

WARHAMMER

AGE OF SIGMAR

The cover art features a central Skaven character, a Ratling, with a grotesque, multi-horned face and a white, ragged tunic. He is holding a golden staff topped with a cross-shaped symbol. To his left, a red, tentacle-like appendage holds a small golden bell. The character is positioned in front of a large, dark, metallic wheel or mechanism, which is adorned with several severed human skulls. The background is a dark, industrial setting with various mechanical parts and a large, dark, horned figure in the shadows. The overall color palette is dominated by dark greens, browns, and metallic tones, with highlights of gold and red.

FACTION PACK

SKAVEN

BATTLE TRAITS

Skaven armies can use the following abilities:

Deployment Phase

THE LURKING VERMINTIDE: *What scurries beneath the surface?*

Declare: Pick a friendly **SKAVEN** unit that has not been deployed.

Effect: Set up that unit in reserve **in the tunnels below**. It has now been deployed.

KEYWORDS **DEPLOY**

Once Per Battle Round (Army), Start of Battle Round

SPLINTERS OF THE VERMINDOOM:

In the aftermath of the Vermindoom, reality continues to fracture and tear as gnawholes bore into reality, spewing forth endless tides of ratmen.

Declare: You can use this ability if there are fewer than 3 friendly **Gnawholes** on the battlefield.

Effect: Set up a **Gnawhole** on the battlefield more than 9" from all enemy units, more than 1" from all friendly units and more than 3" from all objectives and other terrain features.

Passive

TOO QUICK TO HIT-HIT: *These skittish ratmen dart and run in all directions, avoiding retribution as they flee from combat.*

Effect: No mortal damage is inflicted on friendly **SKAVEN INFANTRY** and **CAVALRY** units by **RETREAT** abilities.

Your Movement Phase

GNAWHOLE AMBUSH: *Emerging from a green, glowing rift, the Skaventide pours onto the battlefield.*

Declare: Pick a friendly **SKAVEN** unit that is **in the tunnels below** to use this ability.

Effect: Set up that unit wholly within 6" of a friendly **Gnawhole** and more than 9" from all enemy units.

Once Per Turn (Army), Enemy Hero Phase

ALWAYS THREE CLAWSTEPS

AHEAD: *The best laid plans of the Skaven never go awry (or so they claim).*

Declare: Pick a friendly non-**MONSTER SKAVEN** unit that is not in combat and was not set up this turn to use this ability.

Effect: That unit can use the 'Normal Move' ability as if it were your movement phase.

BATTLE FORMATIONS

You can pick 1 of the following battle formations for a Skaven army. Each battle formation grants a different ability you can use in the battle.

WARPCOG CONVOCATION

🔮 **Once Per Turn (Army),
Your Shooting Phase**

SKRYRE PROTOTYPES: *The fell contraptions wielded by these ratmen were created by the Clans Skryre's most ingenious weaponsmiths.*

Declare: Pick up to 3 friendly **SKRYRE** units to be the targets.

Effect: Roll a dice for each target and apply the corresponding effect:

- 1 **Kaboom!:** Inflict D3 mortal damage on the target.
- 2-5 **More Power!:** Add 1 to wound rolls for the target's shooting attacks for the rest of the turn.
- 6 **More-more Power!:** In addition to the effect of 'More Power!', add 1 to the Rend characteristic of the target's ranged weapons for the rest of the turn.

FLESHMELD MENAGERIE

☼ **Once Per Turn (Army), Your Hero Phase**

PRIZED CREATIONS: *Moulder warbeasts are studded with warpstone crystals and pumped full of vile serums that spur their battle-rage – at the occasional cost of overtaxing their forms.*

Declare: Pick up to 3 friendly non-**HERO MOULDER** units to be the targets.

Effect: Roll a dice for each target and apply the corresponding effect:

- 1-2 **Self-destructive Fury:** Inflict D3 mortal damage on the target.
- 3-4 **Rabid Infusion:** Add 1 to the Attacks characteristic of the target's melee weapons until the start of your next turn.
- 5-6 **Blinded by Frenzy:** In addition to the effect of 'Rabid Infusion', the target has **WARD** (5+) until the start of your next turn.

VIRULENT PROCESSION

⚔️ **Once Per Turn (Army), End of Any Turn**

CORRUPTED EARTH: *The Clans Pestilens are relentless in advancing the spread of plague and corruption.*

Declare: Pick up to 3 friendly **PESTILENS** units to be the targets.

Effect: For each target:

- Make a pile-in move.
- Then, pick an enemy unit in combat with the target and roll a D3. On a 2+, inflict an amount of mortal damage on that enemy unit equal to the roll.

CLAW-HORDE

⚔️ **Once Per Turn (Army),
Your Combat Phase**

CLAW-PICKED: *The Stormvermin and Clanrats of a Verminus Claw-horde are amongst the most ferocious of all ratmen.*

Declare: Pick up to 3 friendly **VERMINUS** units that charged this turn to be the targets.

Effect: Add 1 to the Rend characteristic of the targets' melee weapons for the rest of the turn.

HEROIC TRAITS

DEVOUS MACHINATORS (HERO only)

Any Combat Phase

SCURRY AWAY: *This Skaven chief does not think twice about scampering to safety when things look to be going south. Perhaps that's why they have lived so long.*

Effect: If this unit is in combat, roll a dice. On a 3+, this unit can immediately use the 'Retreat' ability as if it were your movement phase.

Passive

SHORT-TEMPERED: *This twitching and irascible Skaven has succeeded in making their minions more afraid of their displeasure than of the enemy.*

Effect: Add 1 to run rolls and charge rolls for friendly **SKAVEN** units while they are wholly within 13" of this unit.

Passive

SKILLED MANIPULATOR: *This Skaven warlord is particularly devious and self-serving, deftly ensuring that their minions are always conveniently positioned between themselves and potential threats.*

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

- This unit has **WARD (4+)**.
- Each time you make a successful ward roll for this unit, allocate 1 damage point to a friendly non-**HERO SKAVEN INFANTRY** unit within this unit's combat range after the damage sequence for this unit has been resolved (ward rolls cannot be made for those damage points).

ARTEFACTS OF POWER

RELICS OF RUIN (HERO only)

End of Any Turn

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.*

Effect: Heal (D3) this unit.

Any Combat Phase

WARPSTONE CHARM: *This foul talisman radiates mutating energy that can be directed at an enemy unit to erode their armour.*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: Roll a dice. On a 3+, subtract 1 from save rolls for the target for the rest of the turn.

Once Per Battle, Any Combat Phase

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.*

Declare: Pick a friendly non-HERO SKAVEN INFANTRY unit wholly within 13" of this unit to be the target.

Effect: Inflict D3 mortal damage on the target. Then, add 1 to the Attacks characteristic of the target's melee weapons for the rest of the turn.

SPELL LORE

LORE OF RUIN

⚔ Your Hero Phase

6

WITHER: *The spellcaster hurls a glowing green globe of magical energy at the foe. Anyone touched by the globe starts to shrivel and wither away.*

Declare: Pick a friendly **SKAVEN WIZARD** to cast this spell, pick a visible enemy unit within 13" of them to be the target, then make a casting roll of 2D6.

