" of any friendly **SCREAMING BELLS** for which you rolled this result in this phase.

4 Deafening Peals: Until your next hero phase, roll a dice each time an enemy model is picked to issue a command while it is within 13" of any friendly **SCREAMING BELLS** for which you rolled this result in this phase. On a 5+, that command cannot be issued.

5 Screaming Crescendo: Until your next hero phase, after this unit makes a charge move, you can pick 1 enemy unit within 1" of this unit and roll a dice. On a 2+, that unit suffers D6 mortal wounds.

6 Apocalyptic Doom: At the end of this hero phase, roll a dice for each enemy unit within 13" of any friendly **SCREAMING BELLS** for which you rolled this result in this phase. On a 4+, that unit suffers D3 mortal wounds.

A Stirring Beyond the Veil: In times of desperate need, a Screaming Bell can be shattered in order to call forth a Verminlord.

Once per battle, at the start of your hero phase, if 7 or more wounds are allocated to this unit, you can say that the Grey Seer will shatter the Screaming Bell. If you do so, roll a dice. On a 1, this unit is destroyed. On any other roll, add the number of wounds allocated to this unit to the roll.

If the modified roll is 12 or less, the Screaming Bell is shattered (see below). If the modified roll is 13 or more, the Screaming Bell is shattered and you can summon 1 **VERMINLORD** to the battlefield and add it to your army. The **VERMINLORD** must be set up wholly within 13" of this unit. It can be set up within 3" of an enemy unit if this unit is within 3" of that enemy unit, otherwise it must be set up more than 9" from all enemy units. If this unit's Screaming Bell is shattered, it can no longer attempt to cast Cracks Call and it can no longer use its Peal of Doom ability.

Cracks Call: Harnessing the thunderous peals of the Screaming Bell, the Grey Seer channels a reverberating sorcerous blast into the ground beneath the enemy's feet. Gaping chasms and fume-gouting rents yawn wide, sending screaming victims vanishing into the depths.

Cracks Call is a spell that has a casting value of 6 and a range of 13". If successfully cast, pick 1 enemy unit within range and visible to the caster and roll 2D6. If the roll is greater than that unit's Move characteristic, that unit suffers a number of mortal wounds equal to the difference between its Move characteristic and the roll (rounding up). This spell has no effect on units that can fly.

The maddening clang of a Screaming Bell is no normal sound but a magical effect that can twist reality around it, invigorating nearby skaven or even ripping a hole through the veil between worlds as the Grey Seer atop it cackles in manic delight.

KEYWORDS

CHAOS, SKAVEN, MASTERCLAN, HERO, TOTEM, WAR MACHINE, WIZARD, SCREAMING BELL, GREY SEER



WARSCROLL GREY SEER

MELEE WEAPONS

Warpstone Staff

Range

2"

Attacks

3

To Hit

4+

To Wound

4+

Rend

-1

Damage

D3

A Grey Seer is armed with a Warpstone Staff.

WIZARD: This unit can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase.

Warpstone Tokens: Potentially lethal warpstone is consumed by Grey Seers to aid their spellcasting.

Once per turn, in your hero phase, when this unit attempts to cast a spell, you can say that it will first consume a warpstone token. If you do so, roll 3D6. This roll cannot be re-rolled or modified.

If the 3D6 roll is 13, the spell is successfully cast and cannot be unbound; however, after the effects of the spell have been resolved, this unit suffers D3 mortal wounds that cannot be negated.

If the 3D6 roll was not 13, remove 1 dice of your choice and use the remaining 2D6 as the casting roll.

Wither: The Grey Seer hurls a glowing green globe of magical energy at the foe. Anyone touched by the globe starts to shrivel and wither away.

Wither is a spell that has a casting value of 7 and a range of 13". If successfully cast, pick 1 enemy unit within range and visible to the caster and roll 2D6. If the roll is greater than that unit's Wounds characteristic, that unit suffers D3 mortal wounds and you can subtract 1 from hit rolls for attacks made with melee weapons by that unit until your next hero phase.

KEYWORDS

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

WARSCROLL ARCH-WARLOCK

MELEE WEAPONS

Stormcage Halberd

Piston Claw

Range

2"

Attacks

D3

To Hit

4+

To Wound

3+

Rend

-2

Damage

2

1"

1

4+

3+

-2

3

An Arch-Warlock is armed with a Stormcage Halberd and Piston Claw.

WIZARD: This unit can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase.

Warpfire Gauntlet: In an emergency, this weapon can be used to spit a stream of warpfire at the foe.

Once per battle, in your shooting phase, you can pick 1 enemy unit within 9" of this unit and visible to it, and roll a dice. On a 2+, that unit suffers D3 mortal wounds.

More-more Stormcage! A stormcage halberd's generator can be overloaded, if the wielder dares.

Before you make a hit roll for an attack made with a Stormcage Halberd, you can say that the engineer has overloaded its generator. If you do so, until the end of that phase, the Attacks characteristic of that weapon is D6 instead of D3. However, for each unmodified hit roll of 1 for an attack made with that weapon in that phase, this unit suffers D3 mortal wounds after all of its attacks have been resolved.

Warp Lightning Storm: The Arch-Warlock summons a crackling tempest to kill-smite his foes.

Warp Lightning Storm is a spell that has a casting value of 7 and a range of 13". If successfully cast, pick up to D3 different enemy units within range and visible to the caster. Those units each suffer D3 mortal wounds.

Alternatively, before making the casting roll, you can say that this unit will use its warp-power accumulator to augment the spell. If you do so, and the spell is successfully cast and not unbound, pick up to D3 different enemy units within range and visible to the caster. Those units each suffer D6 mortal wounds. However, if the spell is not successfully cast or is unbound, this unit suffers 2xD6 mortal wounds that cannot be negated.

KEYWORDS

CHAOS, SKAVEN, CLANS SKRYRE, HERO, WIZARD, ARCH-WARLOCK



Warlock Engineers scurry into battle with arcane engines strapped to their backs and crackling weapons of war clutched in their gnarled claws. Their warp lightning arcs out to make their victims twitch and dance as it burns them alive.

WARSCROLL WARLOCK ENGINEER

MISSILE WEAPONS

Warplock Pistol

Range	Attacks	To Hit	To Wound	Rend	Damage
9"	3	3+	3+	-2	1

MELEE WEAPONS

Warp-energy Blade

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	D3	4+	3+	-1	1

A Warlock Engineer is armed with a Warplock Pistol and Warp-energy Blade.

WIZARD: This unit can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

More-more Warp Energy!: A warp-energy blade's generator can be overloaded, if the wielder dares.

Before you make a hit roll for an attack made with a Warp-energy Blade, you can say that the engineer has overloaded its generator. If you do so, until the end of that phase, the Attacks characteristic of that weapon is D6 instead of D3. However, for each unmodified hit roll of 1, this unit suffers D3 mortal wounds after all of its attacks have been resolved.

Warp Lightning: The engineer points his claw, and bolts of warp lightning arc outwards.

Warp Lightning is a spell that has a casting value of 5 and a range of 13". If successfully cast, pick 1 enemy unit within range and visible to the caster. That unit suffers D3 mortal wounds.

Alternatively, before making the casting roll, you can say that this unit will use its warp-power accumulator to augment the spell. If you do so, and the spell is successfully cast and not unbound, pick 1 enemy unit within range and visible to the caster. That unit suffers D6 mortal wounds. However, if the spell is not successfully cast or is unbound, this unit suffers D6 mortal wounds that cannot be negated.

KEYWORDS

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



Warlock Bombardiers are engineers who develop a particular penchant for weapons that deliver explosive death from extreme range. Their alchemical armaments cause substantial devastation wherever they strike home.

WARSCROLL WARLOCK BOMBARDIER

MISSILE WEAPONS

Doomrocket

Range	Attacks	To Hit	To Wound	Rend	Damage
18"	D3	4+	3+	-1	3

MELEE WEAPONS

Firing Pole

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

A Warlock Bombardier is armed with a Doomrocket and Firing Pole.

WIZARD: This unit can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

More-more Doomrocket!: A doomrocket's warhead can be overloaded, if the wielder dares.

Before you make a hit roll for an attack made with a Doomrocket, you can say that the engineer has overloaded its warhead. If you do so, until the end of that phase, the Attacks characteristic of that weapon is D6 instead of D3. However, for each unmodified hit roll of 1, this unit suffers D3 mortal wounds after all of its attacks have been resolved.

Warp Lightning: The engineer points his claw, and bolts of warp lightning arc outwards.

Warp Lightning is a spell that has a casting value of 5 and a range of 13". If successfully cast, pick 1 enemy unit within range and visible to the caster. That unit suffers D3 mortal wounds.

Alternatively, before making the casting roll, you can say that this unit will use its warp-power accumulator to augment the spell. If you do so, and the spell is successfully cast and not unbound, pick 1 enemy unit within range and visible to the caster. That unit suffers D6 mortal wounds. However, if the spell is not successfully cast or is unbound, this unit suffers D6 mortal wounds that cannot be negated.

