



# Skaven

Unbeknownst to man, for thousands of years he has shared his world with another and altogether different race. There have always been signs for those who cared to see them: a scurrying black shadow, an inhuman scream from the sewer, scuttling shapes at the back of the cellar.

All these years these creatures have worked away in secret, burrowing beneath the world of man, undermining his great cities, infiltrating his sewers and cellars, and joining all up into a vast world-spanning labyrinth of tunnels and nests. These creatures call themselves Skaven and they are ratmen, the mutant spawn of an older age of chaos and mutation.

Doubtless one day the Skaven will be ready to emerge from their tunnels and wage open war



upon mankind. For centuries they have been content to feed upon his ruins, to seed plague in his cities, and spread contagion amongst his lands. At least they were content to wait and watch, for now everything has suddenly changed. Now the destruction of Mordheim has created new opportunities in the secret war against mankind.

Since ancient times the Skaven have searched the world for the stones of power that men in their ignorance call wyrdstone but which Skaven have long since known as warpstone, blackstone, or seerstone. It was as a result of gnawing upon this magic stone in ages past that commonplace rats began the slow process of mutation that spawned the Skaven race. Wyrdstone is quite literally in their blood, for they feed upon it and make use of it in their foul sorceries. Until now the ratmen's search for wyrdstone has been difficult and time-consuming as the stone has grown increasingly rare, but now a new and abundant source has appeared – a dark blessing from the skies!

For the Skaven of Clan Eshin, this is an especially opportune time for such a thing to happen, for, just as the Empire is divided, so the Skaven race is divided amongst itself. Clan fights clan the world over, each struggling for domination of the Council of Thirteen whose masters rule the Skaven race. Mordheim's secret is not yet revealed to all the clans, or else the City of the Damned would already be overrun with ratmen. The Nightmaster of Clan Eshin is keen to guard this secret, and for this reason has not sent his multitudinous armies into Mordheim. Instead, he has sent small warbands of Skaven skittering through secret tunnels into the city to gather up the shining stones and bring them back to the clan nests.

The Skaven of Clan Eshin are supremely adapted to their task. Masters of the art of bringing silent death to their foes, they are skilled in the use of poison and trained in the thousand secrets of the assassin.

Since birth Skaven warriors practise martial crafts in the ruinous temples of the Horned Rat, their ever-hungering and hideous god. There are none better amongst their verminous kind to gather up the treasure of Mordheim, but they must be silent, swift and efficient. Were rival Skaven clans to discover the secret of Mordheim there would come not hundreds, not thousands, but millions upon millions to contend for the wyrdstone in the City of the Damned.

## Skaven equipment lists

The following lists are used by the Skaven to pick their equipment.

### HEROES EQUIPMENT LISTS

#### Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Sword	10 gc
Flail	15 gc
Spear	10 gc
Halberd	10 gc
Weeping Blades	50 gc
Fighting Claws	35 gc

#### Missile Weapons

Sling	2 gc
Throwing stars	15 gc
Blowpipe	25 gc
Warplock pistol	35 gc (70 for a brace)

#### Armour

Light armour	20 gc
Buckler	5 gc
Helmet	10 gc

### HENCHMEN EQUIPMENT LIST

#### Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Club	3 gc
Sword	10 gc
Spear	10 gc

#### Missile Weapons

Sling	2 gc
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#### Armour

Light armour	20 gc
Shield	5 gc
Helmet	10 gc

## Choice of warriors

A Skaven warband must include a minimum of three models. You have 500 gold crowns (representing your resources) which you can use to recruit and equip your initial warband. The maximum number of warriors in the warband may never exceed 20.