Effect: Inflict D3 mortal damage on the target.

KEYWORDS

SPELL, UNLIMITED

➤ Your Hero Phase

6

SKITTERLEAP: *Vanishing in a puff of foul-smelling smoke, the verminkin reappear elsewhere on the battlefield an eye-blink later.*

Declare: Pick a friendly **SKAVEN WIZARD** to cast this spell, pick a visible friendly **SKAVEN HERO** wholly within 13" of them to be the target, then make a casting roll of 2D6.

Effect: Remove the target from the battlefield and set it up again on the battlefield more than 9" from all enemy units.

KEYWORDS

SPELL

🛡 Your Hero Phase

7

WARPGALE: *Screeching in an unholy tongue, the caster parts the veil of reality and draws a ravening gale of unnatural energies forth.*

Declare: Pick a friendly **SKAVEN WIZARD** to cast this spell, pick a visible enemy unit within 18" of them to be the target, then make a casting roll of 2D6.

Effect: The target has **STRIKE-LAST** for the rest of the turn.

KEYWORDS

SPELL

PRAYER LORE

NOXIOUS PRAYERS

⚔ Your Hero Phase

4

FILTH-CRUST: *The Great Horned Rat heeds the call of this priest to encrust the weapons of their minions with irresistible contagions.*

Declare: Pick a friendly **SKAVEN PRIEST** to chant this prayer, pick a visible friendly **SKAVEN INFANTRY** unit wholly within 13" of them to be the target, then make a chanting roll of D6.

Effect: Add 1 to wound rolls for the target's combat attacks until the start of your next turn. In addition, if the chanting roll was 8+, the target's melee weapons have **Crit (Mortal)** until the start of your next turn.

KEYWORDS

PRAYER, UNLIMITED

⚔ Your Hero Phase

4

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

Declare: Pick a friendly **SKAVEN PRIEST** to chant this prayer, pick a visible enemy unit within 13" of them to be the target, then make a chanting roll of D6.

Effect: Roll a number of dice equal to the number of models in the target unit. For each 5+, inflict 1 mortal damage on the target. If the chanting roll was 8+, inflict 1 mortal damage on the target for each 4+ instead.

KEYWORDS

PRAYER

⚔ Your Hero Phase

5

RABID-TOUGH: *The priest snarls and conjures a dense cloud of toxins that sends their followers into a frenzy that numbs them to pain.*

Declare: Pick a friendly **SKAVEN PRIEST** to chant this prayer, pick a visible friendly **SKAVEN INFANTRY** unit wholly within 13" of them to be the target, then make a chanting roll of D6.

Effect: Subtract 1 from wound rolls for attacks that target that unit until the start of your next turn. In addition, if the chanting roll was 8+, add 1 to save rolls for the target until the start of your next turn.

KEYWORDS

PRAYER

MANIFESTATION LORE

MANIFESTATIONS OF DOOM

Your Hero Phase

7

SUMMON WARP LIGHTNING

VORTEX: Warpstone shards are cast into the air, growing impossibly large and discharging bolts of warp lightning.

Declare: If there is not a friendly **Warp Lightning Vortex** on the battlefield, pick a friendly **SKAVEN WIZARD** to cast this spell, then make a casting roll of 2D6.

Effect: Set up the first part of the **Warp Lightning Vortex** within 18" of the caster and visible to them, then set up the second and third parts exactly 7" from the first part and exactly 7" from each other so that they form a triangle.

KEYWORDS

SPELL, SUMMON

Your Hero Phase

7

SUMMON VERMINTIDE:

A Skaven spellcaster can summon forth a seething mass of arcane rodents that consumes everything in its path.

Declare: If there is not a friendly **Vermintide** on the battlefield, pick a friendly **SKAVEN WIZARD** to cast this spell, then make a casting roll of 2D6.

Effect: Set up a **Vermintide** wholly within 13" of the caster, visible to them and more than 9" from all enemy units.

KEYWORDS

SPELL, SUMMON

Your Hero Phase

7

SUMMON BELL OF DOOM:

Invoking ancient creation myths, the spellcaster causes a great Bell of Doom to manifest upon the battlefield.

Declare: If there is not a friendly **Bell of Doom** on the battlefield, pick a friendly **SKAVEN WIZARD** to cast this spell, then make a casting roll of 2D6.

Effect: Set up a **Bell of Doom** wholly within 13" of the caster, visible to them and more than 9" from all enemy units.

KEYWORDS

SPELL, SUMMON



• SKAVEN WARSCROLL •
THANQUOL
 ON BONERIPPER

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Custom Warpfire Projectors	10"	6	2+	3+	2	1	Companion
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability	
Staff of the Horned Rat	4	4+	4+	1	D3	-	
☠ Warpfire Braziers	6	4+	2+	2	3	Companion	

☠ **Passive**

BATTLE DAMAGED

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

⚔ **Once Per Turn (Army), Any Combat Phase**

BONERIPPER RAMPAGE: *Thanquol's monstrous Rat Ogor, Boneripper, pulverises enemies that dare stray too close.*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: Roll a dice. On a 3-5, inflict D3 mortal damage on the target. On a 6, inflict 2D3 mortal damage on the target.

KEYWORDS RAMPAGE

⚙ **Passive**

STAFF OF THE HORNED RAT: *Said to be crafted from scrap thieved from the Horned Rat's lair, Thanquol's staff thrums with malign potency.*

Effect: Add 1 to casting rolls for this unit.

🛡 **End of Any Turn**

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.*

Effect: Heal (D3) this unit.

⚙ **Your Hero Phase**

TERRIBLE MADNESS: *Thanquol can inflict madness on his enemies, causing them to lash out at close allies.*

Declare: Pick a visible enemy unit within 13" of this unit to be the target, then make a casting roll of 2D6.

Effect: The target cannot use commands until the start of your next turn. In addition, roll a number of dice equal to the number of models in the target unit. For each 6, inflict 1 mortal damage on the target.

KEYWORDS SPELL

KEYWORDS

WARMASTER, UNIQUE, HERO, MONSTER, WIZARD (2), WARD (5+)

CHAOS, SKAVEN, MASTERCLAN



• SKAVEN WARSCROLL •

LORD SKREECH VERMINKING

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Glaive of the Rat King	7	3+	2+	2	3	Crit (2 Hits)

⚙ Your Hero Phase

7

THE DREADED THIRTEENTH

SPELL: *The twisting power of the Great Horned Rat transforms men into rat-mutants that swiftly join the evil throng.*

Declare: Pick a visible enemy unit within 13" to be the target, then make a casting roll of 2D6.

Effect: Roll 13 dice. For each 5+:

- Inflict 1 mortal damage on the target.
- You can return 1 slain model to a friendly **Clanrats** unit wholly within 13" of this unit.

KEYWORDS SPELL

⚙ Once Per Turn (Army), Any Combat Phase

TERRIFYING MONSTROSITY: *Lord Skreech has a malevolent and horrific visage that can shatter the enemy's resolve.*

Declare: Pick an enemy **INFANTRY** unit in combat with this unit to be the target.

Effect: Roll a dice. On a 3+:

- The target cannot use commands for the rest of the turn.
- Subtract an amount equal to the roll from the target's control score until the start of your next turn.