KEYWORDS

CHAOS, SKAVEN, CLANS SKRYRE, HERO, WIZARD, WARLOCK BOMBARDIER

WARSCROLL STORMFIENDS

MISSILE WEAPONS

Range	Attacks	To Hit	To Wound	Rend	Damage
12"	3D6	3+	3+	-1	1
24"	3	4+	3+	-3	D3
8"	See below				

MELEE WEAPONS

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	2D3	3+	3+	-2	D3
1"	4	3+	3+	-2	2
1"	4	3+	3+	-1	2
1"	4	4+	3+	-	2

Up to one third of the models in a Stormfiends unit (rounding up) can be armed with 1 of the following weapon options: Warpfire Projectors and Clubbing Blows; or Windlaunchers and Clubbing Blows.

Up to one third of the models in a Stormfiends unit (rounding up) can be armed with 1 of the following weapon options: Grinderfists; or Ratling Cannons and Clubbing Blows.

Up to one third of the models in a Stormfiends unit (rounding up) can be armed with 1 of the following weapon options: Doomflayer Gauntlets and Warpstone-laced Armour; or Shock Gauntlets and Warpstone-laced Armour.

ELITE: Models in this unit can issue commands to their own unit.

Doomflayer Gauntlets: Whirling gyroscopic gears make doomflayer gauntlets especially deadly when the bearer charges at a foe.

Add 1 to the Attacks characteristic of Doomflayer Gauntlets if the attacking model made a charge move in the same turn.

Grinderfist Tunnellers: Grinderfists can be used to create underground tunnels.

If this unit includes any models armed with Grinderfists, instead of setting up this unit on the battlefield, you can place it to one side and say that it is set up underground as a reserve unit. At the end of your movement phase, you can set up this unit on the battlefield, more than 9" from all enemy units.

Shock Gauntlets: Sometimes the electrical discharge created by a pair of shock gauntlets creates a series of linked explosions.

If the unmodified hit roll for an attack made with Shock Gauntlets is 6, that attack scores D6 hits on the target instead of 1. Make a wound roll and save roll for each hit.

Warpfire Projectors: These horrific weapons cause the target to be engulfed in searing gouts of warpfire.

Do not use the attack sequence for an attack made with Warpfire Projectors. Instead, roll a dice for each model in the target unit that is within range. For each 4+, the target suffers 1 mortal wound.

Warpstone-laced Armour: Stormfiends armed with doomflayer gauntlets or shock gauntlets are protected by heavy plates of warpstone-laced armour.

A model wearing Warpstone-laced Armour has a Wounds characteristic of 7 instead of 6.

Windlaunchers: The gas clouds unleashed by a windlauncher engulf even the largest enemy formations in choking poisonous fumes.

The target of an attack made with Windlaunchers does not have to be visible to the attacking model.

In addition, add 1 to wound rolls for attacks made with Windlaunchers if the target unit has 10 or more models.



Stormfiends are monstrous fusions of vat-bred Rat Ogors and Skryre contraptions. They are the lumbering shock-troops of the Clans Skryre and can sweep away entire enemy units in a heartbeat with their vicious wonder-weapons.

KEYWORDS

CHAOS, SKAVEN, CLANS MOULDER, CLANS SKRYRE, STORMFIENDS

WARSCROLL WARP LIGHTNING CANNON

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warp Lightning Blast	24"	See below				
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Teeth and Knives	1"	D6	4+	4+	-	1

Warp Lightning Blast: A Warp Lightning Cannon fires bolts of pure warp lightning that disintegrate any who are caught by them.

Do not use the attack sequence for an attack made with a Warp Lightning Blast. Instead, roll a dice to determine the power of that attack. Then roll 6 more dice. For each roll that is equal to or greater than the power of that attack, the target suffers 1 mortal wound.

More-more Warp Lightning!: A Warlock Engineer can increase the power output of a Warp Lightning Cannon at the risk of harming the weapon and its crew.

Before you roll the dice to determine the power of an attack made with a Warp Lightning Blast, if there is a friendly **WARLOCK ENGINEER** within 3" of this unit, you can say that the engineer will increase the weapon's power output. If you do so, roll 12 more dice instead of 6 more dice for that attack. However, for each unmodified roll of 1 on those 12 dice, this unit suffers D3 mortal wounds after the attack has been resolved. The same unit cannot benefit from this ability more than once per phase.

A Warp Lightning Cannon is armed with a Warp Lightning Blast and manned by a skaven crew armed with Teeth and Knives.

The Warp Lightning Cannon channels energy from a huge chunk of refined warpstone in order to send roiling blasts of green-and-black lightning hurtling across the battlefield.

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

WARSCROLL SKRYRE ACOLYTES

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Poisoned Wind Globe	9"	1	3+	3+	-2	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Rusty Knife	1"	1	4+	4+	-	1

Each model in a Skryre Acolytes unit is armed with a Poisoned Wind Globe and Rusty Knife.

Quick-quick Volley!: Skryre Acolytes look for opportunities to run forwards and lob their deadly missiles.

This unit can run and still shoot later in the turn.

Gas Clouds: Poisoned wind globes are glass or crystal orbs filled with deadly warpstone gas that can engulf an enemy regiment.

Add 1 to wound rolls for attacks made with a Poisoned Wind Globe if the target unit has 10 or more models.

The Acolytes of the Clans Skryre go to war amidst the tinny wheeze of metal bellows and the perilous clink of poisoned wind globes rattling together. They hurl volleys of these lethal spheres, which shatter in the foe's midst and choke them horribly to death.

KEYWORDS CHAOS, SKAVEN, CLANS SKRYRE, SKRYRE ACOLYTES

WARSCROLL DOOMWHEEL

MISSILE WEAPONS

Warp Bolts

Range	Attacks	To Hit	To Wound	Rend	Damage
13"	D6	3+	3+	-1	D3

MELEE WEAPONS

Grinding Wheel

Teeth and Knives

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	D6	3+	3+	-1	1
1"	6	4+	4+	-	1

A Doomwheel is armed with Warp Bolts and a Grinding Wheel and manned by a skaven engineer armed with Teeth and Knives.

Rolling Doom: A Doomwheel will mercilessly crush anything in its path.

When this unit moves, it can pass across models with a Wounds characteristic of 3 or less in the same manner as a unit that can fly. In addition, after this unit has moved, roll a dice for each unit that has any models it passed across and for each other unit within 1" of this unit at the end of the move. On a 2+, that unit suffers D3 mortal wounds.

More-more Speed!: The engineer piloting a Doomwheel can goad the rats that propel it into making it move faster, but they risk the rodents turning and attacking their tormentor.

When you make a normal move with this unit, you can re-roll the roll that determines its Move characteristic. However, if any of those dice are an unmodified 1, your opponent makes that normal move with this unit instead of you.

More-more Warp Bolts!: A daring or foolhardy engineer pilot can overload their Doomwheel's warp lightning generator.

Before you determine the Attacks characteristic of Warp Bolts, you can say that the engineer is overcharging the warp lightning generator. If you do so, the Attacks characteristic for that attack is 2D6 instead of D6. However, if you roll a double, this unit suffers 2D6 mortal wounds after all of its attacks have been resolved.

Amongst the most deranged inventions of the Clans Skryre, the Doomwheel is a rumbling war engine that crushes enemies to a bloody paste while spitting bolts of warp lightning into their midst.

KEYWORDS CHAOS, SKAVEN, CLANS SKRYRE, WAR MACHINE, DOOMWHEEL

WARSCROLL WARPFIRE THROWER

MISSILE WEAPONS

Warpfire Thrower

Range	Attacks	To Hit	To Wound	Rend	Damage
8"	See below				

MELEE WEAPONS

Rusty Knives

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

A Warpfire Thrower is manned by skaven armed with a Warpfire Thrower and Rusty Knives.

Warpfire Thrower: This horrific weapon causes the target to be engulfed in searing gouts of warpfire.

Do not use the attack sequence for an attack made with a Warpfire Thrower. Instead, roll a dice for each model in the target unit that is within range. For each 4+, the target suffers 1 mortal wound.

More-more Warpfire!: A Warpfire Thrower's crew can disable the weapon's flow regulator, allowing it to unleash great, uncontrolled gouts of warpfire at the risk of immolating themselves.

Before you pick the target for an attack made with a Warpfire Thrower, you can say that the crew are disabling the

flow regulator. If you do so, increase the Range characteristic to 12" for that attack and add 1 to the roll that determines if an enemy model suffers 1 mortal wound. However, for each unmodified 1, this unit suffers 1 mortal wound after all of its attacks have been resolved.

Hidden Weapon Team: Clans Skryre weapon teams often lurk unseen amidst large formations of Stormvermin and Clanrats, revealing themselves once they are close enough to use their weapons.

