

**UNOFFICIAL**  
**ARCANE JOURNAL**  
**SKAVEN**

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# UNOFFICIAL ARCA NE JOURNAL

## SKAVEN

Skaven society is divided into many Clans which rule over slaves and compete for power and influence. Clan Eshin are highly secretive masters of stealth and their Assassins are feared in the Under-Empire and beyond. Clan Skryre are engineers, combining magic and technology to create devastating weapons and war-machines. Clan Pestilens are a cult of religious fanatics who worship the Horned Rat in his aspect as the bringer of plague and disease. Clan Moulder hail from Hell Pit, and create horrifying mutated monsters.

*This is a major rethinking of the previous Unofficial Arcane Journal. Changes are not highlighted throughout as they are too numerous.*

This document is an **unofficial** supplement for Warhammer: The Old World and the Skaven Legacy Army List. It contains the following information:

**Allies:** Updated rules for Allied Contingents for the Skaven composition lists to bring them in line with other factions.

**Army of Infamy Composition Lists and Special Rules:** The army composition list for the Infestation Swarm and Under-city Infiltration, which may be used instead of the Skaven Grand Army composition list. These sections also cover rules unique to these factions.

**Profiles:** The Army of Infamy army lists include a number of new units. Here, you will find the models' characteristics, their equipment, their points value, details of any special rules unique to them and more.

**The Dreaded Thirteenth Spell and Verminlords:** Rules for deploying the Skaven's most powerful and eldritch abilities.

**Warpstone Experiments:** Upgrades for Skaven units in any composition list, based on specific Greater Clan choices.

**Magic Items:** This army list includes a number of additional magic items available to the Skaven.

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# SKAVEN ALLIES

The Skaven don't discriminate when it comes to dispensing hatred. All races are either tools or rivals, diminishing resources that the Skaven desperately need. Of the other races, the Skaven maintain tenuous alliances with the Greenskins, though such contracts are rarely long-lived and the Greenskins always suffer for their gullibility when it comes to Skaven friendship. And although they are a race born of Chaos, the Skaven feel little kinship with Beastmen, Mutants, or Daemons. They occasionally ally with such forces, especially when it is convenient to do so, but the Ratmen do not presume such coalitions are worth sustaining overlong.

Replace the Allies section in the Vampire Counts Grand Army Composition List with the following:

## Allies

Up to 25% of your army's points value may be spent on a single allied contingent drawn from:

- Any Skaven Army of Infamy composition list
- One of the following Grand Army composition lists:
  - Warriors of Chaos (Uneasy)
  - Orc & Goblin Tribes (Uneasy)
  - Tomb Kings of Khemri (Suspicious)

Skaven may also be taken as an Allied Contingent for the following Composition Lists. See the Old World Diplomacy document at [oldworld.alwaysstrikesfirst.com](http://oldworld.alwaysstrikesfirst.com) for more modifications to Allied Contingents..

## Orc & Goblin Tribes

### Grand Army Composition List

Add the following to the list of Grand Army composition lists available as Allies:

- Skaven (Suspicious)

## Beastmen Brayherds

### Grand Army Composition List

Add the following to the list of Grand Army composition lists available as Allies:

- Skaven (Suspicious)

# SKAVEN

## INFESTATION SWARM

When the Skaven abandon their secretive ways and emerge from their subterranean lairs, they do so for only one reason: to unleash vicious and inhuman war. It is a nightmare vision - a ravenous horde, a chaotic and rolling tide of verminous ratmen in unimaginably vast numbers. Ranks of Clanrat warriors surge forwards, bristling with blades and spears, strange doom-laden symbols and runes scrawled on their shields and banners. A Skaven army moves at a speed that belies its staggering and unwieldy size, seemingly pouring over the landscape in flowing waves of chittering ratmen.

This Army of Infamy composition list is unofficial. It is designed to be used with the Skaven Legacy army list, and alongside the 'Forming Units' and 'Warhammer Armies' sections of the Warhammer: the Old World rulebook.

If you wish to field an Infestation Swarm army in your games of Warhammer: the Old World, you may write your muster list using the Army of Infamy composition list below instead of the Grand Army composition list found in the Skaven Legacy document. Over the following pages you will find new profiles and rules for certain models in your army, representing units unique to an Infestation Swarm army:

### Army Of Infamy Composition List

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#### Characters

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

- 0-1 Skaven Warlord per 1,000 points
- 0-1 Grey Seer or Clan Pestilens Plaguelord per 1,000 points
- Skaven Chieftains and Clan Pestilens Plague Priests
- If your army does not include any Clan Pestilens Plaguelords, Clan Skryre Warlock Engineers may be taken as Character choices.

#### Core

At least 33% of your army's points value must be spent on:

- 2+ units of Clanrats, Giant Rats or Rat Swarms per 1,000 points
- If your army includes one or more Clan Pestilens Plague Priests, units of Plague Monks may be taken as Core choices

#### Special

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

- Wolf Rats and Rat Ogres
- 0-2 units of Stormvermin per 1,000 points
- 0-1 unit of Plague Censer Bearers per unit of Plague Monks taken
- 0-1 unit of Warplock Jezzails or Poisoned Wind Globadiers per Clan Skryre Warlock Engineer taken

#### Rare

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

- 0-2 Hell Pit Abominations or Brood Horrors per Master Moulder taken
- 0-2 Plagueclaw Catapults per unit of Plague Monks taken
- 0-1 Doomwheel or Warp Lightning Cannon per Clan Skryre Warlock Engineer taken

#### Mercenaries

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

- 0-2 Clan Eshin Master Assassins
- Night Runners and Gutter Runners
- If your army includes a Grey Seer, 0-1 Verminlord may be taken as a Daemonic Pact (see page 13)

*Note that mercenary units drawn from another army list gain the Mercenaries special rule and become subject to the 'Misbehaving Mercenaries' rules, as described on page 279 of the Warhammer: the Old World rulebook.*

#### Battle Standard Bearer

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

#### Magic Items

Any models within this army that have the option to purchase magic items may purchase magic items from the Common or Skaven magic items lists.

# INFESTATION SWARM SPECIAL RULES

On this page you will find a full description for each of the army special rules that apply to an army built using the Infestation Swarm composition list. These are in addition to the Skaven special rules found on page 23 of the Skaven Legacy document. In case of contradiction, the special rules below take precedence over the Skaven special rules.

## Bubonic Court

*On the battlefield, groups of Censer Bearers advance in front of larger units of Plague Monks, reciting the Liturgicus Infecticus.*

Units of Plague Monks in an Infestation Swarm army gain the Regimental Unit special rule, and units of Plague Censers in an Infestation Swarm army gain the Detachment special rule.