KEYWORDS RAMPAGE

⚙ Your Hero Phase

THE THIRTEEN-HEADED ONE: *Lord Verminking can call upon his extensive knowledge of the Skaven clans.*

Effect: Pick 1 of the following effects to apply until the start of your next turn. You cannot pick the same effect more than once per battle.

Master of Dire Sorcery: Add 1 to casting rolls for friendly **MASTERCLAN WIZARDS** while they are wholly within 13" of this unit.

Commander of Vermin: Add 1 to charge rolls for friendly **VERMINUS** units while they are wholly within 13" of this unit.

Knower of Warp-tech: Add 1 to hit rolls for shooting attacks made by friendly **SKRYRE** units while they are wholly within 13" of this unit.

Deliverer of Weeping Blades: Add 1 to the Rend characteristic of melee weapons used by friendly **ESHIN** units while they are wholly within 13" of this unit.

Bringer of Plagues: Add 1 to chanting rolls for friendly **PESTILENS PRIESTS** while they are wholly within 13" of this unit.

Shaper of Fleshcraft: Heal (D3) each friendly **MOULDER** unit wholly within 13" of this unit.

WARMASTER, UNIQUE, HERO, MONSTER, WIZARD (1), WARD (5+)

KEYWORDS

CHAOS, SKAVEN, DAEMON, MASTERCLAN, VERMINUS, PESTILENS, ESHIN, SKRYRE, MOULDER



• SKAVEN WARSCROLL •

VERMINLORD DECEIVER

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Doomstar	13"	6	3+	3+	1	2	Crit (Auto-wound)
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability	
Warpstiletto	8	3+	2+	3	2	Crit (Mortal)	

➤ **Reaction:** You declared the 'Redeploy' command for a friendly ESHIN INFANTRY unit wholly within 13" of this unit

LORD OF ASSASSINS: *The skulking warriors of the Clans Eshin move like swift smoke in a Verminlord Deceiver's presence.*

Effect: If you roll a 1-3 when determining the distance that unit can move, you can use a value of 4 instead.

➤ **Once Per Turn (Army), Any Combat Phase**

BURST FROM THE SHADOWS: *A Verminlord Deceiver is shrouded in darkness and dread, leaping through the aether to strike at its foes in the blink of an eye.*

Effect: If this unit is in combat, roll a dice. On a 4+, you can pick a point on the battlefield within 13" of this unit and within 1" of any enemy units. Remove this unit from the battlefield and set it up again within 1" of that point.

Designer's Note: *This ability allows the unit to set up in combat with a new enemy unit.*

KEYWORDS

RAMPAGE

KEYWORDS

HERO, MONSTER, WIZARD (1), WARD (5+)

CHAOS, SKAVEN, DAEMON, ESHIN



• SKAVEN WARSCROLL •

VERMINLORD CORRUPTOR

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Plaguereapers	8	3+	2+	2	2	Crit (Auto-wound)

☉ Once Per Turn (Army), Your Hero Phase

LORD OF GREAT PLAGUES: *If the raving prayers of Pestilens priests reach fever pitch across the battlefield, the Verminlord Corruptor can cause one of the legendary Great Plagues to temporarily manifest.*

Effect: If the unmodified chanting roll for a friendly **PESTILENS PRIEST** this phase was 6, pick 1 of the following effects to apply:

Crimsonweal Curse: Pick an enemy unit within 13" of this unit to be the target. For the rest of the battle, each time the target uses a **MOVE** ability, inflict D3 mortal damage on it after the **MOVE** ability has been resolved.

The Neverplague: For the rest of the battle, you can re-roll chanting rolls for friendly **PESTILENS PRIESTS**.

Undulant Scourge: Pick a visible enemy unit within 13" of this unit to be the target. Inflict 2D3 mortal damage on the target.

☠ Once Per Turn (Army), Any Combat Phase

PLAGUEMASTER: *Hideous parasites and diseases made flesh spill from a Verminlord Corruptor to spread their sickness.*

Declare: Pick up to 3 enemy units in combat with this unit to be the targets.

Effect: Roll a D3 for each target. On a 2+:

- Inflict an amount of mortal damage on the target equal to the roll.
- Give this unit 1 ritual point.

KEYWORDS

RAMPAGE

KEYWORDS

HERO, MONSTER, PRIEST (1), WARD (5+)

CHAOS, SKAVEN, DAEMON, PESTILENS



• SKAVEN WARSCROLL •

VERMINLORD WARBRINGER

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Doom Glaive and Spike-fist	7	3+	2+	2	3	Crit (Mortal)

⚙️ Once Per Turn (Army), Any Combat Phase

TYRANT OF BATTLE: *These towering monstrosities are the commanders of the seething hordes of Clans Verminus.*

Declare: Pick up to 2 friendly VERMINUS INFANTRY units wholly within 13" of this unit to be the targets.

Effect: The targets can each use the 'All-out Attack' or 'All-out Defence' command this phase even if that command has been used by a friendly unit this phase.

⚔️ Once Per Turn (Army), End of Any Turn

KILLING BLOW: *Warbringers drive their spike-fists into already wounded enemies, exploiting the slightest gap in their foe's defences to deliver a bloody coup de grâce.*

Declare: Pick a damaged enemy unit in combat with this unit to be the target.

Effect: Roll a dice. If the roll is less than the number of damage points the target has, inflict an amount of mortal damage on the target equal to the roll.

KEYWORDS

RAMPAGE

KEYWORDS

HERO, MONSTER, WIZARD (1), WARD (5+)

CHAOS, SKAVEN, DAEMON, VERMINUS



• SKAVEN WARSCROLL •

VERMINLORD WARPSEER

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Doom Glaive	6	4+	2+	2	3	-

Passive

DIVINE THE FUTURE: *The swirling scry-orbs of the Warpseer can show it glimpses of the future.*

Effect: While this unit is on the battlefield, add 2" to the distance friendly units can move when using the 'Always Three Clawsteps Ahead' ability.

Once Per Battle, Any Combat Phase

HURL SCRY-ORB: *The Warpseer throws its scry-orb into the midst of the foe, where it explodes in a shattering cloud of madness and destruction.*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: This unit cannot use the 'Divine the Future' ability for the rest of the battle. Roll a dice. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

Once Per Turn (Army), Any Combat Phase

ARCH-MANIPULATOR: *Those who dare face a Warpseer find themselves utterly pre-empted and outmanoeuvred.*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: Roll a dice. On a 4+, the target has **STRIKE-LAST** for the rest of the turn.

KEYWORDS

RAMPAGE

Your Hero Phase

7

TECTONIC SPLINTERING:

Hissing invocations of ruin and collapse, the Verminlord compels the earth to break and belch forth hostile warpgales, leaving their enemies staggering.

Declare: Pick a visible enemy unit within 18" to be the target, then make a casting roll of 2D6.

Effect: Until the start of your next turn, subtract 1 from the number of dice rolled when making charge rolls for the target, to a minimum of 1.