When you select this unit to be part of your army, you can pick 1 friendly CLANRATS or STORMVERMIN unit that has 10 or more models and is already part of your army to be the unit in which this unit is hiding. Record this information on a separate piece of

paper. Do not set up this unit until it is revealed as described next. You can hide up to 1 WARPFIRE THROWER unit in a CLANRATS or STORMVERMIN unit for every 10 models in that CLANRATS or STORMVERMIN unit. Hidden WARPFIRE THROWER units are destroyed if the unit in which they are hiding is destroyed before they are revealed.

At the start of your shooting phase, you can reveal this hidden unit. If you do so, set up this unit wholly within 3" of the unit in which it was hiding and more than 3" from all enemy units. This unit can shoot in the phase in which it is revealed as long as the unit in which it was hiding did not run in the same turn (it could have retreated).

The Warpfire Thrower is a truly horrific and highly unstable weapon that fires jetting sheets of sticky warpstone-infused oils. These ignite upon contact with air and burn furiously through flesh, stone, metal and bone.

KEYWORDS CHAOS, SKAVEN, CLANS SKRYRE, WEAPON TEAM, WARPFIRE THROWER

WARSCROLL WARPLOCK JEZZAILS

MISSILE WEAPONS

Warplock Jezzail

Range	Attacks	To Hit	To Wound	Rend	Damage
30"	1	3+	3+	-2	2

MELEE WEAPONS

Rusty Knives

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

Each model in a Warplock Jezzails unit is armed with a Warplock Jezzail and Rusty Knives.

Warpstone Snipers: The Warplock Jezzail fires a bullet made of highly toxic warpstone.

If the unmodified hit roll for an attack made with a Warplock Jezzail is 6, the target suffers 2 mortal wounds and the attack sequence ends (do not make a wound roll or save roll).

Pavise: The pavise carried by a Warplock Jezzail team shields them from harm and can be used to steady their long-barrelled weapon.

You can add 1 to hit rolls for attacks made with Warplock Jezzails if this unit remains stationary in the same turn. In addition, add 1 to save rolls for attacks made with missile weapons that target this unit.

Long-barrelled rifles that fire glowing warp-bullets from behind bulky pavises, Warplock Jezzails are so sizeable that they require two trained skaven to operate them and can blast an armoured cavalryman from their saddle at thirteen hundred paces.

KEYWORDS

CHAOS, SKAVEN, CLANS SKRYRE, WARPLOCK JEZZAILS

WARSCROLL RATLING GUN

MISSILE WEAPONS

Ratling Gun

Range	Attacks	To Hit	To Wound	Rend	Damage
12"	2D6+3	4+	4+	-1	1

MELEE WEAPONS

Rusty Knives

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

A Ratling Gun is manned by skaven armed with a Ratling Gun and Rusty Knives.

More-more Warplead!: A Ratling Gun's crew can release its gimbal-limiter, increasing the gun's rate of fire at the risk of a catastrophic malfunction.

Before you determine the Attacks characteristic of a Ratling Gun, you can say that the crew are releasing its gimbal-limiter. If you do so, the Attacks characteristic for that attack is 4D6+3 instead of 2D6+3. However, if the roll includes any doubles, this unit is destroyed after all of its attacks have been resolved.

Hidden Weapon Team: Clans Skryre weapon teams often lurk unseen amidst large formations of Stormvermin and Clanrats, revealing themselves once they are close enough to use their weapons.

When you select this unit to be part of your army, you can pick 1 friendly CLANRATS or STORMVERMIN unit that has 10 or more models and is already part of your army to be the unit in which this unit is hiding. Record this information on a separate piece of paper. Do not set up this unit until it is revealed as described next. You can hide up to 1 RATLING GUN unit in a CLANRATS or STORMVERMIN unit for every 10 models in that CLANRATS or STORMVERMIN unit. Hidden RATLING GUN units are destroyed if the unit in which they are hiding is destroyed before they are revealed.

At the start of your shooting phase, you can reveal this hidden unit. If you do so, set up this unit wholly within 3" of the unit in which it was hiding and more than 3" from all enemy units. This unit can shoot in the phase in which it is revealed as long as the unit in which it was hiding did not run in the same turn (it could have retreated).

When its handle is cranked, the Ratling Gun's barrels whirl up to speed with a scream. The weapon spits warp-laced bullets into the enemy, mowing down foe after foe – at least until it detonates with a sound like a bomb going off in a clockmaker's workshop.

KEYWORDS

CHAOS, SKAVEN, CLANS SKRYRE, WEAPON TEAM, RATLING GUN



MOVE
2D6"

WOUNDS 3 **SAVE** 5+

BRAVERY 4

The Doom-Flayer rumbles across the battlefield in a whirling blur of blades, its crew seeking to close the distance to the foe with unskavenlike eagerness. When its charge hits home, the bloody carnage that ensues is hideous to behold.

WARSCROLL DOOM-FLAYER

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Whirling Blades	1"	D6	3+	3+	-2	2
Rusty Knives	1"	2	4+	4+	-	1

A Doom-Flayer is armed with Whirling Blades and manned by skaven armed with Rusty Knives.

Whirling Death: Doom-Flayers crash into the foe with hellish results, leaving a trail of gore in their wake.

Add 1 to the Attacks characteristic of Whirling Blades if this unit made a charge move in the same turn.

More-more Whirling Death!: A daring or deranged crew can kick the warpstone generator that powers their Doom-Flayer into overdrive. Sometimes they even survive the experience.

Before you determine the Attacks characteristic of Whirling Blades, you can say that the crew has kicked the generator into overdrive. If you do so, roll 2D6 to determine the Attacks characteristic for that attack instead of

D6. However, if you roll either a double or a 7, this unit is destroyed after all of its attacks have been resolved.

Hidden Weapon Team: Clans Skryre weapon teams often lurk unseen amidst large formations of Stormvermin and Clanrats, revealing themselves once they are close enough to use their weapons.

When you select this unit to be part of your army, you can pick 1 friendly CLANRATS or STORMVERMIN unit that has 10 or more models and is already part of your army to be the unit in which this unit is hiding. Record this information on a separate piece of paper. Do not set up this unit until it is revealed as described next. You can hide up to 1 DOOM-FLAYER unit in a CLANRATS or STORMVERMIN unit for every 10 models in that CLANRATS or STORMVERMIN unit. Hidden

DOOM-FLAYER units are destroyed if the unit in which they are hiding is destroyed before they are revealed.

At the end of your charge phase, you can reveal this hidden unit if the unit in which it was hiding made a charge move in that phase. If you do so, set up this unit wholly within 3" of the unit in which it was hiding (it can be set up within 3" of any enemy units and can fight in the following combat phase).

KEYWORDS CHAOS, SKAVEN, CLANS SKRYRE, WEAPON TEAM, DOOM-FLAYER



MOVE
6"

WOUNDS 3 **SAVE** 6+

BRAVERY 4

The Warp-Grinder uses an energised warp-prong to burn smoking black tunnels through solid rock and any enemy stupid enough to stand in its way. They are both weapons and a means to infiltrate the battlefield.

WARSCROLL WARP-GRINDER

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warp-Grinder	1"	D6	3+	3+	-2	2

A Warp-Grinder is manned by skaven armed with a Warp-Grinder.

Tunnel Skulkers: A Warp-Grinder can be used to bore a subterranean tunnel, allowing the clawpack following it to get behind enemy lines.

During deployment, instead of setting up this unit on the battlefield, you can place it to one side and say that it is set up tunnelling as a reserve unit. If you do so, when you would set up another friendly SKAVEN unit that is not a MONSTER or a WAR MACHINE during deployment, you can say that it will join this unit tunnelling as a reserve unit. 1 unit can join this unit in this way.

At the end of your movement phase, you can set up this unit on the battlefield more than 9" from all enemy units. Then, if a friendly SKAVEN unit joined this unit in reserve, set up that unit on the battlefield, wholly within 13" of this unit and more than 9" from all enemy units.

KEYWORDS CHAOS, SKAVEN, CLANS SKRYRE, WEAPON TEAM, WARP-GRINDER



Plague Priests shriek blasphemous prayers that unleash the dark diseases of the Great Corruptor upon their foes. Those not wasted away or withered into ooze are swiftly slain by blows from the priests' warpstone-capped staves and smog-belching censers.

WARSCROLL PLAGUE PRIEST

MELEE WEAPONS

Warpstone-tipped Staff
Plague Censer

Range	Attacks	To Hit	To Wound	Rend	Damage
2"	D3	3+	3+	-1	1
2"	2	4+	3+	-1	1

A Plague Priest is armed with a Warpstone-tipped Staff and a Plague Censer.

Frenzied Assault: The presence of the enemy drives this crazed warrior into a terrible rage.

Add 1 to the Attacks characteristic of this unit's melee weapons if it made a charge move in the same turn.

Poisonous Fumes: Plague censers emit huge clouds of noxious gas.