**Assassin Adept:** Each Skaven warband must have one Assassin Adept: no more, no less!

**Eshin Sorcerer:** Your warband may include a single Eshin Sorcerer.

**Black Skaven:** Your warband may include up to two Black Skaven.

**Night Runners:** Your warband may include up to two Night Runners.

**Verminkin:** Any number of models may be Verminkin.

**Giant Rats:** Your warband may include any number of Giant Rats.

**Rat Ogre:** Your warband may include a single Rat Ogre.



## Starting experience

An **Assassin Adept** starts with 20 experience.

**Eshin Sorcerers** and **Black Skaven** start with 8 experience.

**Night Runners** start with 0 experience.

**Henchmen** start with 0 experience.



## Skaven special equipment

This equipment is only available to Skaven, and no other warbands may purchase it. See the Trading section for full rules on acquiring rare items.

### blowpipe

25 gold crowns

**Availability:** Rare 7, Skaven only

The blowpipe is a short hollow tube which can be used to shoot poisoned darts. While the darts by themselves are too small to cause significant damage, the poison used by the Skaven can cause searing agony and eventual death.

The other advantage of a blowpipe is that it is silent, and a well-hidden shooter can fire the darts undetected.

Range	Strength	Save modifier	Special rules
8"	1	+1	Poison, Stealthy

#### SPECIAL RULES

**Poison:** The needles fired by a blowpipe are coated in a venom very similar in its effects to the Black Lotus (if you roll a 6 on the To Hit roll, the victim is



automatically wounded). A blowpipe **cannot** cause critical hits. This weapon has a positive armour save modifier, so a model that normally has a save of 5+ will get a save of 4+ against a blowpipe dart. Even models that normally do not have an armour save will get a 6+ save to take into account protection offered by clothes, fur or the like.

**Stealthy:** A Skaven armed with a blowpipe can fire while *hidden* without revealing his position to the enemy. The target model can take an Initiative test in order to try to spot the firing Skaven. If the test is successful, the Skaven no longer counts as *hidden*.

### warlock pistol

35 gold crowns (70 for a brace)

**Availability:** Rare 11, Skaven only

Warlock pistols are terrifying weapons, testimony to the mad genius of Clan Skryre engineers. Warlock pistols shoot ammunition made of magically treated warpstone and wounds caused by warlock pistols are horrible to behold and often cause infections.

Range	Strength	Save modifier	Special rules
8"	5	-3	Fire every other turn

### fighting claws

35 gold crowns per pair

**Availability:** Rare 7, Skaven only

The martial arts practised by Clan Eshin employ many unusual weapons. The most famous of these are the Eshin Fighting Claws: sharp metal blades attached to the paws of a Skaven warrior. It takes a real expert to use them effectively, but an adept of Clan Eshin is a fearsome opponent when armed this way.

Range	Strength	Save modifier	Special rules
Close Com.	As user	-	Pair, Climb, Parry, Cumbersome

#### SPECIAL RULES

**Pair:** Fighting Claws are traditionally used in pairs, one in each hand. A warrior armed with Fighting Claws gets an additional attack.

**Climb:** A Skaven equipped with Fighting Claws can add +1 to his Initiative when making Climbing tests.

**Parry:** A Skaven armed with Fighting Claws may parry blows and can re-roll a failed attempt once, in the same way as a model armed with a sword and buckler.

**Cumbersome.** A model armed with Fighting Claws may not use any other weapons in the entire battle.

### weeping blades

50 gold crowns (per pair)

**Availability:** Rare 9, Skaven only

The adepts of Clan Eshin use weapons called Weeping Blades, murderous swords constructed with a small amount of warpstone in their structure. A Weeping Blade constantly sweats a deadly corrosive venom.

Range	Strength	Special rules
Close Com.	As user	Pair, Venomous, Parry

**Pair:** Weeping Blades are traditionally used in pairs, one in each hand. A warrior armed with Weeping Blades gets an additional attack.

**Venomous:** The venom of Weeping Blades will enter the blood of the victim and ravage his organs and muscles. These weapons count as being permanently coated in black lotus (see the Equipment section). No additional poison may be applied to Weeping Blades.