KEYWORDS

SPELL

KEYWORDS

HERO, MONSTER, WIZARD (2), WARD (5+)

CHAOS, SKAVEN, DAEMON, MASTERCLAN



• SKAVEN WARSCROLL •
GREY SEER

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Warpstone Staff	3	4+	4+	1	D3	-

⚙️ Your Hero Phase

WARPSTONE SHARDS: *Grey Seers consume potentially lethal shards of warpstone to enhance their spellcasting.*

Effect: The next time you make a casting roll for this unit this phase, roll 3D6 instead of 2D6. This roll cannot be re-rolled or modified.

If the casting roll is 13, the spell is successfully cast and cannot be unbound. After the effect of that spell has been resolved, inflict D3 mortal damage on this unit.

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



KEYWORDS

HERO, WIZARD (1), INFANTRY

CHAOS, SKAVEN, MASTERCLAN



• SKAVEN WARSCROLL •
ARCH-WARLOCK

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Warpfire Gauntlet	10"	6	2+	4+	2	1	Shoot in Combat
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability	
Stormcage Halberd	3	3+	4+	1	2	-	

Passive

OVERSEERS OF THE

ENGINECOVERS: *The Arch-Warlocks of the Clans Skryre command their enginecovers with a blend of deadly efficiency and overt sadism.*

Effect: Each time a friendly **SKRYRE** unit wholly within 13" of this unit uses the 'Covering Fire' command, do not subtract 1 from hit rolls for attacks made as part of that ability.



KEYWORDS

HERO, WIZARD (1), INFANTRY

CHAOS, SKAVEN, SKRYRE



• SKAVEN WARSCROLL •

WARLOCK ENGINEER

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Warplock Musket	24"	2	3+	3+	2	D3	Crit (Auto-wound)
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability	
Warpforged Dagger	3	4+	4+	-	2	-	

⚡ Reaction: You declared a **SHOOT** ability for this unit, it was not set up this turn and it has not used a **MOVE** ability this turn

MORE-MORE WARP ENERGY!:

The Engineer overcharges their weapon with volatile energy.

Effect: Roll a dice. On a 2+, set the Damage characteristic of this unit's **Warplock Musket** to 3 for the rest of the turn. On a 1, inflict D3 mortal damage on this unit.

⚡ Once Per Turn (Army),
Your Shooting Phase

SNIPER-MASTER: *No enemy is safe from the warp-laced bullets of a Warlock Engineer and his underlings.*

Declare: Pick a visible enemy **HERO** to be the target.

Effect: For the rest of the turn, this unit and friendly **Warplock Jezzails** units wholly within 13" of this unit can ignore the effects of the 'Guarded Hero' ability (Core Rules, 25.0) when picking the target for their shooting attacks.



KEYWORDS

HERO, INFANTRY

CHAOS, SKAVEN, SKRYRE



• SKAVEN WARSCROLL •

WARLOCK BOMBARDIER

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Doomrocket	18"	2	4+	3+	1	D6	Anti-INFANTRY (+1 Rend)
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Firing Pole		3	4+	4+	-	1	-

Passive

EXPLOSIVE PAYLOAD: *Nothing is more satisfying to a Bombardier than seeing their doomrocket go off in the midst of a tightly packed swarm of enemies.*

Effect: Add 1 to hit rolls for this unit's shooting attacks that target an enemy unit that has 10 or more models.

Reaction: You declared a SHOOT ability for this unit, it was not set up this turn and it has not used a MOVE ability this turn

MORE-MORE DOOM! *An extra doomrocket warhead can be attached to the payload if the wielder dares.*

Effect: Roll a dice. On a 2+, set the Damage characteristic of its Doomrocket to D3+3 for the rest of the turn. On a 1, inflict D3 mortal damage on this unit.



KEYWORDS

HERO, INFANTRY

CHAOS, SKAVEN, SKRYRE



• SKAVEN WARSCROLL •
STORMFIENDS

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Ratling Cannons	15"	3D6	4+	3+	1	1	-
Windlaunchers	15"	3	4+	3+	2	D3	-
Warpfire Projectors	10"	2D6	2+	4+	2	1	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Doomflyer Gauntlets		5	4+	2+	2	D3	Charge (+1 Damage)
Grinderfists		4	4+	2+	2	2	-
Shock Gauntlets		4	4+	2+	1	2	-
Clubbing Blows		3	4+	2+	-	2	-

1/3 models must be armed with 1 of the following options:

- Warpfire Projectors and Clubbing Blows
- Windlaunchers and Clubbing Blows

1/3 models must be armed with 1 of the following options:

- Ratling Cannons and Clubbing Blows
- Grinderfists

1/3 models must be armed with 1 of the following options:

- Doomflyer Gauntlets
- Shock Gauntlets

Passive

SHOCK GAUNTLETS: *The electrical discharge created by shock gauntlets can trigger a series of linked explosions.*

Effect: Each time an attack made with this unit's **Shock Gauntlets** scores a critical hit, that attack scores D6 hits on the target unit instead of 1. Make a wound roll for each hit.

Any Movement Phase

GRINDERFIST TUNNELLERS:

Grinderfists can be used to create underground tunnels.

Declare: Pick this unit if it is in the **tunnels below** and includes any models armed with **Grinderfists**.

Effect: Set up this unit anywhere on the battlefield more than 9" from all enemy units.



KEYWORDS

INFANTRY

CHAOS, SKAVEN, SKRYRE, MOULDER



• SKAVEN WARSCROLL •

WARP LIGHTNING CANNON

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Warp Lightning Blast	20"	2D6	4+	—	See below	—	-
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Crew's Teeth and Knives		D6	4+	5+	-	1	-

Passive

WARP LIGHTNING BLAST: A Warp Lightning Cannon fires massive bolts of warp lightning that disintegrate any who are struck by them.

Effect: Each attack made with this weapon in a single phase must target the same enemy unit. Each hit inflicts 1 mortal damage on the target and the attack sequence ends.

Once Per Turn (Army), Your Shooting Phase

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.

Effect: If this unit is within the combat range of a friendly **SKRYRE HERO**, add 6 to the Attacks characteristic of this unit's **Warp Lightning Blast** for the rest of the turn.

However, for each unmodified hit roll of 1 for an attack made with this unit's **Warp Lightning Blast**, inflict D3 mortal damage on this unit after the **SHOOT** ability has been resolved.

KEYWORDS

WAR MACHINE

CHAOS, SKAVEN, SKRYRE



• SKAVEN WARSCROLL •

ACOLYTE GLOBADIERS

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Poisoned Wind Globes	10"	1	3+	3+	1	D3	Anti-INFANTRY (+1 Rend), Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Rusty Knife		1	4+	5+	-	1	-

Passive

HIDDEN WEAPON TEAM: *Skryre weapon teams often lurk amidst larger formations.*

Effect: While this unit is within the combat range of a friendly **Clanrats** unit that has 5 or more models, and there are no other friendly **WEAPON TEAM** units within that unit's combat range, this unit is not visible to enemy units more than 13" away.

Passive

GAS CLOUDS: *Poisoned wind globes are crystal orbs filled with deadly warp-gas that can engulf and lethally transmute an enemy regiment.*

Effect: Add 1 to the Damage characteristic of this unit's **Poisoned Wind Globes** for attacks that target an enemy unit that has 10 or more models.