## Death Frenzy

*The ratmen need to gorge themselves after a long march or battle to refuel their drained bodies. Amongst Skaven this phenomenon is known as the Black Hunger.*

If a unit in an Infestation Swarm army with the Frenzy special rule is the winner of a close combat against an enemy with a lower Unit Strength, the unit gains Death Frenzy, granting a +2 modifier to its Attacks characteristic (rather than the usual +1) while it remains Frenzied. Calculate the relative Unit Strengths after the winner of the close combat has been determined. However, such is the Death Frenzied unit's desperate need to feed that it rolls only a single D6 when making a Pursuit roll (rather than the usual 2D6). Furthermore, should the unit ever lose Frenzy, it gains the Unstable special rule.

## Ruthless Hierarchy

*Especially coveted amongst many Warlords are ostentatiously embellished War-litters carried by the burliest of warriors.*

If the General of an Infestation Swarm is a Skaven Warlord, they may be mounted on a War-litter for +50 points (see page 11).

## Skavenslaves

*The Under-Empire is run by slave labour. Skavenslave ranks swell as rival clans are captured during internecine wars.*

For every two units of Clanrats in an Infestation Swarm army, 0-1 may be designated as Skavenslaves. This means for each unit of Skavenslaves, there must be at least one other standard unit of Clanrats.

Skavenslaves reduce their Weapon Skill and Ballistic Skill characteristics to '2', though the Clawleader's profile remains unchanged. Skavenslaves may not take a standard bearer or Weapon Team, and gain the Levies special rule. In addition, a unit of Skavenslaves without shields may take slings for +1 point per model. However, units of Skavenslaves are not worth any Victory Points for being destroyed, fleeing, or being reduced to less than 25% of their starting Unit Strength.

## Strength in Numbers

*The great rat-host will stream endlessly out of the tunnels from the dark underneath, forming a battleline that stretches and darkens the horizon.*

When a unit of Clanrats (or Skavenslaves) in an Invasion Swarm army is destroyed or has fled off the battlefield, roll a D6. On a result of 2+, a new unit identical to the original unit may enter the battle as reinforcements during your next Compulsory Moves sub-phase. The new unit has the same upgrades and command models as the original unit, and the same number of models as the original unit's starting size, but does not include any Weapon Teams the original unit had. The unit enters the battlefield from the longest battlefield edge in your deployment zone. This new unit of Clanrats is not worth any further Victory Points if they are subsequently destroyed or flee off the battlefield.

## Vermintide

*Behold the Vermintide; the Skaven call and the rats will answer!*

During the Command sub-phase of their turn, if they are not engaged in combat, each Skaven Warlord, Skaven Chieftain and Master Moulder in an Infestation Swarm army may make a Leadership test using their own Leadership. If this test is passed, a single friendly unit of Rat Swarms or Giant Rats within the character's Command range regains D3 lost Wounds.

Any additional Giant Rat models are added to the front rank until it reaches the minimum required to claim a Rank Bonus, after which additional models can be added to the front or rear rank. If the unit already has more than one rank, models can only be added to the rear rank. Additional Rat Swarm models must be placed in coherency instead. A unit cannot be taken beyond its starting size.

# SKAVEN

## UNDER-CITY INFILTRATION

Despite its immensity, the majority of nations and races do not acknowledge that Skaven exist, or if they do, have little appreciation of the magnitude of the threat beneath their feet. Many Skaven cities are built directly under the unsuspecting cities of human realms. The deepest sewers and wells of men meet the uppermost workings of the Under-Empire. This easy access allows Skaven spies and saboteurs to slink to the surface. Indeed, the eyes and ears of the ratmen are everywhere.

This Army of Infamy composition list is unofficial. It is designed to be used with the Skaven Legacy army list, and alongside the 'Forming Units' and 'Warhammer Armies' sections of the Warhammer: the Old World rulebook.

If you wish to field an Under-city Infiltration army in your games of Warhammer: the Old World, you may write your muster list using the Army of Infamy composition list below instead of the Grand Army composition list found in the Skaven Legacy document. Over the following pages you will find new profiles and rules for certain models in your army, representing units unique to an Under-city Infiltration army:

### Army Of Infamy Composition List

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#### Characters

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

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

#### Core

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

- 1+ unit of Nightrunners per 1,000 points
- Clanrats and Rat Swarms
- 0-1 unit of Stormvermin or Gutter Runners per 1,000 points may be taken as a Core choice

#### Special

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

- Stormvermin, Gutter Runners, Giant Rats and Wolf Rats
- 0-1 unit of Warplock Jezzails or Rat Ogres per 1,000 points

#### Rare

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

- Eshin Triads
- 0-1 unit of Plague Monks or Poisoned Wind Globadiers per 1,000 points
- If your army includes a Clan Pestilens Plague Priest, 0-1 unit of Plague Censer Bearers may be taken
- 0-1 Warp Lightning Cannon per 1,000 points

#### Mercenaries

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

- If your army includes a Grey Seer, 0-1 Verminlord may be taken as a Daemonic Pact (see page 13)

*Note that mercenary units drawn from another army list gain the Mercenaries special rule and become subject to the 'Misbehaving Mercenaries' rules, as described on page 279 of the Warhammer: the Old World rulebook.*

#### Battle Standard Bearer

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

#### Magic Items

Any models within this army that have the option to purchase magic items may purchase magic items from the Common or Skaven magic items lists.

# UNDER-CITY INFILTRATION

## SPECIAL RULES

On this page you will find a full description for each of the army special rules that apply to an army built using the Under-city Infiltration composition list. These are in addition to the Skaven special rules found on page 23 of the Skaven Legacy document. In case of contradiction, the special rules below take precedence over the Skaven special rules.

### **Collapse Command Structure**

*The Eshin army is principally employed to collapse command structures, sending the enemy forces into disarray.*

Unless it is part of an allied contingent, an Under-city Infiltration army may not claim any Victory Points for Trophies of War (see page 286 of the Warhammer: The Old World Rulebook). Instead, an Under-city Infiltration army wins a bonus of 50 Victory Points for each enemy Character (other than the enemy General) and enemy Champion slain.

### **Dodge**

*Clan Eshin's highly dextrous fighters dodge blades and missiles with ease.*

Once per turn, each Clan Eshin Master Assassin, Skaven Warlord or Skaven Chieftain in an Under-city Infiltration army may force their opponent to re-roll a single roll To Hit of your choice (either from shooting or close combat) made against the Character.

### **Slinking Advance**

*Nightrunners scurry ahead of the main body of a Skaven army to harass and slow down the foe.*

Any unit of Nightrunners in an Under-city Infiltration army may have the Vanguard special rule for +1 point per model. In addition, any unit of Nightrunners in an Under-city Infiltration army may have an attached weapon team, which must take a Warp Grinder (see page 8 of the Skaven Legacy army list).