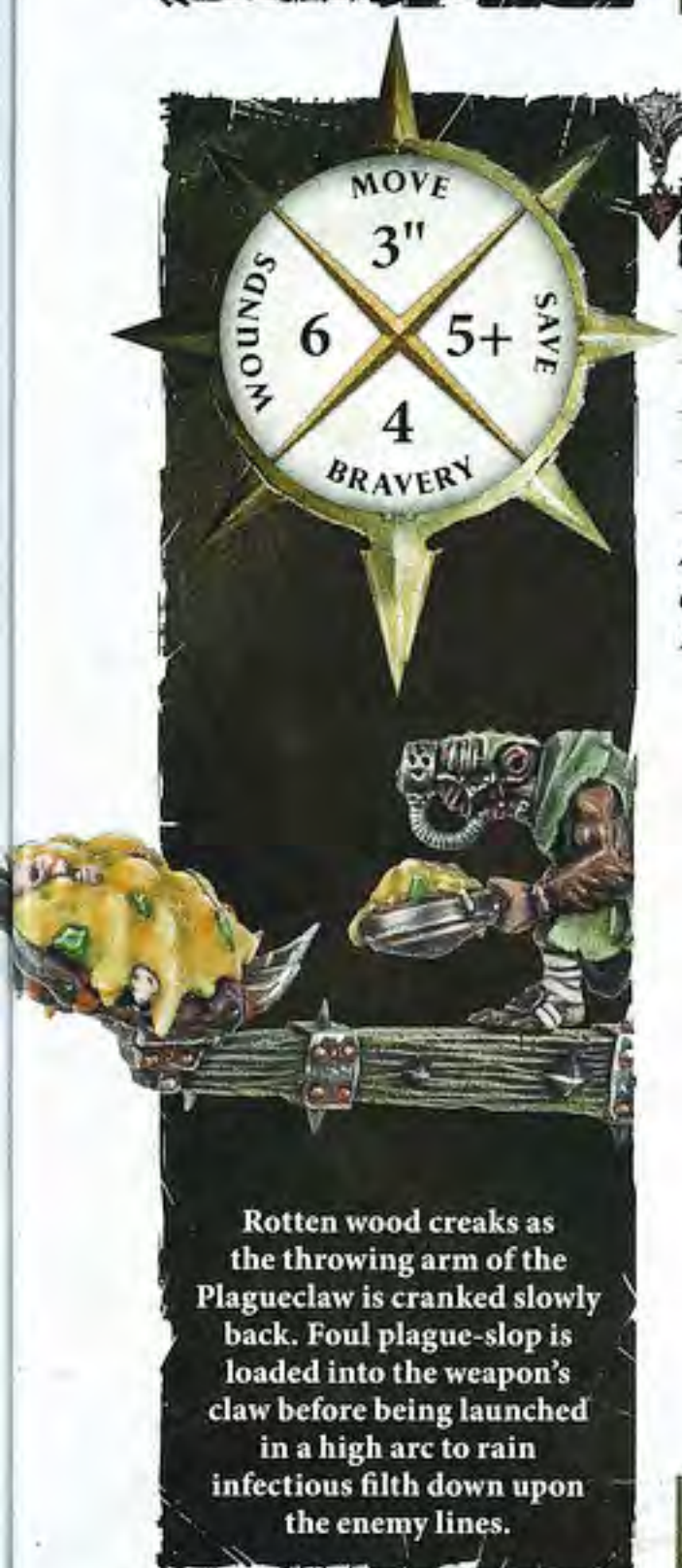
Subtract 1 from wound rolls for attacks made with melee weapons that target this unit.

Pestilence-pestilence! With a warpstone tainted glow, the Plague Priest beseeches the Horned Rat to unleash rampant poxes on the battlefield.

Pestilence-pestilence! is a prayer that has an answer value of 3 and a range of 13". If answered, pick a point on the battlefield within range and visible to the chanter and roll a dice for each unit within 3" of that point. On a 4+, that unit suffers D3 mortal wounds. If that unit is a **CLANS PESTILENS** unit, heal D3 wounds allocated to that unit instead.

KEYWORDS

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



Rotten wood creaks as the throwing arm of the Plagueclaw is cranked slowly back. Foul plague-slop is loaded into the weapon's claw before being launched in a high arc to rain infectious filth down upon the enemy lines.

WARSCROLL PLAGUECLAW

MISSILE WEAPONS

Plagueclaw Catapult

Range	Attacks	To Hit	To Wound	Rend	Damage
6"-30"	1	3+	2+	-2	D6

MELEE WEAPONS

Rusty Knives

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	D6	4+	4+	-	1

A Plagueclaw is manned by skaven armed with a Plagueclaw Catapult and Rusty Knives.

Barrage of Disease: A Plagueclaw hurls great globs of diseased filth at its targets.

The target of an attack made with a Plagueclaw Catapult does not have to be visible to the attacking model.

In addition, if the target unit has 10 or more models, add 1 to hit rolls for attacks made with a Plagueclaw Catapult and increase the Damage characteristic to 2D6.

Hideous Death: Those splashed by this weapon's semi-congealed liquid ammunition die horribly, their skin sloughing off in clumps and their bodies erupting in glistening sores.

Add 2 to battleshock rolls for units targeted by any friendly units with this ability during that turn.

KEYWORDS

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

WARSCROLL

PLAGUE PRIEST

ON PLAGUE FURNACE

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Great Plague Censer	3"			See below		
Warpstone-tipped Staff	2"	D3	3+	3+	-1	1
Foetid Blades	1"	6	3+	4+	-	1
Rusty Spikes	1"	★	3+	3+	-1	1

DAMAGE TABLE			
Wounds Suffered	Move	Great Plague Censer	Rusty Spikes
0-6	6"	D3+4	6
7-9	5"	D3+3	5
10-12	4"	D3+2	4
13+	3"	D3+1	3

A Plague Priest on Plague Furnace is armed with a Warpstone-tipped Staff.

MOUNT: This unit's Plague Furnace is armed with a Great Plague Censer and Rusty Spikes.

CREW: This unit's crew is armed with Foetid Blades.

PUSHED INTO BATTLE: This unit cannot move unless it starts the move within 6" of 10 or more other friendly SKAVEN models.

Altar of the Horned Rat: An eerie sense of watchfulness surrounds this war engine, and an unholy warding protects it from harm.

This unit has a ward of 5+. In addition, do not take battleshock tests for friendly SKAVEN units wholly within 13" of this unit.

Great Plague Censer: Once a Plague Furnace is engaged in combat, its mighty swinging plague censer is let loose and the giant spiked ball of death sent crashing into enemy formations.

Do not use the attack sequence for an attack made with a Great Plague Censer. Instead, pick 1 enemy unit within range and roll a dice. On a 2+, that unit suffers a number of mortal wounds equal to the Great Plague Censer value shown on this unit's damage table.

Poisonous Fumes: Plague censers emit huge clouds of noxious gas.

Subtract 1 from wound rolls for attacks made with melee weapons that target this unit.

Pestilence-pestilence!: With a warpstone tainted glow, the Plague Priest beseeches the Horned Rat to unleash rampant poxes on the battlefield.

Pestilence-pestilence! is a prayer that has an answer value of 3 and a range of 13". If answered, pick a point on the battlefield within range and visible to the chanter and roll a dice for each unit within 3" of that point. On a 4+, that unit suffers D3 mortal wounds. If that unit is a CLANS PESTILENS unit, heal D3 wounds allocated to that unit instead.

The huge censer of the Plague Furnace roars low and loud as it swings ominously back and forth. Clouds of billowing smog roll from within to shroud the foe in choking foulness even as the Plague Priest riding the carriage shrieks his twisted prayers.

KEYWORDS

CHAOS, SKAVEN, CLANS PESTILENS, NURGLE, HERO, PRIEST, TOTEM, WAR MACHINE, PLAGUE FURNACE, PLAGUE PRIEST



Driven into battle by their frenzied faith, Plague Monks overwhelm their enemies in a pestilential mass. They hack and stab wildly with their foetid blades, spreading disease and infection with every blow.

WARSCROLL PLAGUE MONKS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Pair of Foetid Blades	1"	2	3+	4+	-	1
Foetid Blade and Woe-stave	2"	2	4+	4+	-	1

Each model in a Plague Monks unit is armed with 1 of the following weapon options: Pair of Foetid Blades; or Foetid Blade and Woe-stave.

CHAMPION: 1 model in this unit can be a Bringer-of-the-Word.

STANDARD BEARER: 1 in every 10 models in this unit can bear an Icon of Entropy. If this unit includes any models bearing Icons of Entropy, each time a model from this unit is slain by an attack made with a melee weapon, before removing that model from play, roll a dice. On a 6, pick 1 enemy unit within 3" of the slain model. That unit suffers 1 mortal wound.

MUSICIAN: 1 in every 10 models in this unit can be a Plague Harbinger. Add 1 to run rolls and charge rolls for this unit if it includes any Plague Harbingers.