KEYWORDS

INFANTRY, WEAPON TEAM

CHAOS, SKAVEN, SKRYRE



• SKAVEN WARSCROLL •
DOOMWHEEL

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Warp Bolts	13"	D6	3+	3+	1	D3	Shoot in Combat
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability	
Grinding Wheels	6	4+	3+	-	1	Charge (+1 Damage)	

Your Movement Phase

ROLLING DOOM: *A Doomwheel will mercilessly crush anything in its path.*

Effect: This unit can move a distance up to its Move characteristic. This unit can pass through other models and the combat ranges of enemy units, but it cannot end that move in combat.

Then, pick up to 3 enemy units that this unit passed across during that move to be the targets. Roll a D3 for each target. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

Designer's Note: *This unit can use this ability even if it is in combat.*

KEYWORDS

CORE, MOVE

WAR MACHINE

KEYWORDS

CHAOS, SKAVEN, SKRYRE



• SKAVEN WARSCROLL •
**WARPLOCK
 JEZZAILS**

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Warplock Jezzail	24"	2	4+	3+	2	2	Crit (Auto-wound)
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability	
Rusty Knives	2	4+	5+	-	1	-	

Your Shooting Phase

WARPSTONE SNIPERS: *Having set up the Warplock Jezzail in position, the gunner can wait for the perfect moment to fire their shot.*

Effect: If this unit has not used a **MOVE** ability this turn and was not set up this turn, add 1 to hit rolls for this unit's shooting attacks for the rest of the turn.



KEYWORDS

INFANTRY

CHAOS, SKAVEN, SKRYRE



• SKAVEN WARSCROLL •
**WARPFIRE
 THROWER**

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Warpfire Thrower	10"	2D6	2+	4+	2	1	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Rusty Knives		2	4+	5+	-	1	-

U Passive

HIDDEN WEAPON TEAM: *Skryre weapon teams often lurk amidst larger formations.*

Effect: While this unit is within the combat range of a friendly **Clanrats** unit that has 5 or more models, and there are no other friendly **WEAPON TEAM** units within that unit's combat range, this unit is not visible to enemy units more than 13" away.



KEYWORDS

INFANTRY, WEAPON TEAM

CHAOS, SKAVEN, SKRYRE



• SKAVEN WARSCROLL •
RATLING GUN

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Ratling Gun	15"	3D6	4+	4+	1	1	Crit (2 Hits)
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Rusty Knives		2	4+	5+	-	1	-

U Passive

HIDDEN WEAPON TEAM: *Skryre weapon teams often lurk amidst larger formations.*

Effect: While this unit is within the combat range of a friendly **Clanrats** unit that has 5 or more models, and there are no other friendly **WEAPON TEAM** units within that unit's combat range, this unit is not visible to enemy units more than 13" away.



KEYWORDS

INFANTRY, WEAPON TEAM

CHAOS, SKAVEN, SKRYRE



• SKAVEN WARSCROLL •
DOOM-FLAYER

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Whirling Blades	2D6	3+	3+	1	1	Anti-INFANTRY (+1 Rend), Charge (+1 Damage)

✂ Any Charge Phase

WHIRLING DOOM: *Doom-Flayers crash into the foe with hellish results, leaving a trail of gore in their wake.*

Declare: If this unit charged this phase, pick an enemy unit within 1" of it to be the target.

Effect: Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll.



KEYWORDS

WAR MACHINE

CHAOS, SKAVEN, SKRYRE



• SKAVEN WARSCROLL •
PLAGUECLAW

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Plagueclaw Catapult	24"	2	3+	2+	1	D6	Anti-INFANTRY (+1 Rend)
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability	
Crew's Teeth and Knives	6	4+	5+	-	1	Crit (Auto-wound)	

U Passive

BUBONIC BARRAGE: A *Plagueclaw* hurls great globs of diseased filth at its targets that can send large formations into disarray.

Effect: Each time this unit uses a **SHOOT** ability, if all of its attacks targeted the same enemy unit, after that ability has been resolved, roll a dice. If the result is equal to or less than the number of models in that enemy unit that were slain by attacks made by this unit's **Plagueclaw Catapult** this phase, that enemy unit has **STRIKE-LAST** for the rest of the turn.



KEYWORDS

WAR MACHINE

CHAOS, SKAVEN, PESTILENS



• SKAVEN WARSCROLL •

PLAGUE PRIEST

ON PLAGUE FURNACE

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Great Plague Censer	4	4+	2+	1	3	Crit (Auto-wound)
Warpstone-tipped Staff	3	4+	4+	1	D3	Crit (Auto-wound)
Foetid Blades	6	4+	5+	-	1	Crit (Auto-wound)
Crushing Bulk	6	4+	2+	1	2	Companion

Passive

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of its **Great Plague Censer** is 2.

Passive

CORRUPTING INFLUENCE: *This giant construct bathes all in a thick billowing smog that is anathema to its enemies.*

Effect: Subtract 1 from ward rolls for enemy units while they are within 6" of this unit.

Passive

ALTAR OF THE GREAT CORRUPTOR:

This giant construct is venerated by the swarms of pox-ridden rats that flock to its side.

Effect: Friendly **PESTILENS** units have **WARD (6+)** while they are wholly within 6" of this unit.

KEYWORDS

HERO, PRIEST (1), WAR MACHINE, WARD (5+)

CHAOS, SKAVEN, PESTILENS



• SKAVEN WARSCROLL •
PLAGUE MONKS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Foetid Weapons	2	4+	5+	-	1	Crit (Auto-wound)

Passive

SPREADERS OF FILTH AND DISEASE:

Possessed with a mad zealotry, Plague Monks in their death throes will bite, claw and scratch their foe, leaving wounds that quickly fester and rot.

Effect: Each time a model in this unit is slain by a combat attack and that model was in combat with the attacking unit, roll a dice. On a 6+, inflict 1 mortal damage on the attacking unit after the **FIGHT** ability has been resolved.



KEYWORDS

INFANTRY, CHAMPION, MUSICIAN (1/20), STANDARD BEARER (1/20)

CHAOS, SKAVEN, PESTILENS



• SKAVEN WARSCROLL •
CLAWLORD

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Warpforged Blade	6	3+	4+	1	2	-

✂ Passive

CORNERED RAT: *A Clawlord in fear for their life fights with rabid ferocity.*

Effect: While this unit is damaged, add 3 to the Attacks characteristic of its Warpforged Blade.

✂ Reaction: You declared a FIGHT ability for this unit

GNASH-GNAW ON THEIR BONES!:

At a Clawlord's command, their minions hurl themselves at the foe.

Effect: Pick a friendly non-HERO VERMINUS INFANTRY unit that has not used a FIGHT ability this turn and is within this unit's combat range to be the target. The target can be picked to use a FIGHT ability immediately after the FIGHT ability used by this unit has been resolved.



KEYWORDS

HERO, INFANTRY

CHAOS, SKAVEN, VERMINUS



• SKAVEN WARSCROLL •
CLANRATS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Rusty Weapon	2	4+	5+	-	1	Crit (Auto-wound)

🚩 End of Any Turn

SEething SWARM: *Clanrats overwhelm their enemies with their seemingly endless numbers – biting, stabbing and trampling their own fallen beneath their bloody claws.*

Effect: You can return D3 slain models to this unit.