### **Sneaky Infiltrators**

*The Skaven use a variety of weapons and poisons to accomplish their missions, but it is their ability to appear out of nowhere that makes them so formidable.*

When rolling to determine if a unit in an Under-city Infiltration army with the Ambushers special rule arrives as reinforcements, you may apply a +1 or -1 modifier to the result.

### **Under Cover of Darkness**

*So great is Clan Eshin's training in the art of stealth that they are fully capable of launching a successful assault in the dead of night.*

An Under-city Infiltration army that consists entirely of Characters and units with the Loner or Skirmishers special rules and is not an allied contingent may impose night fighting conditions for the battle. At the start of each game turn, roll an Artillery dice and multiply the result by 3 to find out how far in inches the troops can see through the darkness. If you roll a Misfire then the moon(s) are bright enough for normal warfare for that game turn. Models (friend or foe) cannot shoot, charge or cast spells at targets they cannot see.

# Seerlord Kritislik

Seerlord Kritislik is a Grey Seer. He may be included in any Skaven army made using any army composition list that includes this option. He must be fielded as presented here.

	M	WS	BS	S	T	W	I	A	Ld	Points
Kritislik	5	3	3	4	4	3	5	1	8	285

- Troop Type:** Regular infantry (named character)  
**Base Size:** 25 x 25 mm  
**Unit Size:** 1  
**Equipment:** Hand weapon, Book of the Horned Rat, Portents of Verminous Doom and three Warpstone Tokens (see page 22 of Skaven Legacy document)

**Magic:** Seerlord Kritislik is a Level 4 Wizard. He knows spells from one of the following Lore of Magic:

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

**Special Rules:** First Member of the Council of Thirteen, Lore of the Horned Rat, Magical Attacks, Magic Resistance (-2), Scurry Away, The Dreaded Thirteenth Spell, Verminous Valour, Warband, Warpstone Weapons

## First Member Of The Council Of Thirteen

Seerlord Kritislik is the leader of the Grey Seers, who also happens to occupy the first, and most important, seat on the Council of Thirteen.

Seerlord Kritislik has a Command Range of 13".

## The Dreaded Thirteenth Spell

The Curse of the Horned Rat is the dreaded thirteenth spell – the fabric of reality is torn and the Horned One’s children spill forth!

If the total Wizard Levels across all Wizards in a muster list that includes one or more models with this special rule is equal to 12, then all models with this special rule also know the Dreaded Thirteenth Spell, the Curse of the Horned Rat (see page 14), in addition to their other spells.

For example, a muster list that include Kritislik (Level 4), a Level 4 Grey Seer, and two Level 2 Warlock Engineers has a total of 12 Wizard Levels, so Kritislik knows the Dreaded Thirteenth Spell.

## Book Of The Horned Rat

Kritislik’s great, skin-bound book is said to contain the thirteen incantations to summon the Great Horned Rat itself.

When attempting to cast any spell targeting a unit whose Unit Strength is 13 or more, Seerlord Kritislik gains a +1 modifier to his Casting roll. When attempting to dispel any spell targeting a unit whose Unit Strength is 13 or more, Seerlord Kritislik gains a +1 modifier to his Dispel roll.

## Portents Of Verminous Doom

Kritislik bears a backbanner festooned with the skulls of the enemy, clan symbols, and runes of the Horned Rat. The bearer of Portents of Verminous Doom gains the Regeneration (5+) special rule. In addition, any unit in base contact with the bearer suffers a -1 penalty to their Leadership characteristic.

# Character

## Kritislik

The entire Skaven population is ruled over by the Council of Thirteen, also known as the Thirteen Lords of Decay. The Council is formed of eleven Warlords from the most powerful clans, one from the order of the mysterious Grey Seers, and is symbolically completed by the Horned Rat itself, the thirteenth member. The seat of the Seerlord is currently held by Kritislik.

After the disastrous failure of the Red Pox, many of the Lords of Decay demanded the Plague Lords be ousted from the Council of Thirteen. After months of intense political manoeuvring, blackmail, bribery, threats and assassination, a vote of the full Council was ordered.

On the day of the vote, Clan Pestilens attempted to seize control, declaring the existing Lords of Decay to be heretics. Fighting broke out between the albino guards of the Temple of the Horned Rat, the Plague Monks and countless clans throughout Skavenblight. Anarchy ruled as factions gained and subsequently lost control.



# Chief Warlock Ikit Claw

Chief Warlock Ikit Claw is a Clan Skryre Warlock Engineer. He may be included in any Skaven army made using any army composition list that includes this option. He must be fielded as presented here.

	M	WS	BS	S	T	W	I	A	Ld	Points
Ikit Claw	5	5	3	4	4	3	4	3	7	270

- Troop Type:** Heavy infantry (named character)  
**Base Size:** 25 x 25 mm  
**Unit Size:** 1  
**Equipment:** Hand weapon, Warlock-augmented Weapon (see page 15), Iron Frame and warlock pistol.

**Magic:** Chief Warlock Ikit Claw is a Level 3 Wizard. He knows spells from one of the following Lores of Magic:

- Battle Magic
- Dark Magic
- Elementalism

- Options:**
- May take Storm Daemon (see Skaven Legacy document Magic Items) .....+30 points
  - May be mounted on a Doomwheel (see page 12) .....+145 points

**Special Rules:** Lore of the Horned Rat, Magical Attacks, Right Hand of Morskittar, Rolling Doom, Scurry Away, Verminous Valour, Warband, Warpforge Experience (see page 15), Warpstone Weapons\*

*\*Note that this special rule does not apply to Ikit Claw's mount (should he have one).*

## Right Hand Of Morskittar

*Ikit Claw was Lord Morskittar's most trusted servant during this time, overseeing the great works of science and sorcery which the Warplord of Clan Skryre set into motion.*

If Ikit Claw is taken as the General of a Grand Army then the muster list may not include any Clan Pestilens Plague Priests, but Clan Skryre Warlock Engineers may be taken as Character choices without restriction. In addition, any muster list that includes Ikit Claw must also include 1+ Weapon Teams per 1,000 points.

## Rolling Doom

*There are still teething problems that make the Doomwheel dangerously haphazard. These sorts of petty concerns, however, do not overly worry Ikit Claw.*

Any Doomwheel within Command range of Ikit Claw (including his own) may choose to re-roll one of the D6 rolled for Random Movement and/or the D3 rolled for Impact Hits. However, if the result of any of these re-rolls is a natural '1', the Doomwheel reduces its Random Movement value by -1D6 for the rest of the battle. If the Doomwheel's Random Movement value is reduced to 0 as a result of this special rule, it is removed as a casualty.