Book of Woes: The champions of the Plague Monks lead their followers in recitations from foul Books of Woes, endlessly repeating the Liturgus Infectus and Rite of Infection, calling upon the Horned Rat to strike down the enemy with disease.

In your hero phase, you can pick 1 enemy unit within 13" of this unit's Bringer-of-the-Word and roll a dice. On a 1-2, nothing happens. On a 3-4, that unit suffers 1 mortal wound. On a 5-6, that unit suffers D3 mortal wounds. This ability has no effect on NURGLE units.

Foetid Weapons: The weapons that are wielded by Plague Monks are foul-smelling and tainted; even the slightest cut can infect the victim with any number of debilitating diseases.

If the unmodified hit roll for an attack made with a melee weapon by this unit is 6, that attack has a Rend characteristic of -2 instead of '-'.

Frenzied Assault: The presence of the enemy drives this crazed warrior into a terrible rage.

Add 1 to the Attacks characteristic of this unit's melee weapons if it made a charge move in the same turn.

KEYWORDS CHAOS, SKAVEN, CLANS PESTILENS, NURGLE, PLAGUE MONKS



Led by their rabid priests, the congregations of the Clans Pestilens spread sickness and blight across the Everspring Swathe, feeding the hunger of the Great Corruptor and seeking out his lost, holy plagues. None may threaten their divine quest.

WARSCROLL PLAGUE CENSER BEARERS

MELEE WEAPONS

Plague Censer

Range

1"

Attacks

3

To Hit

3+

To Wound

3+

Rend

-1

Damage

2

Each model in a Plague Censer Bearers unit is armed with a Plague Censer.

Frenzied Assault: The presence of the enemy drives this crazed warrior into a terrible rage.

Add 1 to the Attacks characteristic of this unit's melee weapons if it made a charge move in the same turn.

Plague Disciples: Plague Censer Bearers become even more frenzied in the presence of their zealous brethren.

Add 1 to wound rolls for attacks made by this unit if it is wholly within 18" of any friendly **PLAGUE MONKS** units.

Poisonous Fumes: Plague censers emit huge clouds of noxious gas.

Subtract 1 from wound rolls for attacks made with melee weapons that target this unit.

Plague Censer Bearers rush forwards in a foaming frenzy. Maddened by disease, they swing their weapons in devastating arcs, crunching armour, flesh and bone. Few can long endure their assault or the choking clouds of plague-smog that accompany it.

KEYWORDS

CHAOS, SKAVEN, CLANS PESTILENS, NURGLE, PLAGUE CENSER BEARERS

WARSCROLL CLAWLORD

MELEE WEAPONS

Warpforged Blade

Range

1"

Attacks

6

To Hit

3+

To Wound

3+

Rend

-1

Damage

2

A Clawlord is armed with a Warpforged Blade.

Cornered Fury: A Clawlord in fear for their life fights with unbridled ferocity.

Add the number of wounds allocated to this unit to the Attacks characteristic of this unit's melee weapons.

Gnash-gnaw on Their Bones!: At a Clawlord's command, their minions hurl themselves at the foe.

You can use this command ability when you pick a friendly **CLANS VERMINUS** unit to fight in the combat phase. That unit must receive the command. Add 1 to the Attacks characteristic of that unit's melee weapons in that phase.

Verminus Clawlords are powerful fighters and cunning leaders, exhorting their chittering followers to overrun the enemy lines. They are most dangerous when caught at bay, for they will fight for their lives with frantic ferocity.

KEYWORDS

CHAOS, SKAVEN, CLANS VERMINUS, HERO, CLAWLORD

MOVE 6"

WOUNDS 5

SAVE 4+

BRAVERY 6

Skritch Spiteclaw is a particularly cunning skaven warlord who has assembled an impressive horde of cut-throat vermin to serve his will. Though he prefers that his minions fight and die on his behalf, when cornered, Skritch becomes a whirling dervish of spiked steel and ripping claws.

WARSCROLL SKRITCH SPITECLAW

MELEE WEAPONS

Wicked Halberd

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	6	3+	3+	-1	2

Skritch Spiteclaw is armed with a Wicked Halberd.

There Are Always More: Skaven warlords gladly hurl their warriors into the blades of the enemy, content in the knowledge that there are always more Clanrat lives to sacrifice.

At the start of your hero phase, if this unit is within 13" of a friendly **SPITECLAW'S SWARM** unit, you can return D3 slain models to that unit. You cannot return Krrk the Almost-trusted.

Gnash-gnaw on Their Bones!: At a Clawlord's command, their minions hurl themselves at the foe.

You can use this command ability when you pick a friendly **CLANS VERMINUS** unit to fight in the combat phase. That unit must receive the command. Add 1 to the Attacks characteristic of that unit's melee weapons in that phase.

KEYWORDS CHAOS, SKAVEN, CLANS VERMINUS, HERO, CLAWLORD, SKRITCH SPITECLAW

MOVE 6"

WOUNDS 1

SAVE 6+

BRAVERY 4

Skritch Spiteclaw entrusts the command and discipline of his verminous ranks to the sadistic taskmaster Krrk the Almost-trusted. Though for now he is content to spend skaven lives at his master's command, the foul-spirited Krrk has his own ambitious schemes for power.

WARSCROLL SPITECLAW'S SWARM

MELEE WEAPONS

Stabbing Blades
Rusty Flail
Rusty Spear
Punch Daggers

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

The models in Spiteclaw's Swarm are Krrk the Almost-trusted, a festering skaven, a hungry skaven and a lurking skaven. Krrk the Almost-trusted is armed with a Rusty Spear.

The festering skaven is armed with Stabbing Blades. The hungry skaven is armed with a Rusty Flail. The lurking skaven is armed with Punch Daggers.

CHAMPION: Krrk the Almost-trusted is the unit champion. Do not take battleshock tests for this unit if it includes Krrk the Almost-trusted. In addition, if a friendly **SKRITCH SPITECLAW** is slain, add 2 to the Attacks characteristic of Krrk's Rusty Spear for the rest of the battle.

Aversion to Death: Blessed with swift reactions, Spiteclaw's Swarm are quick to scamper out of the path of enemy attacks.

After the first wound or mortal wound is allocated to this unit in any phase, this unit has a ward of 5+ until the end of that phase.

KEYWORDS CHAOS, SKAVEN, CLANS VERMINUS, SPITECLAW'S SWARM



Clanrats overcome their foes through sheer numbers rather than through skill at arms. Individually, they are little threat to a seasoned warrior, but when they gather in their verminous swarms, they can pull down even the champions of the enemy.

WARSCROLL CLANRATS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Rusty Blade	1"	1	4+	4+	-	1
Rusty Spear	2"	1	5+	4+	-	1

Each model in a Clanrats unit is armed with 1 of the following weapon options: *Rusty Blade*; or *Rusty Spear*. All models in the unit must be armed with the same weapon option.

Seething Swarm: Sweeping forward in a chittering mass, Clanrats overwhelm their enemies with their seemingly endless numbers, biting, stabbing, screeching and trampling their own fallen beneath their bloody claws.

CHAMPION: 1 model in this unit can be a Clawleader. Add 1 to the Attacks characteristic of that model's melee weapon.

At the end of the battleshock phase, you can return D3 slain models to this unit.

STANDARD BEARER: 1 in every 10 models in this unit can be a Clanrat Standard Bearer. This unit can retreat and still charge later in the turn if it includes any Clanrat Standard Bearers.

MUSICIAN: 1 in every 10 models in this unit can be a Clanrat Bellringer. Add 2 to run rolls for this unit if it includes any Clanrat Bellringers.

KEYWORDS CHAOS, SKAVEN, CLANS VERMINUS, CLANRATS



Stormvermin are bigger, stronger and more dangerous than the lesser skaven of the Clans Verminus. They have a killer instinct honed by a knack for self-preservation that makes them dangerous foes indeed.

WARSCROLL STORMVERMIN

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Rusty Halberd	1"	2	3+	3+	-1	1

Each model in a Stormvermin unit is armed with a *Rusty Halberd*.

Elite Bodyguards: Stormvermin are especially popular as bodyguards, with every ratman of rank hiring their own pack of arrogant, bullying Stormvermin to show off their might and importance.

CHAMPION: 1 model in this unit can be a Fangleader. Add 1 to the Attacks characteristic of that model's Rusty Halberd.

If a friendly **SKAVEN HERO** is within 3" of this unit, before you allocate a wound or mortal wound to that **HERO**, or instead of making a ward roll for a wound or mortal wound that would be allocated to that **HERO**, roll a dice. Add 2 to the roll if the **HERO** has the **CLANS VERMINUS** keyword. On a 4+, that wound or mortal wound is allocated to this unit instead of that **HERO** and cannot be negated.

STANDARD BEARER: 1 in every 10 models in this unit can be a Stormvermin Standard Bearer. This unit can retreat and still charge later in the turn if it includes any Stormvermin Standard Bearers.