**Parry:** Weeping Blades are swords and can be used for parrying.

## Skaven skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Adept	✓	✓	✓	✓	✓	✓
Black Skaven	✓	✓		✓	✓	✓
Eshin Sorcerer			✓		✓	✓
Night Runners	✓	✓				✓

## Skaven special skills

Skaven Heroes may choose to use the following Skill list instead of any of the standard Skill tables available to them.

### black hunger

The Skaven can draw upon the dreaded Black Hunger, the fighting frenzy which gives him unnatural strength and speed but can ravage him from inside. The Skaven Hero may declare at the beginning of his turn that he is using this skill. The Hero may add +1 attack and +D3" to the total move to his profile for the duration of his own turn but will suffer D3 S3 hits with no armour save possible at the end of the turn.

### tail fighting

The Skaven may wield a shield, knife or a sword with its tail. The model gains an extra attack with the appropriate weapon or a +1 bonus to its armour save.

### wall runner

The Skaven does not need to take an Initiative test when climbing up walls and other sheer surfaces.

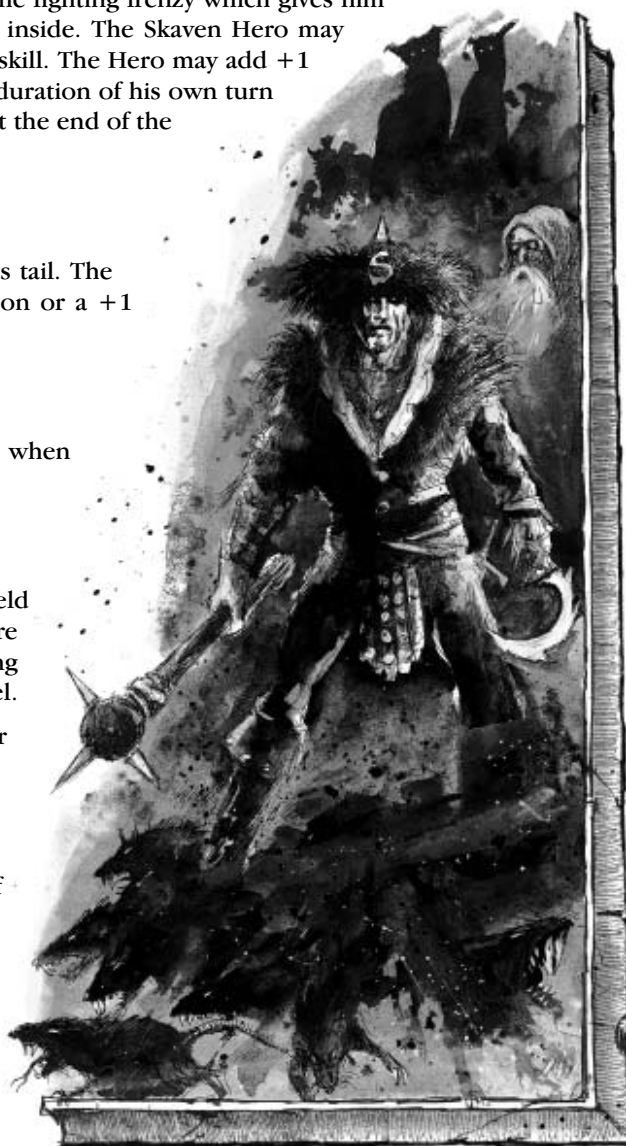
### infiltration

A Skaven with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model.

If both players have models which infiltrate, roll a D6 for each, and the lowest roll sets up first.

### art of silent death

The Skaven has patiently mastered the deadly art of open-hand fighting, as taught by the mystics of Cathay in the temples of the far East. In hand-to-hand combat, the Skaven can fight with his bare paws without any penalties and counts as having two weapons (ie, +1 attack). In addition, a Skaven Hero with this skill will cause a critical hit on a To Wound roll of 5-6 instead of just 6. This skill may be used in conjunction with the Eshin Fighting Claws (+2 Attacks instead of +1).