## Iron Frame

*An intricate iron mask of his own invention now covers Ikit's hairless skull and a cunningly wrought exo-skeleton aids his withered left side.*

The Iron Frame is a suit of full plate armour that can be worn by a Wizard without penalty. In addition, its wearer has a 6+ Ward Save against any wounds suffered, which increases to a 5+ Ward Save against any wounds suffered that were caused by an attack that has the Flaming Attacks special rule. Furthermore, once per game its wearer may make a shooting attack using the rules and profile of a Warpfire Thrower.

# Character

## Ikit Claw

Ikit Claw has taken Clan Skryre's mix of science and sorcery to new levels of complexity and depravity. Entire legions of Skavenslaves have been blasted to bits in the name of Ikit's experimental new weapons, a small price for the sheer power and killing might that Ikit has added to Clan Skryre's deadly arsenal.

In his quest for knowledge, Ikit has travelled the world, stealing secrets from the mystics of Cathay, studying the dimension-spanning machines of Lustria, and toiling for years alongside the cruel Forgemasters of far off Zharr-Naggrund. Upon his return, Ikit found the warpforges of Clan Skryre woefully under-developed. It would take centuries to fully implement his grandiose changes.

It was during the great Civil War that Ikit seized his opportunity. As the newly assigned lead emissary of Lord Morskittar, the ruler of Clan Skryre, Ikit Claw ordered massive warpforges, and unrivalled armouries to be gnawed into the stone beneath Skavenblight. Infernal devices and diabolical weapons were soon being assembled on a level hitherto undreamt.

# Clan Pestilens Plaguelords

	M	WS	BS	S	T	W	I	A	Ld	Points
Plaguelord	5	6	3	4	5	3	5	4	7	130

- Troop Type:** Regular infantry (character)  
**Base Size:** 25 x 25 mm  
**Unit Size:** 1  
**Equipment:** Hand weapon

**Magic:** A Plaguelord is a Level 1 Wizard. Every Plaguelord knows spells from one of the following Lore of Magic:

- Battle Magic
- Daemonology
- Dark Magic

**Options:**

- May be a:
  - Level 2 Wizard .....+30 points
  - Level 3 Wizard .....+60 points
- May take one of the following:
  - Additional hand weapon .....+3 points
  - Plague censer (see page 6 of Skaven Legacy army list) .....+6 points
- May be mounted on a:
  - Great Pox Rat .....+30 points
  - Plague Furnace ..... See page 16 of Skaven Legacy army list
- May purchase magic items up to a total cost of ..... 75 points
- 0-1 Plaguelord per 1,000 points may take Pestilent Breath (see page 12) .....+25 points
- If mounted on a Plague Furnace, 0-1 Plaguelord may take:
  - The Cauldron of a Thousand Poxes .....+20 points

**Special Rules:** Cloud of Flies (see page 6 of Skaven Legacy document), Frenzy, Lore of the Horned Rat, Magical Attacks, Poisoned Attacks, Scurry Away, Verminous Valour, Warband, Warpstone Weapons\*

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

**Cauldron Of A Thousand Poxes**

It is the Plague Priests' duty to ensure the Cauldrons of a Thousand Poxes, bubbling iron vats of untold filth, are never empty, but instead brim over with new and terrible diseases to contaminate the world.

When making a Billowing Death attack, a Plague Furnace with the Cauldron of a Thousand Poxes may re-roll To Wound rolls of a natural 1. In addition, the Plague Furnace never loses Frenzy.

**Festering Chantors**

Any army made using the Skaven Grand Army composition list that includes one or more units of Plague Monks may include 0-1 Clan Pestilens Plaguelord as a Character choice.

## Character

**Plaguelords**

Plaguelords are the most degenerate ratmen of the Disciples of Decay, otherwise known as Clan Pestilens. They lead their foul brethren in the creation of new and virulent diseases - forever searching for the ultimate plague that can weaken all nations so that the Skaven can rise up and rule supreme. The Plaguelords claim the great Harbinger of Disease himself, the Horned Rat, grants them sorcerous powers to aid their unholy mission. Whether their arcane might is granted by a divine presence or from long study of the Book of Woe, there is no denying the noxious powers of the Plaguelords.

Clan Eshin Shadow Sorcerers

	M	WS	BS	S	T	W	I	A	Ld	Points
Shadow Sorcerer	6	4	4	3	3	2	5	2	6	75

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

**Magic:** A Shadow Sorcerer is a Level 1 Wizard. Every Shadow Sorcerer knows spells from the Lore of Illusion.

- Options:**
- May be a Level 2 Wizard .....+30 points
  - May purchase magic items up to a total cost of..... 50 points

**Special Rules:** Evasive, Feigned Flight, Fire & Flee, Lore of Stealth, Magical Attacks, Move through Cover, Poisoned Attacks, Scouts, Scurry Away, Verminous Valour, Warband, Warpstone Weapons

**Lore of Stealth**  
*Learned from the Cathayan sorcerers of the Far East, the Lore of Stealth is used by the rare Eshin Sorcerers.*  
Clan Eshin Shadow Sorcerers may discard one of their randomly generated spells as normal. When they do so, they may select instead either the signature spell of the Lore of Illusion, the Skitterleap spell (see page 24 of Skaven Legacy document), or one of the spells from the Lore of Yin (see page 47 of The Armies of Grand Cathay).

Eshin Triads

	M	WS	BS	S	T	W	I	A	Ld	Points
Assassin Adept	6	6	5	4	3	2	5	2	7	39

**Troop Type:** Regular infantry  
**Base Size:** 25 x 25 mm  
**Unit Size:** 3+  
**Equipment:** Two hand weapons, light armour and smoke bombs (see page 15)

- Options:**
- Any model in the unit may replace an additional hand weapon with one of the following:
    - Halberd ..... Free
    - Thrusting spear ..... Free
    - Throwing weapons ..... Free
  - Any unit may:
    - Have the Ambushers special rule .....+3 points per model
    - Have the Drilled special rule .....+3 points per model
    - Have the Poisoned Attacks special rule .....+3 points per model

**Special Rules:** Evasive, Feigned Flight, Fire & Flee, Move through Cover, Motley Crew, Open Order, Scurry Away, Skirmishers, Veterans, Warpstone Weapons

Character

**Shadow Sorcerers**  
The Art of the Silent Death wasn't the only thing Clan Eshin brought back when they returned from Cathay. A few Skaven delved into the black arts of magic. Blending what they already knew of the Warp with the techniques used by Cathay Sorcerers, they developed a new lore, one that serves to enhance their clan's power and mystique.

Infantry

**Eshin Triads**  
Only the most devout apprentices of Clan Eshin ascend to the rank of Triad. Well-drilled and deadly, these warriors are a versatile alternative to their Clanrat and Stormvermin brethren and are best utilised behind the front ranks, excelling at exploiting gaps and weaknesses in enemy lines. While their armour is not the strongest, Triads make up for it with their covert abilities.