MUSICIAN: 1 in every 10 models in this unit can be a Stormvermin Drummer. Add 2 to run rolls for this unit if it includes any Stormvermin Drummers.

KEYWORDS CHAOS, SKAVEN, CLANS VERMINUS, STORMVERMIN



The Packmasters of the Clans Moulder ply their lashes and their snapping things-catchers to goad their warbeasts into battle. Should the foe stray close, those same vicious weapons are readily turned upon them too.

WARSCROLL PACKMASTERS

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

Each model in a Packmasters unit is armed with a Herding Whip and Rusty Blade. 1 in every 3 models can replace their Rusty Blade with a Things-catcher.

Crack the Whip: Packmasters use their whips to drive their fighting beasts into a battle frenzy.

At the start of your movement phase, you can pick 1 friendly **CLANS MOULDER PACK** unit wholly within 13" of this unit. Until your next movement phase, you can add 3 to run rolls and charge rolls for that unit. In addition, until your next movement phase, add 1 to wound rolls for attacks made with melee weapons by that unit. The same unit cannot benefit from this ability more than once per turn.

KEYWORDS CHAOS, SKAVEN, CLANS MOULDER, PACKMASTERS



Master Moulders are twisted and cruel. Theirs are the deranged minds behind the creation of the Clans Moulder's horrific war beasts, and at their command, pack after pack of those foul fiends can be unleashed upon the foe.

WARSCROLL MASTER MOULDER

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warpstone-tipped Lash	3"	6	3+	4+	-1	1
Things-catcher	2"	4	4+	4+	-1	2

A Master Moulder is armed with 1 of the following weapon options: Warpstone-tipped Lash; or Things-catcher.

Crack the Whip: Packmasters use their whips to drive their fighting beasts into a battle frenzy.

At the start of your movement phase, you can pick 1 friendly **CLANS MOULDER PACK** unit wholly within 13" of this unit. Until your next movement phase, you can add 3 to run rolls and charge rolls for that unit. In addition, until your next movement phase, add 1 to wound rolls for attacks made with melee weapons by that unit. The same unit cannot benefit from this ability more than once per turn.

Master Moulder: These burly commanders are the breeders, mutators and healers of Clans Moulder.

In your hero phase, you can pick 1 friendly **CLANS MOULDER PACK** unit within 3" of this unit. Heal D3 wounds allocated to that unit.

Unleash More-more Beasts!: A Master Moulder can order forth more packs of fighting beasts if the tide of battle starts to turn against them.

You can use this command ability if this unit is on the battlefield when a friendly **CLANS MOULDER PACK** unit is destroyed. If you do so, roll a dice. On a 3+, a new replacement unit identical to the one that was destroyed is added to your army. Set up that unit wholly within 12" of this unit and more than 9" from all enemy units. Each destroyed unit can only be replaced once – replacement units cannot themselves be replaced.

KEYWORDS CHAOS, SKAVEN, CLANS MOULDER, HERO, MASTER MOULDER

WARSCROLL HELL PIT ABOMINATION

MELEE WEAPONS

Avalanche of Flesh
Gnashing Teeth
Flailing Fists

Range

3"
1"
1"

Attacks

6
★
★

To Hit

3+
3+
3+

To Wound

See below
3+
3+

Rend

★
-1
-1

Damage

2
3
3

DAMAGE TABLE

Wounds Suffered

0-6
7-8
9-10
11+

Gnashing Teeth

-3
-3
-2
-1

Flailing Fists

6
5
4
3

Avalanche of Flesh

2+
3+
4+
5+

A Hell Pit Abomination is armed with Gnashing Teeth, Flailing Fists and an Avalanche of Flesh.

Avalanche of Flesh: A Hell Pit Abomination can rear up to its fullest height before crashing back to the ground, crushing foes beneath its sickening bulk.

Do not use the attack sequence for an attack made with an Avalanche of Flesh. Instead, roll a number of dice equal to the number of models in the target unit that are within range. You can re-roll any of the dice if this unit made a charge move in the same turn. For each roll that is equal to or greater than the Avalanche of Flesh value shown on this unit's damage table, the target suffers 1 mortal wound.

Regenerating Monstrosity: Hell Pit Abominations are notoriously difficult to slay and can even regrow severed limbs.

In your hero phase, you can heal up to D3 wounds allocated to this unit.

Warpstone Spikes: The warpstone spikes driven into the flesh of a Hell Pit Abomination make it highly resistant to magical spells.

Each time this unit is affected by a spell or the abilities of an endless spell, you can roll a dice. On a 4+, ignore the effect of that spell or the effects of that endless spell's abilities on this unit.

Too Horrible to Die: As it twitches in its last shuddering death throes, there is a chance that the Abomination's unholy metabolism will restart one of its many foul hearts or, at the very least, that its carcass will disgorge the revolting tide of parasitic rats that had been gnawing upon its innards.

The first time this unit is destroyed, before removing it from the battlefield, roll a dice and look up the roll on the table below.

D6 Result

- 1 **Dead:** Remove this unit from play as normal.
- 2-4 **The Rats Emerge:** All units within 3" of this unit suffer D3 mortal wounds. Then remove this unit from play.
- 5-6 **It's Alive!** This unit is not destroyed. Instead, heal D6 wounds allocated to it, and any wounds or mortal wounds that remain to be allocated to it are negated and have no effect.



Living nightmares, Hell Pit Abominations are misshapen monstrosities of immense size that squirm, lurch and drag their way into battle. Their grotesque assemblages of snapping jaws, lashing talons and crushing fists make short work of the foe.

KEYWORDS

CHAOS, SKAVEN, CLANS MOULDER, FIGHTING BEAST, MONSTER, HELL PIT ABOMINATION



Monstrous brutes of stitched muscle, melded flesh, lashing talons and snapping jaws, the Rat Ogors of the Clans Moulder are terrifying war beasts whose packs rip through the enemy ranks in a storm of flying limbs and jetting gore.

WARSCROLL RAT OGORS

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warpfire Gun	16"	D3	4+	3+	-1	2
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tearing Claws, Blades and Fangs	1"	4	3+	3+	-1	2

Each model in a Rat Ogors unit is armed with Tearing Claws, Blades and Fangs. 1 in every 2 models can also be armed with a Warpfire Gun.

Rabid Fury: The snarling rage of a blood-frenzied Rat Ogor pack is a truly terrifying sight to behold.

If the unmodified hit roll for an attack made with Tearing Claws, Blades and Fangs is 6, that attack scores 2 hits on the target instead of 1. Make a wound roll and save roll for each hit.

KEYWORDS CHAOS, SKAVEN, CLANS MOULDER, FIGHTING BEAST, PACK, RAT OGORS



When the skaven go to war, their clawpacks often advance amidst a teeming tide of vermin. Immense swarms of rats seethe across the field of battle, engulfing those who fall and devouring any unfortunate enough to stand in their path.

WARSCROLL RAT SWARMS

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

Each model in a Rat Swarms unit is armed with Gnawing Teeth.

Endless Tide of Rats: There are always more rats. And more. And more. And even more.

At the end of the battleshock phase, you can return 1 slain model to this unit.

KEYWORDS CHAOS, SKAVEN, CLANS MOULDER, PACK, RAT SWARMS



Growing to the size of Gryph-hounds, Giant Rats hunt in huge packs that can overwhelm entire enemy regiments and drag down even the most monstrous foes through sheer weight of numbers.

WARSCROLL GIANT RATS

MELEE WEAPONS

Vicious Teeth

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

Each model in a Giant Rats unit is armed with Vicious Teeth.

Wave of Rats: In combat, Giant Rats frantically scramble over each other in their savage eagerness to devour the foe.

Improve the Rend characteristic of this unit's Vicious Teeth by 1 if it has 3-5 models. Improve the Rend characteristic of this unit's Vicious Teeth by 2 instead of 1 if it has 6 or more models.

KEYWORDS CHAOS, SKAVEN, CLANS MOULDER, PACK, GIANT RATS



Those whom influential skaven deem too dangerous to live often become the targets of a Deathmaster from the Clans Eshin. The poisoned 'weeping blades' of these supernaturally dexterous killers have slain kings and warlords beyond count.

WARSCROLL DEATHMASTER

MISSILE WEAPONS

Eshin Throwing Stars

Range	Attacks	To Hit	To Wound	Rend	Damage
12"	5	4+	4+	-	D3

MELEE WEAPONS

Weeping Blade

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

A Deathmaster is armed with Eshin Throwing Stars and a Weeping Blade.

Hidden Killer: Deathmasters often hide amidst the ranks of skaven regiments.

When you select this unit to be part of your army, you can pick 1 friendly **CLANRATS**, **STORMVERMIN** or **NIGHT RUNNERS** unit that is already part of your army to be the unit in which this unit is hiding. Record this information on a separate piece of paper. Do not set up this unit until it is revealed as described next. You cannot hide more than 1 **DEATHMASTER** in the same unit.