# Heroes

## 1 Assassin adept

### 60 gold crowns to hire

The Nightmaster of Clan Eshin has sent the Assassin to collect precious wyrdstone. Success means many breeders, wealth and a better position amongst the clan. Failure, on the other hand, is best not contemplated...

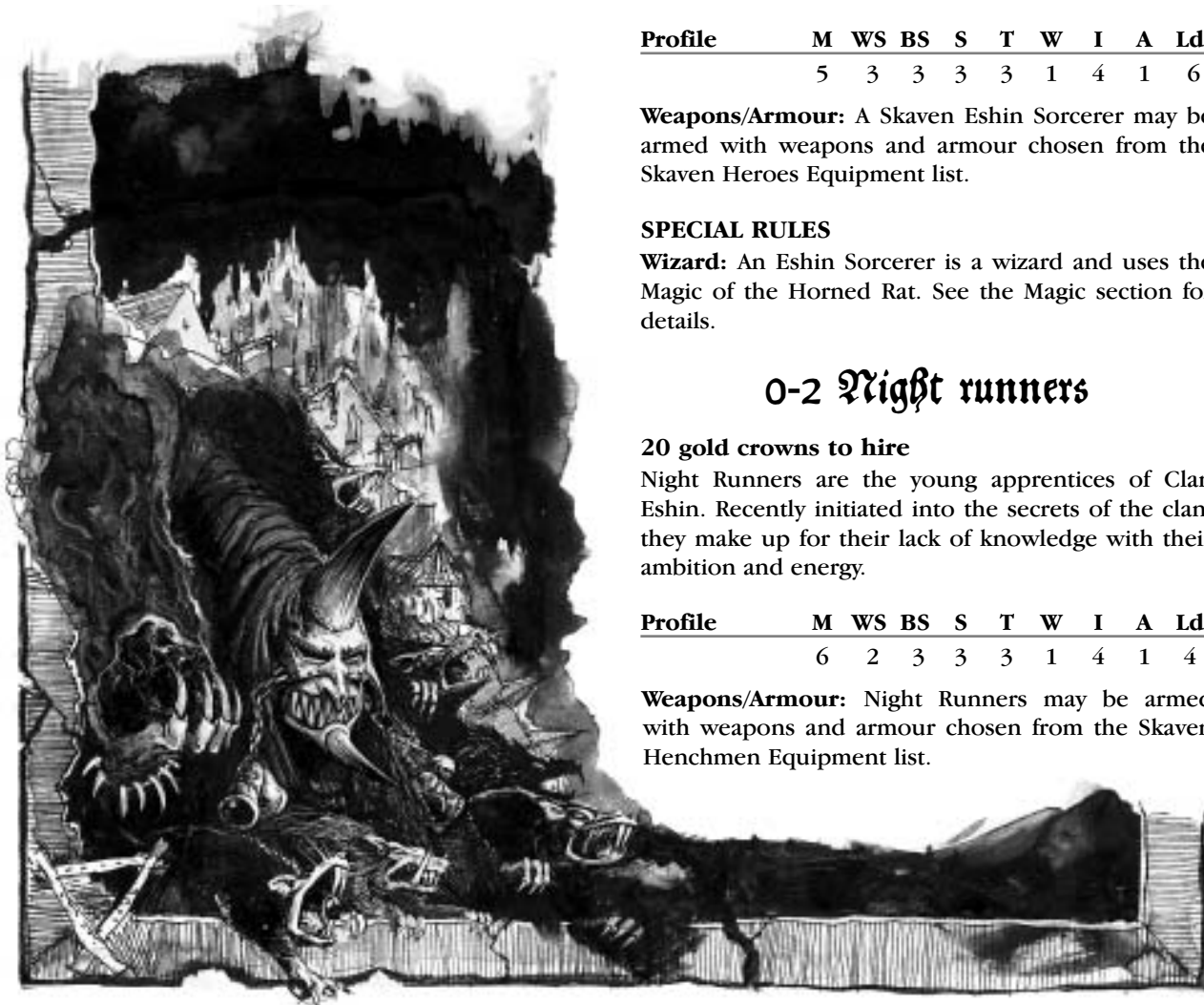
Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	4	4	3	1	5	1	7