# Great Pox Rats

	M	WS	BS	S	T	W	I	A	Ld	Points
Great Pox Rat	6	3	-	4	-	-	5	2	-	+30

<b>Troop Type:</b>	Light cavalry
<b>Base Size:</b>	25 x 50 mm
<b>Unit Size:</b>	1
<b>Equipment:</b>	Claws and teeth (counts as a hand weapon)
<b>Special Rules:</b>	Close Order, Fast Cavalry, Horde, Poisoned Attacks, Scurry Away, Swiftstride, Warband

# Rat Ogre Bonebreakers

	M	WS	BS	S	T	W	I	A	Ld	Points
Rat Ogre Bonebreaker	6	4	-	5	(+1)	(+1)	3	5	-	+65

**Note:** A character mounted on a Rat Ogre Bonebreaker has +1 Toughness and +1 Wound.

<b>Troop Type:</b>	Monstrous cavalry
<b>Base Size:</b>	50 x 50 mm
<b>Unit Size:</b>	1
<b>Equipment:</b>	Hand weapon and mutated hide (counts as heavy armour)
<b>Special Rules:</b>	Armour Bane (2, Rat Ogre Bonebreaker only), Fear, Frenzy, Scurry Away, Warband

# War-litters

	M	WS	BS	S	T	W	I	A	Ld	Points
War-litter	5	4	-	3	-	(+4)	5	4	-	+50

**Note:** A character mounted on a War-litter has +4 Wounds.

<b>Troop Type:</b>	Regular infantry
<b>Base Size:</b>	50 x 50 mm
<b>Unit Size:</b>	1
<b>Equipment:</b>	Hand weapons
<b>Special Rules:</b>	Borne Litter, Scurry Away, Warpstone Weapons

## Borne Litter

Some clans use palanquins in emulation of the awe inspired by the Grey Seers on their Screaming Bells, while others are simply copying the Dwarf tendency to fight atop shields borne by bodyguards.

A model with a War-litter consists of not one, but five models – the character and four bodyguards – occupying a single base and acting together as a single entity. To represent this, a model with a War-litter has a split profile and follows the ‘Split Profile (Cavalry)’ rule. In all other respects, this model is regular infantry.

**Character Mounts:** A Great Pox Rat, Rat Ogre Bonebreaker or War-litter may only be included in your army as a character’s mount. Its points are added to that of its rider.

**Note:** See pages 4, 9 and 15 for details on which characters may take mounts.

# Character

## Great Pox Rats

Great Pox Rats are abhorrent, bloated vermin the size of a large pony, only much wider. They are covered with mangy fur overtaken by patches of poxes and dripping lesions. A Great Pox Rat’s filthy-encrusted mouth is filled with needle-sharp teeth, sabre-like incisors, and yet-to-be-discovered diseases.

## Rat Ogre Bonebreakers

The Rat Ogre Bonebreaker is one of Clan Moulder’s specially engineered variant breeds. The Bonebreaker strain is created by taking an augmented Rat Ogre and submerging the stitched monstrosity in a vat of growth agents for months.

## War-litters

Some Warlords go to battle atop litters borne by slaves and guarded by the strongest Stormvermin available. Such platforms offer protection, extra fighters, and a more elaborate and visible display of the Warlord’s power. There is a satisfying pomp about being carried around that appeals to a certain kind of Warlord. Even better if the platform is bedecked with clan trophies, the skulls of enemies and relics of defeated rivals.

Wolf Rats

	M	WS	BS	S	T	W	I	A	Ld	Points
Wolf Rats	7	4	0	3	3	1	4	1	4	6
Troop Type:	War beasts									
Base Size:	25 x 50 mm									
Unit Size:	5+									
Equipment:	Claws and fangs (counts as a hand weapon)									
Special Rules:	Loner, Move through Cover, Open Order, Swiftstride, Vanguard									

Doomwheels

Note: See page 17 of the Skaven Legacy army list for the full Doomwheel rules.

**Character Mount:** A Doomwheel may be included in your army as a character’s mount. If so, its points are added to that of its rider. When taken as a character mount, the character replaces the Doomwheel’s Warlock.

Brood Horrors

	M	WS	BS	S	T	W	I	A	Ld	Points
Brood Horror	8	3	0	6	5	5	4	4	6	195
Troop Type:	Monstrous creature									
Base Size:	60 x 100 mm									
Unit Size:	1									
Equipment:	Wicked claws and calloused skin (counts as light armour)									

Options:

- May have Pestilent Breath .....+25 points

**Special Rules:** Close Order, Flammable, Large Target, Poisoned Attacks, Regeneration (5+), Stubborn, Terror

	R	S	AP	Special Rules
Pestilent Breath	N/A	2	N/A	Breath Weapon

Notes: No armour save is permitted against wounds caused by Pestilent Breath (Ward and Regeneration saves can be attempted as normal).

**Character Mount:** A Brood Horror may be included in your army as a character’s mount. If so, its points are added to that of its rider. When taken as a character mount, a Brood Horror has the following profile:

	M	WS	BS	S	T	W	I	A	Ld	Points
Brood Horror	8	3	-	6	(+1)	(+2)	4	4	-	195

Note: A character mounted on a Brood Horror has +1 Toughness and +2 Wounds.

Cavalry

Wolf Rats

Neither wholly rat or wholly wolf, but an aberrant and savage amalgamation of the two, Skaven Wolf Rats are kept by the rat-men for a myriad of uses: for guarding their lairs, as hunting beasts, and occasionally even as food.

Chariot

Doomwheels

The Doomwheel was invented by perhaps the most insanely talented of all Warlock Engineers, Ikit Claw. The design is so simple and yet so complex, so utterly Skaven in its inception that it is well beyond the ken of even the top minds of the Imperial School of Engineers in Nuln to comprehend.

Monster

Brood Horrors

When the beastmasters of Clan Moulder spawn a pack of Giant Pox Rats, there is occasionally one among them who will brutally devour the rest of the brood, growing fat and bloated in both strength and savagery, the twisted forms of its kin still visible as they writhe and claw at their fleshy prison.