At the start of a combat phase, if this unit is hidden, you can reveal it. In addition, if the unit in which this unit is hidden is destroyed, you must reveal this unit before the last model in the unit in which it is hidden is removed from play. When you reveal this unit,

set it up wholly within 3" of the unit in which it was hidden. If this unit was revealed because the unit in which it was hidden was destroyed, this unit suffers 1 mortal wound after it is set up.

Eshin Toxins: Eshin weapons are coated in deadly poisons.

If the unmodified hit roll for an attack made by this unit is 6, the target suffers D3 mortal wounds and the attack sequence ends (do not make a wound roll or save roll).

Running Death: Eshin warriors are trained in a unique fighting style that allows them to attack with incredible speed and dexterity.

This unit can run and still shoot later in the turn.

KEYWORDS CHAOS, SKAVEN, CLANS ESHIN, HERO, DEATHMASTER

Slynk Skittershank embodies all the devious cruelty of the Eshin clans. He prefers to ambush his foes, slashing them with twin toxin-dripping blades before scampering into the safety of the shadows, where he can watch them succumb to his agonising concoctions.

WARSCROLL SLYNK SKITTERSHANK

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Eshin Throwing Stars	12"	4	4+	4+	-	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Paired Weeping Blades	1"	6	3+	3+	-1	D3

Slynk Skittershank is armed with Eshin Throwing Stars and Paired Weeping Blades.

Eshin Toxins: *Eshin weapons are coated in deadly poisons.*

If the unmodified hit roll for an attack made by this unit is 6, the target suffers D3 mortal wounds and the attack sequence ends (do not make a wound roll or save roll).

Running Death: *Eshin warriors are trained in a unique fighting style that allows them to attack with incredible speed and dexterity.*

This unit can run and still shoot later in the turn.

Misdirection: *Slynk has perfected the art of lurking near his minions, darting in to strike at the enemy and scurrying away before the foe can strike back.*

If this unit is within 1" of a friendly **SKITTERSHANK'S CLAWPACK** unit at the start of the combat phase, the strike-first effect applies to this unit in that combat phase. In addition, after this unit has fought for the first time in the combat phase, if this unit is within 1" of a friendly **SKITTERSHANK'S CLAWPACK** unit, this unit can retreat.

KEYWORDS CHAOS, SKAVEN, CLANS ESHIN, HERO, DEATHMASTER, SLYNK SKITTERSHANK

At the fore of Skittershank's Clawpack is Snyp Padpaw, a grizzled Clan Stryk veteran. At his side, Kleep Kinwhisper uses a cage filled with screeching ratlings to track down prey. Meanwhile, Krowch't backstabs his foes with his razor-sharp dagger, and Skulck picks off enemies from afar with his trusty sling.

WARSCROLL SKITTERSHANK'S CLAWPACK

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Eshin Sling	12"	4	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sword and Fighting Claw	1"	3	3+	3+	-1	1
Bladed Tonfa and Dagger	1"	2	3+	3+	-1	1
Trifang Triskele and Net	3"	2	4+	4+	-	1
Stabbing Blade	1"	2	4+	4+	-	1

The models in Skittershank's Clawpack are Snyp Padpaw, Kleep Kinwhisper, Krowch't and Skulck. Snyp Padpaw is armed with a Sword and Fighting Claw. Kleep Kinwhisper is armed with a Trifang Triskele and Net. Krowch't is armed with a Bladed Tonfa and Dagger. Skulck is armed with an Eshin Sling and Stabbing Blade.

Eshin Toxins: *Eshin weapons are coated in deadly poisons.*

If the unmodified hit roll for an attack made by this unit is 6, the target suffers D3 mortal wounds and the attack sequence ends (do not make a wound roll or save roll).

Kinwhisper's Ratlings: *Kleep Kinwhisper's ratling pets help the Clawpack sneak within striking distance of a foe without the alarm being raised.*

During deployment, instead of setting up this unit on the battlefield, you can place it to one side and say that it is infiltrating the foe as a reserve unit. If you do so, when you would set up a friendly **SLYNK SKITTERSHANK** during deployment, you can say that it will join this unit infiltrating the foe as a reserve unit.

At the end of your first movement phase, you must set up this unit on the battlefield, wholly within 6" of a terrain feature and more than 6" from all enemy units. Then, if **SLYNK SKITTERSHANK** joined this unit in reserve, set up that unit within 1" of this unit and more than 6" from all enemy units.

Running Death: *Eshin warriors are trained in a unique fighting style that allows them to attack with incredible speed and dexterity.*

This unit can run and still shoot later in the turn.

KEYWORDS CHAOS, SKAVEN, CLANS ESHIN, SKITTERSHANK'S CLAWPACK



Emerging from positions of concealment at the enemy's flanks and rear, Gutter Runners fall upon their victims in a storm of flashing blades, hurtling throwing stars and viciously bared fangs.

WARSCROLL GUTTER RUNNERS

MISSILE WEAPONS

Eshin Throwing Stars

Range	Attacks	To Hit	To Wound	Rend	Damage
12"	3	4+	4+	-	1

MELEE WEAPONS

Punch Dagger and Blade

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

Each model in a Gutter Runners unit is armed with Eshin Throwing Stars and a Punch Dagger and Blade.

ELITE: Models in this unit can issue commands to their own unit.

Eshin Toxins: Eshin weapons are coated in deadly poisons.

If the unmodified hit roll for an attack made by this unit is 6, the target suffers 1 mortal wound and the attack sequence ends (do not make a wound roll or save roll).

Running Death: Eshin warriors are trained in a unique fighting style that allows them to attack with incredible speed and dexterity.

This unit can run and still shoot later in the turn.

Sneaky Infiltrators: Gutter Runners are masters of stealth and can sneak up on almost anyone.

During deployment, instead of setting up this unit on the battlefield, you can place it to one side and say that it is infiltrating the foe as a reserve unit.

If you do so, at the end of your first movement phase, you must set up this unit wholly within 6" of a terrain feature and more than 9" from all enemy units.

KEYWORDS CHAOS, SKAVEN, CLANS ESHIN, GUTTER RUNNERS



Swift and sneaky, clawpicks of Night Runners envelop their enemies before launching vicious assaults to lay them low with volleys of throwing weapons and well-placed blades between the ribs.

WARSCROLL NIGHT RUNNERS

MISSILE WEAPONS

Eshin Throwing Weapons

Range	Attacks	To Hit	To Wound	Rend	Damage
12"	1	4+	5+	-	1

MELEE WEAPONS

Stabbing Blade

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

Each model in a Night Runners unit is armed with Eshin Throwing Weapons and a Stabbing Blade.

CHAMPION: 1 model in this unit can be a Nightleader. Add 1 to the Attacks characteristic of that model's Stabbing Blade.

Eshin Toxins: Eshin weapons are coated in deadly poisons.

If the unmodified hit roll for an attack made by this unit is 6, the target suffers 1 mortal wound and the attack sequence ends (do not make a wound roll or save roll).

Running Death: Eshin warriors are trained in a unique fighting style that allows them to attack with incredible speed and dexterity.

This unit can run and still shoot later in the turn.

Slinking Advance: Night Runners scurry ahead of the main body of a skaven army to harass and slow down the foe.

After deployment but before the first battle round begins, this unit can make a normal move of up to 2D6".

KEYWORDS CHAOS, SKAVEN, CLANS ESHIN, NIGHT RUNNERS

ENDLESS SPELL WARSCROLL VERMINTIDE

SUMMONING: This endless spell is summoned with a spell that has a casting value of 5 and a range of 18". If successfully cast, set up the endless spell wholly within range and visible to the caster, more than 1" from all models, other endless spells and invocations.

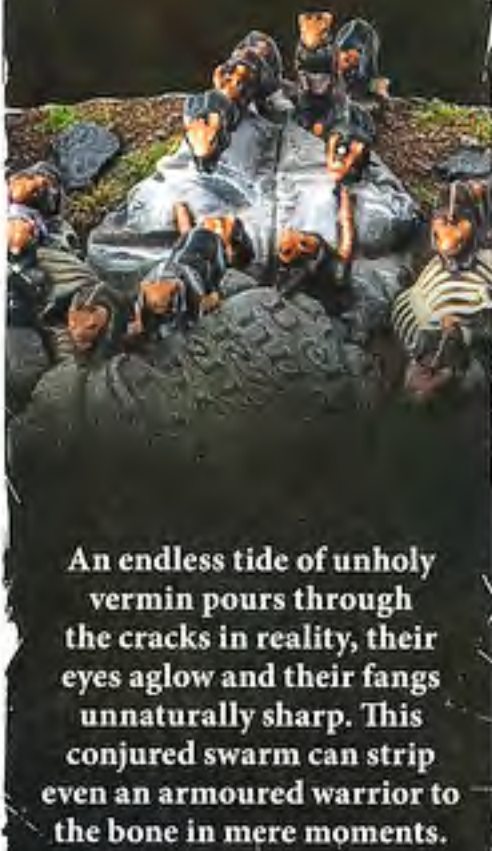
Only **SKAVEN WIZARDS** can attempt to summon this endless spell.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 7".

