

SCOURGE OF GHYRAN

FACTION RULES: SKAVEN

BATTLE FORMATIONS

Add the following battle formations to those in the Skaven faction rules.

ENVOYS OF THE DEEPENGNAW

✖ Passive

WILL OF THE HORNE RAT: *Although they tower over the rest of the swarm, Verminlords are as craven and cunning as any Skaven – in truth even more so – and will readily use their underlings as fodder to protect their own hides.*

Effect: While a friendly **SKAVEN DAEMON** is within the combat range of a friendly non-**HERO SKAVEN INFANTRY** unit:

- That **SKAVEN DAEMON** has **WARD (4+)**.
- Each time you make a successful ward roll for that **SKAVEN DAEMON**, inflict 1 mortal damage on a friendly non-**HERO SKAVEN INFANTRY** unit within that unit's combat range after the damage sequence for that unit has been resolved.

GATHERING OF THE CLANS

➤ Once Per Turn (Army), Reaction: You declared the 'Redeploy' command for a friendly **SKAVEN** unit

BACKSTABBING ALLIES: *The Skaven often form uneasy alliances between clans, but none of them want to suffer the brunt of the fighting when the enemy draws near.*

Effect: Pick up to 2 other friendly **SKAVEN** units that are not in combat and are wholly within 13" of the unit using the 'Redeploy' command to be the targets. Each target must have at least one of the following keywords: **VERMINUS**, **SKRYRE**, **MOULDER**, **PESTILENS**, **ESHIN**. After that 'Redeploy' command has been resolved, each of the targets can immediately use the 'Redeploy' command in an order of your choice without any command points being spent.

HEROIC TRAITS

You can pick a heroic trait from this table instead of from other Heroic Traits tables available to this faction.

RUINOUS REALM-GNAWERS (HERO only)

⚙ Deployment Phase

DEVOUS UNDERLING: *Sly in the extreme, this ratman has mastered the art of biding his time, content to wait until his superiors' demise before violently seizing control for himself.*

Declare: Pick a friendly **SKAVEN HERO** on the battlefield with a Health characteristic that equals or exceeds this unit's Health characteristic to be the target.

Effect: For the rest of the battle:

- While the target has not been slain, friendly **SKAVEN INFANTRY** units have **WARD (6+)** while they are wholly within 13" of this unit.
- Once the target has been slain, add 2 to charge rolls for friendly **SKAVEN INFANTRY** units while they are wholly within 13" of this unit.

✖ Your Hero Phase

FLESHMEDDLER: *This Skaven carries syringe darts filled with warpstone serum that can be fired into the patchwork hides of nearby Moulder creations to give them a 'bit of extra bite'.*

Declare: Pick a friendly **MOULDER** unit wholly within 13" of this unit to be the target.

Effect: Pick 1 of the target's melee weapons. Add 1 to the Rend characteristic of that weapon for the rest of the turn.

⚙ Passive

PIT TINKERER: *This mechanically minded Skaven has a compulsion to make 'improvements' to the Skryre devices under his command.*

Effect: You can re-roll the random characteristic rolls for the Move characteristic of friendly **SKRYRE WAR MACHINES** while they are wholly within 13" of this unit. In addition, each time a friendly **SKRYRE WAR MACHINE** wholly within 18" of this unit uses the 'Rolling Doom' or 'Whirling Doom' ability, add 1 to the amount of mortal damage inflicted, if any.



SCOURGE OF GHYRAN

• SCOURGE OF GHYRAN WARSCROLL •

GREY SEER ON SCREAMING BELL



Rattling through the Ghyranite jungle on ironbound wheels comes the hellish contraption known as a Screaming Bell, a Grey Seer riding atop it and shrieking praises to the Great Horned Rat. Each bone-jarring toll of the bell invigorates nearby Skaven, healing their wounds and hastening their scurrying advance.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Warpstone Staff	3	4+	4+	1	D3
Rat Ogor's Tearing Claws	5	4+	3+	1	2
Crushing Bulk Charge (+1 Damage), Companion	6	4+	2+	1	2

Passive

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of its **Crushing Bulk** is 4.

Passive

THE BELL TOLLS: With a swing and a clang, the bell doth peal; Skaven march and man-things squeal!

Effect: If the current battle round number is odd, add 2" to the Move characteristic of friendly **SKAVEN** units while they are wholly within 13" of this unit. If the current battle round number is even, subtract 1 from hit rolls for attacks made by enemy units that target a friendly **SKAVEN** unit while it is wholly within 13" of this unit.

Your Hero Phase

GNAW THROUGH REALITY: The Grey Seer focuses their energy to keep open a tear in reality from which fellow Skaven can pour.

Declare: Make a casting roll of 2D6.

Effect: Until the start of your next turn, this unit counts as a friendly **Gnawhole** for the purposes of the 'Gnawhole Ambush', 'Tunnels Through Reality' and 'The Endless Vermintide' abilities.

KEYWORDS SPELL

Once Per Turn (Army), End of Any Turn

ECHOES OF THE VERMINDOOM: As the bell rings in time with one of its counterparts in sacred Blight City, it releases a pulse of ruinous energies that invigorate the swarm.

Declare: Pick each friendly **SKAVEN** unit wholly within 13" of this unit to be the targets.

Effect: Heal (D3) each target.

KEYWORDS

HERO, WAR MACHINE, WIZARD (2), WARD (5+)



CHAOS, SKAVEN, MASTERCLAN

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BROOD TERROR



Ghyran has suffered terribly from the ravages of Brood Terrors, horrors created when a Master Moulder stitches himself into a hulking war-form fashioned from brass and alchemised meat. From within this two-headed titan the Master directs his minions' attacks with frantic, jabbing motions of its weapon-limbs, before plunging headfirst into the fray to test his latest flesh-grafts upon the enemy.

 RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Warpflame Scourger Anti-INFANTRY (+1 Rend), Crit (Auto-wound)	15"	2D6	4+	2+	1	D3
 MELEE WEAPONS	Atk		Hit	Wnd	Rnd	Dmg
Chain-flail Crit (Mortal)	5		4+	2+	2	3
Loosely Attached Bladed Limbs	5		4+	4+	1	2

Once Per Turn (Army), Any Combat Phase

LEND A CLAW: In a horrifying bout of lucidity and multiple flailing appendages, the remains of the Master Moulder who was stitched into this abomination exert a degree of control over the other creatures in its menagerie before swiftly falling back into a pit of insanity.

Declare: Pick up to 4 other friendly non-**SKRYRE MOULDER** units wholly within 12" of this unit to be the targets.

Effect: Subtract 1 from the Attacks characteristic of this unit's **Loosely Attached Bladed Limbs** for the rest of the phase for each target picked. Add 1 to hit rolls for the targets' attacks for the rest of the phase.

KEYWORDS RAMPAGE

End of Any Turn

REGENERATING TERROR: Brood Terrors are a nightmare of mutation and overwhelming strength.

Effect: Heal (D6) this unit.

KEYWORDS

MONSTER, WARD (5+)

CHAOS, SKAVEN, MOULDER