# Verminlords, Daemons of the Horned Rat

	M	WS	BS	S	T	W	I	A	Ld	Points
Verminlord	8	7	4	6	5	4	7	5	9	330

**Troop Type:** Monstrous infantry (character)  
**Base Size:** 50 x 50 mm  
**Unit Size:** 1  
**Equipment:** Hand weapon, light armour and Doom Glaive

**Magic:** A Verminlord is a Level 4 Wizard. Every Verminlord knows spells from one of the following Lore of Magic:

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

**Special Rules:** Blessings of the Horned Rat, Immune to Psychology, Loner, Lore of the Horned Rat, Regeneration (5+), Swiftstride, Terror, The Dreaded Thirteenth Spell (see Seerlord Kritislik), Unbreakable, Unstable, Warp-spawned, Warpstone Weapons

## Blessings Of The Horned Rat

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

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

## Doom Glaive

*At need a Verminlord can summon a powerful and wicked glaive, which it swings in deadly and unstoppable arcs.*

	R	S	AP	Special Rules
Doom Glaive	Combat	S+1	-2	Armour Bane (1), Magical Attacks, Multiple Wounds (D3), Requires Two Hands

## Summoning a Verminlord

0-1 Verminlord may be included in any Skaven Grand Army or Skaven Army of Infamy that includes a Grey Seer by means of a Daemonic Pact. A Daemonic Pact allows the Verminlord to be taken as a Mercenary with the following changes:

- Daemonic Pact units count against the Mercenaries allowance for the army and gain the Mercenaries special rule as normal.
- When rolling the D6 for each mercenary unit prior to deployment, units as part of a Daemonic Pact must roll on the Misbehaving Mercenaries table on a result of 1 or 2, instead of just 1. If the army General is a Grey Seer, this initial D6 may be re-rolled.
- Misbehaving Mercenaries results apply as normal, though rather than drunkenness or apathy the effects are attributed to the strength of the Winds of Magic or the double-crossing nature of the Horned Rat instead.

See the Diplomacy in the Old World document at [oldworld.alwaysstrikesfirst.com](http://oldworld.alwaysstrikesfirst.com) for more Daemonic Pacts.

## Character

### Verminlords

The Verminlords are thought to be the daemonic forms of ancient Lords of Decay, warped by the influence of the Horned Rat into his immortal servants. They are great, powerful creatures surrounded by an aura of creeping decay and inscrutable knowledge. Their heads are bedecked with the spiralling horns and sloughing flesh of the Horned Rat himself. Warpstone amulets and tores decorate the Verminlord's leprous form, along with chunks of raw warpstone hammered into their flesh. Verminlords are often seen armed with huge, wicked-looking glaives that are fully twice the height of a man but their chisel-teeth and sharp claws are easily capable of tearing a creature to pieces.

# THE DREADED THIRTEENTH SPELL

*"Then, at the stroke of midnight, the great bell began to toll, once... twice... thrice. Slow, heady waves of sound rolled across the city. Four... five... six times the bell rang, like the torpid pulse of a bronze giant. Seven... eight... nine, the tolling of the bell grew louder with each ring, and the manlings staggered back from the temple steps clutching their ears. Ten... eleven... twelve... thirteen. At the thirteenth stroke lightning split the skies and thunder echoed the sound. High above, the dark circle of Morrslieb was lit by a bright flash and all fell ominously silent."*

## The Curse Of The Horned Rat

*With a sickening lurch the fabric of reality is torn by the twisting power of the Great Horned One.*

**Type:** Magical Vortex

**Casting Value:** 10+/13+

**Range:** 13"

**Effect:** Remains in play. If this spell is cast with a casting result of 10 or more, place a small (3") blast template so that its central hole is within 13" of the caster. If this spell is cast with a casting result of 13 or more, place a large (5") blast template so that its central hole is within 13" of the caster. Whilst in play, the template is treated as dangerous terrain. The template moves 2D6+1" in a random direction during every Start of Turn sub-phase. Any unit (friend or foe) the template touches or moves over must immediately make 2D6+1 Toughness tests. For each test that is failed, the unit loses a single Wound.

# WARPSTONE EXPERIMENTS

Warpstone is the physical manifestation of raw magic. It is rare in the extreme and merely handling it can lead to a horrible mutation or agonising death. Despite the risk, it is coveted by dark sorcerers, necromancers, and alchemists. Yet none scour the lands as greedily as the Skaven, who prize the substance above all others. The role of warpstone in Skaven society is manifold, forming the power supply for their twisted technology and spellcasting, as well as the key ingredient in their mutating agents.

To represent this, specific models and units may purchase the following upgrades at the costs listed if the muster list fulfils the listed requirements.

## Grey Seer Experiments

### Council Guard

*The Grey Seers guard their power jealously. The hulking, white-furred Stormvermin that guard the council may be the result of using Warpstone experimentation on brood-mothers.*

0-1 unit of Stormvermin per Grey Seer taken may be upgraded to Council Guard for +1 point per model. Council Guard have the Veteran special rule. In addition, when within Command range of one or more Screaming Bells, Council Guard additionally gain the Stubborn special rule.

## Clan Eshin Experiments

### Exotic Martial Arts

*The advanced skills Clan Eshin learnt in the Far East appear quite alien, but are no less effective when practised at home.*

0-1 unit of Stormvermin per Clan Eshin Master Assassin taken may:

- Have the Drilled special rule..... +1 point per model
- Have the Fight In Extra Rank special rule..... +1 point per model

### Smoke Bombs

*A high-ranking member of Clan Eshin is likely to carry smoke bombs for diversions.*

If the muster list does not include any Clan Pestilens Plague Priests, Clan Skryre Warlock Engineers or Master Moulders, then any Clan Eshin Master Assassins may take smoke bombs for +10 points per model. Smoke bombs are single use. If a unit containing a model with smoke bombs loses combat and Breaks and flees or Falls Back in Good Order, the smoke bombs may be used. Any enemy unit pursuing the unit that used smoke bombs must roll 1D6 less than normal for their Pursuit roll.

### Warpstone Stars

*These wickedly sharp throwing stars are coated with a deadly warp poison.*

0-1 unit of Night Runners or Gutter Runners per Clan Eshin Master Assassin taken may upgrade throwing weapons to warpstone stars for an additional +1 point per model. Throwing weapons upgraded in this way gain the Magical Attacks special rule and improve their Armour Piercing characteristic to -1.

## Clan Pestilens Experiments

### Blessed With Filth

*The Skaven's blades drip with noxious, warpstone-infused filth.*

- 0-1 Skaven Warlord, Skaven Chieftain or Stormvermin Fangleader per Clan Pestilens Plague Priest taken may have the Poisoned Attacks and Cloud of Flies special rules for +10 points per model. The Poisoned Attacks special rule does not apply to the model's mount, should they have one.
- 0-1 unit of Rat Ogres or Wolf Rats per Clan Pestilens Plague Priest taken may have the Poisoned Attacks special rule for +3 points per model.

### Plague Rat Swarms

*The evil adepts of Clan Pestilens use rats as vessels of contagion to spread their lethal diseases.*

0-1 unit of Rat Swarms per Clan Pestilens Plague Priest taken may be upgraded to Plague Rats for +5 points per model. Plague Rat Swarms have the Frenzy and Poisoned Attacks special rules.