KEYWORDS

INFANTRY, CHAMPION, MUSICIAN (1/20), STANDARD BEARER (1/20)

CHAOS, SKAVEN, VERMINUS



• SKAVEN WARSCROLL •
STORMVERMIN

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Rusty Halberd	3	3+	4+	1	1	Anti-charge (+1 Rend)

U Passive

ELITE BODYGUARD: *Every ratman of rank knows the value and prestige of Stormvermin bodyguard – they are even almost loyal...*

Effect: Friendly **SKAVEN INFANTRY HEROES** have **WARD (5+)** while they are within this unit's combat range.



KEYWORDS

INFANTRY, CHAMPION, MUSICIAN (1/10), STANDARD BEARER (1/10)

CHAOS, SKAVEN, VERMINUS



• SKAVEN WARSCROLL •
RAT OGORS

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Warpfire Gun	10"	2D6	2+	4+	2	1	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Claws, Blades and Fangs		5	4+	3+	1	2	-

Each model in this unit is armed with Claws, Blades and Fangs.

- 1/3 models are armed with a Warpfire Gun in addition to their other weapons.

Any Combat Phase

UNLEASHED WARP-FURY: *The warpstone hammered into the flesh of these creatures crackles with volatile energies, driving them into a frenzy.*

Effect: Inflict D3 mortal damage on this unit. Then, add 1 to the Attacks characteristic of this unit's melee weapons for the rest of the turn.



KEYWORDS

INFANTRY

CHAOS, SKAVEN, MOULDER



• SKAVEN WARSCROLL •
MASTER MOULDER

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Arsenal of Mutation	4	3+	4+	1	1	Crit (2 Hits)

U End of Any Turn

LORD OF FLESH-GRAFTING:

These burly commanders are the breeders, mutators and healers of the Clans Moulder.

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

Effect: Heal (3) the target.

↗ Your Charge Phase

TYRANNICAL PACKMASTER: *Master Moulders use pain and terror to drive their fighting beasts into a battle frenzy.*

Declare: Pick another friendly **MOULDER** unit within this unit's combat range to be the target.

Effect: Add 2 to charge rolls for the target for the rest of the turn.



KEYWORDS

HERO, INFANTRY

CHAOS, SKAVEN, MOULDER



• SKAVEN WARSCROLL •

HELL PIT ABOMINATION

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
☠ Gnashing Teeth and Flailing Fists	13	4+	2+	2	2	Anti-INFANTRY (+1 Rend), Companion

☠ Passive

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of its **Gnashing Teeth and Flailing Fists** is 8.

⚔ Once Per Turn (Army), Any Combat Phase

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.

Declare: Pick an enemy **INFANTRY** unit in combat with this unit to be the target.

Effect: Roll a dice. On a 3+, roll a dice for each model in the target unit. For each 5+, inflict 1 mortal damage on the target.

KEYWORDS RAMPAGE

🛡 End of Any Turn

REGENERATING MONSTROSITY:

Hell Pit Abominations are notoriously difficult to slay and can even regrow severed limbs.

Effect: Heal (D6) this unit.

⚙ Passive

TOO HORRIBLE TO DIE: *As it twitches in its shuddering death throes, there is a chance that either the Abomination's unholy metabolism will restart one of its many foul hearts or its carcass will disgorge the revolting tide of parasitic rats that had been gnawing upon its innards.*

Effect: The first time this unit would be destroyed, before removing it from the battlefield, roll a dice and apply the corresponding effect:

1 **Dead:** This unit is destroyed.

2-4 **The Rats Emerge:** Roll a D3 for each enemy unit in combat with this unit. On a 2+, inflict an amount of mortal damage on that unit equal to the roll. Then, this unit is destroyed.

5-6 **It's Alive!:** This unit is not destroyed and any remaining damage points inflicted on it have no effect. Then, **Heal (D6)** this unit.

KEYWORDS

MONSTER

CHAOS, SKAVEN, MOULDER



• SKAVEN WARSCROLL •
DEATHMASTER

RANGED WEAPONS		Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Eshin Throwing Stars		10"	5	3+	4+	-	D3	Crit (Auto-wound), Shoot in Combat
MELEE WEAPONS			Atk	Hit	Wnd	Rnd	Dmg	Ability
Weeping Blade			5	3+	4+	1	D3	Anti-HERO (+1 Rend), Crit (Mortal)

U Passive

SHADOWY KILLERS: *Ulgan illusions and other tools of misdirection shroud Deathmasters in perpetual darkness, keeping them from harm.*

Effect: If the unmodified hit roll for an attack that targets this unit is 1-4, the attack fails and the attack sequence ends.

G Passive

RUNNING DEATH: *Deathmasters lead only the nimblest Eshin agents to war.*

Effect: While friendly **ESHIN** units are wholly within 13" of this unit, they can use **SHOOT** and/or **CHARGE** abilities even if they used a **RUN** ability in the same turn.



KEYWORDS

HERO, INFANTRY

CHAOS, SKAVEN, ESHIN



• SKAVEN WARSCROLL •
CLAWLORD
 ON GNAW-BEAST

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Ratling Pistol	10"	D6	3+	3+	1	1	Crit (Auto-wound), Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Warpforged Halberd		5	3+	4+	1	2	-
Gnaw-beast's Chisel Fangs		4	4+	3+	1	D3	Companion

Passive

CORNERED RAT: A Clawlord in fear for their life fights with rabid ferocity.

Effect: While this unit is damaged, add 3 to the Attacks characteristic of its Warpforged Halberd.

Your Hero Phase

CRUEL COMMANDER: The Clawlord strikes down one of their underlings to show their cruel power and then, with shrieks and hissed threats, commands their swarming underlings to overrun the foe.

Declare: Pick a friendly non-HERO VERMINUS INFANTRY unit wholly within 13" of this unit to be the target.

Effect: Inflict 1 mortal damage on the target. Then, add 5 to the target's control score until the start of your next turn.

KEYWORDS

HERO, CAVALRY

CHAOS, SKAVEN, VERMINUS



• SKAVEN WARSCROLL •
GREY SEER
 ON SCREAMING BELL

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Warpstone Staff	3	4+	4+	1	D3	-
Rat Ogor's Tearing Claws	5	4+	3+	1	2	Companion
Crushing Bulk	6	4+	2+	1	2	Companion

Passive

BATTLE DAMAGED

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

Your Hero Phase

PEAL OF DOOM: *The ominous tolling of a Screaming Bell resounds above the clamour of battle, crying out 'Doom! Doom! Doom!'*

Effect: Roll a dice and apply the corresponding effect:

- Magical Backlash:** Inflict D3 mortal damage on this unit.
- 2-4 Wall of Unholy Sound:** Until the start of your next turn, subtract 1 from hit rolls for combat attacks made by enemy units while they are within 13" of this unit.
- 5-6 Apocalyptic Doom:** Roll a D3 for each enemy unit within 13" of this unit. On a 2+, inflict an amount of mortal damage on that unit equal to the roll.

Passive

ALTAR OF THE HORNED RAT:

Throngs of rat-thralls swarm around this mighty construct in battle and will sell their lives to see it from harm.