Ravening Horde: A *Vermintide* rips and tears indiscriminately at anything in its path.

After this endless spell has moved, the commanding player can pick 1 unit within 3" of it and roll 13 dice. For each 6, that unit suffers 1 mortal wound.

In addition, roll 13 dice for each unit that finishes a normal move, run, retreat or charge move within 3" of this endless spell. For each 6, that unit suffers 1 mortal wound.



An endless tide of unholy vermin pours through the cracks in reality, their eyes aglow and their fangs unnaturally sharp. This conjured swarm can strip even an armoured warrior to the bone in mere moments.

ENDLESS SPELL WARSCROLL WARP LIGHTNING VORTEX

PARTS: This endless spell has 3 parts.

SUMMONING: This endless spell is summoned with a spell that has a casting value of 8 and a range of 13". If successfully cast, set up 1 part of the endless spell wholly within range of the caster, then set up the second and third parts exactly 7" from the first part and exactly 7" from each other (the parts will form a triangle with each part exactly 7" from the other two parts). All of the parts must be set up more than 1" from all models, other endless spells and invocations.

Only **SKAVEN WIZARDS** can attempt to summon this endless spell.

Warp Lightning Bolts: Coruscating bolts of warp lightning leap outwards from the Warp Lightning Vortex, obliterating those nearby.

After this endless spell is set up and at the end of each movement phase, roll a dice for each unit within 6" of this endless spell. Add 1 to the roll if that unit is within 6" of 2 parts of this endless spell. Add 2 to the roll instead if that unit is within 6" of all 3 parts of this endless spell. On a 4+, that unit suffers D3 mortal wounds. On an unmodified roll of 6, that unit suffers D6 mortal wounds instead of D3.

Warp Vortex: The sheer destructive anarchy that surrounds a Warp Lightning Vortex slows the progress of warriors caught in its midst.

Units within 3" of this endless spell cannot run.



A hurled clawful of warpstone shards swell rapidly in size until they become hovering prisms that crackle furiously with warp lightning. Green-black bolts flash back and forth, forming a lethal cage of energy that blasts apart any who dare too close.

ENDLESS SPELL WARSCROLL BELL OF DOOM

SUMMONING: This endless spell is summoned with a spell that has a casting value of 5 and a range of 13". If successfully cast, set up the endless spell wholly within range and visible to the caster, more than 1" from all models, other endless spells and invocations.

Only **SKAVEN WIZARDS** can attempt to summon this endless spell.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 2D6" and can fly.

Apocalyptic Doom: With a deafening explosion, the Bell of Doom splits asunder.

After this endless spell has moved, roll 3D6. On a 13, each unit within 13" of this endless spell suffers D3 mortal wounds, and then this endless spell is removed from play.

Boldness or Despair: The dreadful ringing of the Bell of Doom fills the minds of the skaven's foes with a deep despair while emboldening the normally cowardly ratmen.

Do not take battleshock tests for **SKAVEN** units wholly within 13" of this endless spell. Subtract 1 from the Bravery characteristic of other units within 13" of this endless spell.

Swirling vapours boil from the yawning maw of the spell's caster, billowing into an unnatural cloud. Lightning flashes amidst the gloomy mass, silhouetting a huge bell that swings in mid-air, tolling out the doom of those who dare resist the skaventide.

FACTION TERRAIN WARSCROLL GNAWHOLE

FACTION TERRAIN: Only Skaven armies can include this faction terrain feature. For each faction terrain feature a Skaven army can include, it can include up to 3 Gnawhole faction terrain features instead.

SET-UP: After territories are determined, you can set up this faction terrain feature more than 3" from all objectives and other terrain features, more than 18" from all other Gnawholes in your army, and wholly within 8" of the battlefield edge. If both players can set up faction terrain features at the same time, they must roll off and the winner chooses who sets up their faction terrain features first.

IMPASSABLE: You cannot move a model over this terrain feature unless it can fly, and you cannot move a model onto this terrain feature or set up a model on this terrain feature (even if it can fly).

Tunnels Through Reality: The skaven can move through gnawholes to invade any corner of the Mortal Realms.

Once per turn, at the end of your movement phase, you can pick 1 friendly **SKAVEN** unit wholly within 6" of this terrain feature and remove it from the battlefield. Set up that unit again wholly within 6" of a different Gnawhole in your army that does not have any enemy units within 3" of it, and more than 9" from all enemy units.

Designer's Note: You can use this ability once per turn with each Gnawhole faction terrain feature in your army that is on the battlefield.

Aura of the Horned Rat: Gnawholes emit unholy radiation that empowers skaven spellcasters and priests.

Add 1 to chanting rolls for friendly **SKAVEN PRIESTS** within 3" of this terrain feature, and add 1 to casting, dispelling and unbinding rolls for friendly **SKAVEN WIZARDS** within 3" of this terrain feature.

Gnawholes split the skin of reality, tearing open like lesions and allowing frenzied skaven swarms to spill forth. Manifesting as whirling green portals, gaping black holes, fume-wreathed chasms and countless other malignant phenomena, these tunnels through reality seep with the ruinous energies of the Horned Rat.

PITCHED BATTLE PROFILES

The tables below contain the Pitched Battle profiles for all of the warscrolls in this battletome and a list of allies that can be taken in a Skaven army. See section 25.0 of the core rules for further information about Pitched Battle profiles and allied units. Updated June 2022.

SKAVEN				
WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES
Plagueclaw	1	135	Artillery	Single
Warp Lightning Cannon	1	150	Artillery	Single
Warplock Jezzails	3	120	Artillery	Single
Clanrats	20	100	Battleline	
Stormvermin	10	135	Battleline	
Doomwheel	1	185	Behemoth	Single
Hell Pit Abomination	1	245	Behemoth	Single
Arch-Warlock	1	155	Leader	Single
Clawlord	1	110	Leader	Single
Deathmaster	1	165	Leader	Single
Grey Seer	1	125	Leader	Single
Master Moulder	1	90	Leader	Single
Plague Priest	1	100	Leader	Single
Skritch Spiteclaw	1	165	Leader	Single, Unique. These units must be taken as a set. Although taken as a set, each is a separate unit.
Spiteclaw's Swarm	4			
Slynk Skittershank	1	225	Leader	Single, Unique. These units must be taken as a set. Although taken as a set, each is a separate unit.
Skittershank's Clawpack	4			
Warlock Bombardier	1	115	Leader	Single
Warlock Engineer	1	105	Leader	Single
Grey Seer on Screaming Bell	1	325	Leader, Behemoth	Single
Lord Skreech Verminking	1	425	Leader, Behemoth	Single, Unique
Plague Priest on Plague Furnace	1	335	Leader, Behemoth	Single
Thanquol on Boneripper	1	415	Leader, Behemoth	Single, Unique
Verminlord Corruptor	1	360	Leader, Behemoth	Single
Verminlord Deceiver	1	405	Leader, Behemoth	Single
Verminlord Warbringer	1	395	Leader, Behemoth	Single
Verminlord Warpseer	1	370	Leader, Behemoth	Single
Doom-Flayer	1	65		Single
Giant Rats	6	60		You can include 1 unit of this type as a Battleline unit for each CLANS MOULDER HERO you include in your army.
Gutter Runners	5	105		You can include 1 unit of this type as a Battleline unit for each CLANS ESHIN HERO you include in your army.
Night Runners	10	90		You can include 1 unit of this type as a Battleline unit for each CLANS ESHIN HERO you include in your army.
Packmasters	3	65		
Plague Censer Bearers	5	90		You can include 1 unit of this type as a Battleline unit for each CLANS PESTILENS HERO you include in your army.

ARMY RULES

SKAVEN				
WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES
Plague Monks	10	90		You can include 1 unit of this type as a Battleline unit for each CLANS PESTILENS HERO you include in your army.
Rat Ogors	2	140		You can include 1 unit of this type as a Battleline unit for each CLANS MOULDER HERO you include in your army.
Rat Swarms	2	55		
Ratling Gun	1	65		Single
Skryre Acolytes	5	75		You can include 1 unit of this type as a Battleline unit for each CLANS SKRYRE HERO you include in your army.
Stormfiends	3	320		You can include 1 unit of this type as a Battleline unit for each CLANS SKRYRE HERO you include in your army.
Warpfire Thrower	1	70		Single
Warp-Grinder	1	65		Single
Bell of Doom	-	60	Endless Spell	
Vermintide	-	60	Endless Spell	
Warp Lightning Vortex	-	80	Endless Spell	
Gnawhole	-	0	Faction Terrain Feature	

FACTION	ALLIES
Skaven	Maggotkin of Nurgle (only if general is CLANS PESTILENS)