### Pestilent Breath

*The Clan Pestilens acolyte belches forth an impossibly foul, poisonous cloud.*

If the muster list does not include any Clan Skryre Warlock Engineers, Clan Eshin Master Assassins or Master Moulders, any Clan Pestilens Plague Priest may have Pestilent Breath for +25 points.

	R	S	AP	Special Rules
Pestilent Breath	N/A	2	N/A	Breath Weapon

**Notes:** No armour save is permitted against wounds caused by pestilent breath (Ward and Regeneration saves can be attempted as normal).



# Clan Moulder Experiments

## Harbinger of Mutation

The Masters of Clan Moulder have learned the art of controlling mutations, and use them to create ferocious fighting beasts in foul experiments that combine mad surgery and the darkest of magics.

If the muster list does not include any Clan Pestilens Plague Priests, Clan Skryre Warlock Engineers or Clan Eshin Master Assassins, any Master Moulder may be upgraded to a Level 1 Wizard for +40 points. The Wizard only knows the Hammerhand spell from the Lore of Battle Magic and may not use any other spells.

## Master Mutators

The Master Moulders meld flesh and bone like clay, breeding or building beasts that can be used to bolster their armies.

- 0-1 Skaven Warlord per Master Moulder taken may be mounted on one of the following:
- Great Pox Rat (see page 11) ..... 30 points
  - Rat Ogre Bonebreaker (see page 11) ..... 65 points
  - Brood Horror (see page 12) ..... 195 points

## Mutant Rat Ogres

It is in every Moulder's nature to want to improve upon something that is already a success, and occasionally they even succeed.

- 0-1 unit of Rat Ogres per Master Moulder taken may:
- Have the Furious Charge special rule..... +3 points per model
  - Have the Warpstone Weapons special rule..... +3 points per model
  - Have the Flammable and Regeneration (5+) special rules..... +5 points per model

# Clan Skryre Experiments

## Warlock Optics

This warp-enhanced seeing device allows a Warlock Engineer to focus on a foe clearly, even those partially hidden in cover.

0-1 unit of Warplock Jezzails per Clan Skryre Warlock Engineer taken may take Warlock Optics for +2 points per model. A model with Warlock Optics gains the Ignores Cover special rule and suffers no negative modifiers for firing at long range.

## Warpstone Arsenal

Clan Skryre specialises in the blending of evil magic and arcane Skaven technology.

0-1 Skaven Warlord, Skaven Chieftain or Stormvermin Fangleader per Clan Skryre Warlock Engineer taken may take one of the following:

- Warlock-augmented Weapon (Skaven Warlord and Skaven Chieftain only) ..... +30 points
- Warplock musket ..... +9 points
- Warplock pistol ..... +6 points

**Note:** See page 4 of the Skaven Legacy army list for warplock musket and warplock pistol profiles.

	R	S	AP	Special Rules
Warlock-augmented Weapon	Combat	S+1	-1	Extra Attacks (+1), Magical Attacks

## Warpforge Experience

The Warp-lightning Cannon may be overseen by a Skryre adept who can redirect the magical energy of the warpstone powering the gun.

If the muster list does not include any Clan Pestilens Plague Priests, Clan Eshin Master Assassins or Master Moulders, any Clan Skryre Warlock Engineers may be upgraded with Warpforge Experience for +5 points.

Unless the model is fleeing or engaged in combat, once per turn, during the Shooting phase, a friendly Warp Lightning Cannon that is within the Command range of a model with Warpforge Experience can either re-roll all the dice for the Lightning Strike range or gain the Multiple Wounds (D3+1) special rule for the phase. In addition, 0-1 Clan Skryre Warlock Engineer with Warpforge Experience may be mounted on a Doomwheel for +145 points.

# SKAVEN MAGIC ITEMS

The following pages expand upon the Skaven magic items found in the Skaven Legacy army list. These magic items are unique to Skaven armies and can be purchased in exactly the same way as Common magic items, as described in the Warhammer: the Old World rulebook.

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

## Magic Weapons

### The Gouger ..... 65 points

*The potent blade of this foul weapon is engraved with twisted markings and is capable of slicing through a monster's hide with ease.*

	R	S	AP	Special Rules
The Gouger	Combat	S+1	-2	Fight in Extra Rank, Magical Attacks, Monster Slayer, Requires Two Hands, Strike Last

### Doomrocket ..... 45 points

*Built with secrets stolen from the mysterious east, the Warlock Engineers still seek to improve the propulsion, steering and payload of these devastating weapons.*

	R	S	AP	Special Rules
Doomrocket	24"	4(5)	-1(-2)	Bombardment, Cumbersome, Magical Attacks, Move or Shoot

**Notes:** Single use. The Doomrocket may only be taken by a Clan Skryre Warlock Engineer. This weapon does not use its wielder's Ballistic Skill. Instead, it shoots like a stone thrower, using the 'Bombardment' special rule. This weapon uses a 5" blast template. If a Misfire is rolled, the blast is centred over the wielder and hits are resolved as normal.

### Blade Of Corruption ..... 40 points

*This sword has been left for 13 days in the dreaded Cauldron of One Thousand Poxes.*

	R	S	AP	Special Rules
Blade of Corruption	Combat	S+1	-1	Magical Attacks, Multiple Wounds (2)

**Notes:** The Blade of Corruption may only be taken by models in an Infestation Swarm army. If the wielder makes a To Hit roll that has two or more rolls of a natural 1, the wielder suffers a single Wound with an AP of -1. Other attacks are carried out as normal.

### Warpforged Blade ..... 35 points

*Warpstone powder mixed with steel during the forging process creates a weapon of wicked cutting prowess.*

	R	S	AP	Special Rules
Warpforged Blade	Combat	S	-2	Armour Bane (2), Magical Attacks

**Notes:** The Warpforged Blade may only be taken by models in an Under-city Infiltration army.

## Magic Items

Skaven magic items are destructive artefacts that pose a great threat to any who oppose the Children of the Horned Rat. In fact, the items are often dangerous to any who dare to wield the weapon as well.

Warpstone is the cornerstone to Skaven magic. Sorcerers, Grey Seers, and even Plague Priests all tap into the resource to augment their spells, and the material also fuels their magical devices. Most Skaven magic items are weapons; they are a warlike race, after all. A few are protective devices, but these are rare since it is in the best interest of any Skaven to allow his fellows to perish so that he may climb to power.

Not all of these objects are fashioned by Warlock Engineer paws. A few hearken back to the earliest days of Skaven society, having changed hands for generations. These items are as fickle as the Skaven god, and are exceptionally dangerous to handle, let alone use.