Effect: Friendly **SKAVEN INFANTRY** units have **WARD (6+)** while they are wholly within 6" of this unit.

Your Hero Phase

CRACKS CALL: *Harnessing the thunderous peals of the Screaming Bell, the Grey Seer channels a sorcerous blast into the ground beneath the foe's feet. Gaping chasms yawn wide, sending screaming victims vanishing into the depths.*

Declare: Pick a visible enemy unit that does not have **FLY** and is within 13" of this unit to be the target, then make a casting roll of 2D6.

Effect: If the casting roll exceeds the target's Move characteristic, inflict an amount of mortal damage on the target equal to the difference between the casting roll and its Move characteristic.

KEYWORDS

SPELL

KEYWORDS

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

CHAOS, SKAVEN, MASTERCLAN



• SKAVEN WARSCROLL •

RATLING WARPBLASTER

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Hail of Warpstone Bullets	20"	3D6+3	4+	3+	1	1	Crit (Auto-wound)
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Thrall-rats' Claws		4	4+	5+	-	1	-

Passive

OVERWHELMING FIRE: *Large enemy formations are decimated by the sheer volume of fire a Ratling Warpblaster unleashes upon them.*

Effect: Add 1 to hit rolls for this unit's shooting attacks that target an enemy unit that has 10 or more models.

Once Per Turn (Army), Your Shooting Phase

MORE-MORE WARPSTONE

BULLETS! *Under the dubious supervision of the Warlocks of Clans Skryre, the gunner cranks up the Ratling Warpblaster's velocity to the max.*

Effect: If this unit is within the combat range of a friendly **SKRYRE HERO**, this unit's **Hail of Warpstone Bullets** has an Attacks characteristic of 6D6+3 instead of 3D6+3 for the rest of the turn. However, for each unmodified hit roll of 1 for an attack made with this unit's **Hail of Warpstone Bullets**, inflict 1 mortal damage on this unit after the **SHOOT** ability has been resolved.



KEYWORDS

WAR MACHINE

CHAOS, SKAVEN, SKRYRE



• SKAVEN WARSCROLL •
NIGHT RUNNERS

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Slings and Poisoned Stars	10"	2	4+	4+	-	1	Crit (Auto-wound), Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Poisoned Blades		2	4+	5+	-	1	Crit (Mortal)

Deployment Phase

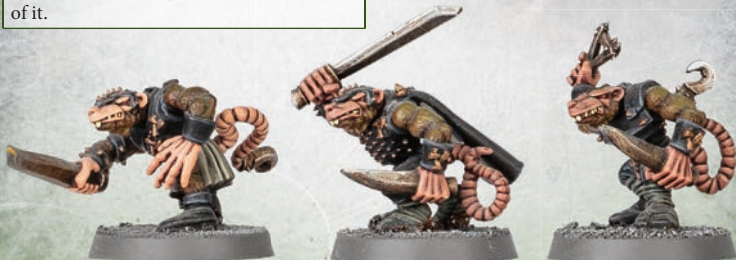
SLINKING ADVANCE: *Night Runners scurry ahead of the main body of a Skaven army to harass and slow down the foe.*

Effect: This unit can use the 'Normal Move' ability as if it were your movement phase.

Passive

SNEAKY INFILTRATORS: *Night Runners are masters of stealth and can sneak up on almost anyone.*

Effect: While each model in this unit is within 1" of any terrain features, this unit cannot be targeted by shooting attacks unless the attacking model is within 9" of it.



KEYWORDS

INFANTRY, CHAMPION

CHAOS, SKAVEN, ESHIN



• SKAVEN WARSCROLL •
BELL OF DOOM

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Volatile Warp Energy	2D6	4+	4+	1	1	-

U Passive

TOLL OF DOOM: *The dreadful ringing of the Bell of Doom fills the minds of the Skaven's foes with a deep despair.*

Effect: Subtract 1 from wound rolls for attacks that target friendly **SKAVEN INFANTRY** units while they are wholly within 13" of this **MANIFESTATION**.



KEYWORDS

MANIFESTATION, ENDLESS SPELL, FLY, WARD (6+)

CHAOS, SKAVEN



• SKAVEN WARSCROLL •
GNAWHOLE

The following universal terrain abilities apply to this terrain feature (Terrain, 1.2):

Cover

Passive

VOLATILE GROUND: *Crackling warp lightning skitters around the ruptured rocks that ring this tear in reality.*

Effect: Models can pass through this terrain feature but cannot be set up on or end moves on any part of this terrain feature.

Each time an enemy unit ends a move that passed through or across this terrain feature, roll a D3. On a 2+, inflict an amount of mortal damage on that unit equal to the roll.

**Once Per Turn (Army),
 End of Your Turn**

1

THE ENDLESS VERMINTIDE: *Swarms of vermin scurry forth from the gnawhole, overwhelming the enemy lines.*

Declare: Pick a friendly non-HERO SKAVEN INFANTRY unit that has been destroyed to be the target.

Effect: Set up a replacement unit with half the number of models from the target unit (rounding up) wholly within 6" of a friendly **Gnawhole** and more than 3" from all enemy units.

Your Movement Phase

TUNNELS THROUGH REALITY: *The Skaven can move through gnawholes to invade any corner of the Mortal Realms.*

Declare: Pick a friendly SKAVEN unit that is not in combat and is wholly within 6" of this terrain feature to be the target.

Effect: Remove the target from the battlefield and set it up again wholly within 6" of another friendly **Gnawhole** and more than 9" from all enemy units.



• SKAVEN WARSCROLL •
VERMINTIDE

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Chittering Bites	13	5+	5+	-	1	Crit (Auto-wound)

U End of Any Turn

MORE-MORE RATS: *An endless tide of unholy vermin pours through the cracks in reality, their eyes aglow and their fangs unnaturally sharp.*

Effect: Heal (D6) this MANIFESTATION.



KEYWORDS

MANIFESTATION, ENDLESS SPELL, WARD (6+)

CHAOS, SKAVEN



• SKAVEN WARSCROLL •

WARP LIGHTNING VORTEX

⚙️ Passive

MULTIPLE PARTS

Effect: When a number of damage points equal to this **MANIFESTATION**'s Health characteristic are allocated to it, this **MANIFESTATION** is destroyed and all its parts are removed from play.

⚔️ Any Hero Phase

WARP LIGHTNING BOLTS:

Coruscating bolts of warp lightning leap outwards from the Warp Lightning Vortex, obliterating those nearby.

Declare: If this **MANIFESTATION** was not set up this turn, pick each enemy unit within 6" of this **MANIFESTATION** to be the targets.

Effect: Roll a dice for each target. On a 4+, inflict D3 mortal damage on the target.

➤ Passive

WARP VORTEX: *The sheer destructive anarchy that surrounds a Warp Lightning Vortex slows the progress of warriors caught in its midst.*

Effect: Subtract 2 from run rolls and charge rolls for enemy units while they are within 6" of this **MANIFESTATION**. In addition, if an enemy unit passes across this **MANIFESTATION**, inflict D3 mortal damage on that enemy unit after the **MOVE** ability has been resolved.