**Weapons/Armour:** An Assassin Adept may be armed with weapons and armour chosen from the Skaven Heroes Equipment list.

### SPECIAL RULES

**Leader:** Any warrior within 6" of the Assassin Adept may use his Leadership instead of his own.

**Perfect Killer:** An Assassin Adept always has an extra -1 modifier to any armour save the enemy has to take against wounds they inflicted (both with shooting and close combat weapons).



## 0-2 Black skaven

### 40 gold crowns to hire

Black Skaven are the most powerful fighters of Clan Eshin: black-furred killers trained in the martial arts of their clan. In Mordheim they excel at ambushing and assassinating man-things.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	3	4	3	1	5	1	6

**Weapons/Armour:** A Black Skaven may be armed with weapons and armour chosen from the Skaven Heroes Equipment list.

## 0-1 Eshin sorcerer

### 45 gold crowns to hire

The Sorcerers of Clan Eshin are black magicians who manufacture the enchanted weapons of the Assassins. Though their power is slight compared to the Warlocks of Clan Skryre or the mighty Grey Seer, their black sorcery is still potent.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	3	3	3	1	4	1	6

**Weapons/Armour:** A Skaven Eshin Sorcerer may be armed with weapons and armour chosen from the Skaven Heroes Equipment list.

### SPECIAL RULES

**Wizard:** An Eshin Sorcerer is a wizard and uses the Magic of the Horned Rat. See the Magic section for details.

## 0-2 Night runners

### 20 gold crowns to hire

Night Runners are the young apprentices of Clan Eshin. Recently initiated into the secrets of the clan, they make up for their lack of knowledge with their ambition and energy.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	2	3	3	3	1	4	1	4

**Weapons/Armour:** Night Runners may be armed with weapons and armour chosen from the Skaven Henchmen Equipment list.



# Henchmen (bought in groups of 1-5)



## Verminkin

### 20 gold crowns to hire

Verminkin are the Clanrats of Clan Eshin. The strongest amongst them are initiated into the secrets of the clans and begin their training to become Assassins, the most feared warriors of the Skaven warbands. All the Clanrats of Clan Eshin dream of rising to the status of an Assassin one day.

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

**Weapons/Armour:** Verminkin may be armed with weapons and armour chosen from the Skaven Henchmen Equipment list.

## Giant rats

### 15 gold crowns to buy

Giant Rats are creations of the twisted genius of the Skaven. They are mutated monstrosities the size of dogs. They fight alongside the Skaven, overpowering any opponents by sheer weight of numbers.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	2	0	3	3	1	4	1	4

**Weapons/Armour:** None. Giant Rats never use any armour or weapons.

### SPECIAL RULES

**Pack size:** You can recruit as many Giant Rats as you wish.

**Experience:** Giant Rats are animals and do not gain experience.

## 0-1 Rat ogre

### 210 gold crowns to buy

These horrible monsters are much in demand as bodyguards to important Skaven.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	3	5	5	3	4	3	4

**Weapons/Armour:** Jaws, claws and brute force! Rat Ogres can never use weapons or armour.

### SPECIAL RULES

**Fear:** Rat Ogres are so frightening they cause *fear*.

**Stupidity:** A Rat Ogre is subject to *stupidity* unless a Skaven Hero is within 6" of it.

**Experience:** Rat Ogres do not gain experience.

**Large Target:** Rat Ogres are Large Targets as defined in the shooting rules.