# Magic Armour

## World's Edge Armour ..... 45 points

Many suits of Dwarf-forged gromril have fallen into the clutches of the Skaven. These master-crafted pieces of plate are often re-crafted to make a patchwork protection with other pieces of scavenged armour.

World's Edge Armour is a suit of full plate armour. The first time the wearer is wounded by something that completely negates the wearer's armour save, either through Armour Piercing or some other special ability, the Wound is ignored but the World's Edge Armour is destroyed and cannot be used for the remainder of the battle.

## Rival Hide ..... 40 points

Wearing the stitched together hides of enemies slain through treachery is believed to attract the favour of the Great Horned Rat. It also smells like victory.

The Rival Hide may only be taken by models in an Infestation Swarm army and may be worn with other armour. The wearer of the Rival Hide improves their armour value by 1 (to a maximum of 2+). In addition, once per game its wearer can make a single enemy model in base contact re-roll all its successful dice rolls to Hit.

# Talismans

## Tenebrous Cloak ..... 40 points

This wretched cloak is foul with the stench of enchantment, weaving shadows of darkness around its wearer.

The Tenebrous Cloak may only be taken by models in an Under-city Infiltration army. The wearer of the Tenebrous Cloak gains the Ethereal special rule except when engaged in combat.

## Foul Pendant\* ..... 20 points

These take many forms - ratskull tokens, raw chunks of warpstone, or items bearing Skaven runes of power.

The Foul Pendant gives its bearer the Poisoned Attacks and Regeneration (6+) special rules.

# Magic Standards

## Plague Banner ..... 60 points

This foul, dripping and disease-ridden banner invigorates the Plague Monks to a new rabid ferocity.

The Plague Banner may only be taken by a unit of Plague Monks. A unit carrying the Plague Banner gains the Hatred (Everything) special rule. In addition, once per game the banner may be activated during any Command sub-phase. When activated, any Plague Monks, Plaguelords and Plague Priests in the unit may re-roll any rolls To Wound of a natural 1 when engaged in combat. The effect lasts until your next Start of Turn sub-phase.

## Umbranner ..... 40 points

A writhing black cloud hangs over the unit bearing the Umbranner.

The Umbranner may only be taken by models in an Under-city Infiltration army. Enemy units may not make 'Stand & Shoot' or 'Fire & Flee' charge reactions against a unit carrying the Umbranner. In addition, the unit gains the Magic Resistance (-1) special rule.

## Sacred Banner Of The Horned Rat..... 35 points

Rendered in pigments distilled from blood and warpstone, this hide banner has become a tapestry of dread and evil. The runes seem to twist and move so that it can be read in any language - "Gaze into the eyes of the Great Horned Rat and despair".

A unit carrying the Sacred Banner of the Horned Rat gains the Fear and Fight in Extra Ranks special rules. If the unit already has the Fight in Extra Ranks special rule (or otherwise gains it), an additional rank of models may make a supporting attack: both a model directly behind a friendly model in the fighting rank and the model behind that model may make a supporting attack.

## Shroud Of Dripping Death ..... 30 points

This horrid banner seems little more than a rag on a totem pole, yet closer inspection reveals foul stains that drip and splash as the bearer moves. The whole of the vile hide throbs, oozing a greenish tinted fluid.

The Shroud of Dripping Death may only be taken by a unit in an Infestation Swarm army. When a unit carrying the Shroud of Dripping Death's combat is chosen during Step 1 of the Combat phase, a single enemy unit it is engaged with suffers D6 Strength 2 hits, each with an AP of -3.

# Enchanted Items

## Infernal Bomb ..... 40 points

An Infernal Bomb is an explosive device favoured by Clan Eshin for espionage jobs. These iron-clad devices use cogs and gears to delay a blast of hellish energy.

Single use. The Infernal Bomb may only be taken by a Clan Eshin Master Assassin. At any point during your Movement phase, place a marker within 3" of the bearer of the Infernal Bomb. The marker may be still be placed if the model marched, but not if they charged. In your next Start of Turn sub-phase, roll on the table below:

### D6 Result

- 1 The Infernal Bomb was a dud. Remove the marker from the battlefield.
- 2-3 The Infernal Bomb does not explode... yet. Keep the marker in place and roll again on this table in your next Start of Turn sub-phase.
- 4+ The Infernal Bomb explodes. Centre the 5" blast template with the central hole over the marker. Any model (friend or foe) whose base lies underneath the template's final position risks being hit (as described on page 95 of the Rulebook) and suffering a Strength 5 hit with an AP of -2 and the Magical Attacks special rule.

## Pipes Of Piebald ..... 40 points

Thrumming and hypnotising vibrations rise out of the pipes atop the odd device, mesmerising all within range.

If an enemy unit wishes to declare a charge against a unit carrying the Pipes of Piebald, it must first make a Leadership test. If this test is failed, the unit cannot charge; it does not move and is considered to have made a failed charge. If this test is passed, the unit can charge as normal.

## Liber Bubonicus ..... 25 Points

This foul book is inscribed with the clandestine lores of corrupt magic, and contains the secrets of every pestilence and plague in the world.

The Liber Bubonicus may only be taken by a Plaguelord or Plague Priest. The bearer of the Liber Bubonicus can cast the Stream of Corruption spell from the Lore of Dark Magic as a Bound spell, with a Power Level of 1.

# Arcane Items

## Warpstorm Scroll ..... 40 Points

As the words of this scroll are read aloud, the battlefield darkens and lightning splits the skies.

Single use. The bearer may use this scroll instead of making a Wizardly dispel attempt. The spell is cast as normal. Once the spell has been resolved, the casting Wizard immediately suffers a single Strength 5 Hit with an AP of -2. If the casting Wizard or their mount (if they have one) has the Fly (X) special rule, the casting Wizard suffers D3 Strength 5 Hits instead, each with an AP of -2.

## Eye Of The Horned Rat ..... 20 Points

The Eye is imbued with warpstone energy which can be channelled by the bearer by holding the stone firmly to his head.

The bearer of the Eye of the Horned Rat gains a +1 modifier to their Casting roll when attempting to cast an Assailment spell.

## Scrying Stone\* ..... 20 Points

An orb made of the polished gallstones from the dreaded Blindwyrms of the underworld is said to be able to glimpse the future. At least on occasion, it seems to be true!

Single use. The bearer of the Scrying Stone has a 4+ Ward save against the first wound they suffer. However, if the wound is saved due to the Ward save, the bearer gains the Stupidity special rule for the duration of their next turn.

**OTHER UNOFFICIAL ARCANE JOURNALS  
BY ALWAYS STRIKES FIRST**

**UNOFFICIAL ARCANE JOURNAL:  
VAMPIRE COUNTS**

**UNOFFICIAL ARCANE JOURNAL:  
LIZARDMEN**

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