KEYWORDS

MANIFESTATION, ENDLESS SPELL, WARD (6+)

CHAOS, SKAVEN

SPEARHEAD



SKAVEN

GNAWFEAST CLAWPACK

This Spearhead army consists of the following units:

GENERAL

- ◆ Clawlord on Gnaw-beast

UNITS

- ◆ 1 Grey Seer
- ◆ 1 Warlock Engineer
- ◆ 10 Clanrats
- ◆ 10 Clanrats
- ◆ 3 Rat Ogors



When the Skaven swarm across the realms, it is a vision drawn from apocalyptic texts. They are famine and rabid hunger made manifest, a chittering tide that drags down anything in their path. Even a comparatively small pack of Skaven can triumph through weight of frenzied numbers. This is embodied by the Gnawfeast Clawpacks, swarms of ratmen who surge forwards in a manic need to devour, defile and otherwise bring to ruin.

Gnawfeast Clawpacks rely on numbers to carry the day. Clanrats are an eminently disposable force sent to overwhelm foes alongside frenzied Rat Ogors. Their leaders are anything but subtle. The Clawlords that rule the Clanrat swarms are cunning strategists and know just where to sacrifice their warriors to grind down the enemy – before riding in themselves to tip the balance and claim the credit. A Clawlord will be attended to by advisors, both the magic-wielding Grey Seers and the Warlock Engineers of the Clans Skryre, who offer unpredictable but deadly fire support. All these verminous potentates are out to undermine one another, of course, but this only serves to ensure that the sharpest rise to the top.

'Man-things die. Short-things die. Aelf-things die. All things die. Our time now, yes-yes. Doom comes to gnaw on the surface world.'

- Clawlord Muskrutt of Clan Fang

BATTLE TRAITS

⚙ Once Per Battle, Deployment Phase

THE LURKING

VERMINTIDE: *What scurries beneath the surface?*

Declare: Pick a friendly unit that has not been deployed to be the target.

Effect: The target unit is set up in reserve **in the tunnels below**. Units in the tunnels below that have not used the 'Gnawhole Ambush' ability by the end of the third battle round are destroyed.

KEYWORDS **DEPLOY**

➤ Your Movement Phase

GNAWHOLE AMBUSH: *A pack of Skaven emerges onto the battlefield from a glowing green rift in reality.*

Declare: Pick a friendly unit that is **in the tunnels below** to use this ability.

Effect: Set up that unit wholly within 6" of a corner of the battlefield and more than 9" from all enemy units.

KEYWORDS **CORE**



Warlock Engineer

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

⚔ Once Per Battle, Your Shooting Phase

WARPSTONE-LACED BULLETS: *Saturated with the energies of ruin, these munitions pack a deadly punch.*

Declare: Pick a ranged weapon a friendly unit is armed with.

Effect: That weapon has **Crit (Mortal)** this phase.

⚔ Passive

TOO QUICK TO HIT-HIT: *These skittish ratmen dart and run in all directions, avoiding retribution as they flee from combat.*

Effect: No mortal damage is inflicted on friendly units when they use **RETREAT** abilities.

ENHANCEMENTS: Give your general 1 of the following enhancements.

⚔ Reaction: You declared the 'Call for Reinforcements' ability

LEAD THE SEETHING HORDE: *With screeched war cries, this Clawlord directs their vermin underlings to swarm the enemy.*

Effect: Instead of using the set-up instructions in the 'Call for Reinforcements' ability, the replacement unit can be set up wholly within 13" of this unit and not in combat.

⚔ Passive

SKRYRE CONNECTIONS: *This Clawlord has tasked the Skryre engineers under their command to overcharge their ratling pistol.*

Effect: Your general's **Ratling Pistol** has an Attacks characteristic of 2D6 instead of D6.

⚔ Passive

WARPSTONE CHARM: *This foul talisman radiates mutating energy.*

Effect: Subtract 1 from save rolls for enemy units in combat with your general.

⚔ Passive

CLOAK OF STITCHED VICTORIES: *This cloak is made from the stitched pelts of traitors and inflicts a rabid paranoia upon the bearer, making them hard to hit and even harder to stab in the back.*

Effect: Your general has **WARD (5+)**.

• SPEARHEAD WARSCROLL •

CLAWLORD

ON GNAW-BEAST

HEALTH	9"	SAVE
7	4+	
CONTROL	2	

Clawlords are the tyrannical rulers of the Clans Verminus, the lives of thousands of minions theirs to expend at a moment's notice. It takes both cunning and viciousness to hold their lofty position, and successful Clawlords must be willing to stoop to any foul end and fight like cornered animals in order to keep their star in the ascendant. Accumulating favours from members of the other Great Clans is a fine way to do this, and so the most powerful Clawlords will ride upon a Gnaw-beast bred by the Clans Moulder – a gangly, shrieking abomination whose hunger is even more voracious than that of its Skaven master.

 RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Ratling Pistol	10"	D6	3+	3+	1	1	Crit (Auto-wound), Shoot in Combat
 MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
Warpforged Halberd		5	3+	4+	1	2	-
Gnaw-beast's Chisel Fangs		4	4+	3+	1	D3	Companion

 **Passive**

CORNERED RAT: *A Clawlord in fear for their life fights with rabid ferocity.*

Effect: While this unit is damaged, add 3 to the Attacks characteristic of its Warpforged Halberd.



KEYWORDS

HERO, CAVALRY, WARD (6+)

• SPEARHEAD WARSCROLL •

GREY SEER

	MOVE	
HEALTH	6"	SAVE
5	6+	
	2	
	CONTROL	

Grey Seers are marked out from their minions not only by their pale fur and curling horns but also by their ability to wield the withering magics of the Great Horned Rat. They serve as the executors of their terrible god's will amongst the clans – though this does not prevent them from pursuing their own schemes as a matter of course. Able to handle warpstone with greater ease than fellow ratmen, a Grey Seer will use all manner of relics to try and glean an advantage, all while using their sorcery and innate cunning to undermine and drag down enemies and rivals alike.

⚔	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Warpstone Staff	3	4+	4+	1	D3	-

● Your Hero Phase

WILL OF THE HORNED RAT: *None among the Skaven clans may defy the commands of a Grey Seer – openly, at least...*

Declare: Pick a friendly unit wholly within 13" of this unit to be the target, then roll a dice.

Effect: On a 3+, add the roll to the target's control score until the start of your next turn.

⚔ Your Hero Phase

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.*

Declare: Pick a visible enemy unit within 13" of this unit to be the target, then make a casting roll of 2D6.

Effect: On a 6+, inflict D3 mortal damage on the target.



KEYWORDS

HERO, WIZARD, INFANTRY

• SPEARHEAD WARSCROLL •

WARLOCK ENGINEER

MOVE
6"
HEALTH 5
5+ SAVE
2 CONTROL

Warlock Engineers are those Skryre artificer-rats who have mastered the various branches of skaven engineering. Skilled in the creation of ingenious and insane weapons, these Skaven take every opportunity to put their latest inventions to the test – even if it means overcharging them to the point of dangerous volatility.

 RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Warplock Musket	24"	2	3+	3+	2	D3	Crit (Auto-wound)
 MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Warpforged Dagger	3	4+	4+	-	2	-	

 **Reaction:** You declared a SHOOT ability for this unit and it has not used a MOVE ability this turn

MORE-MORE WARP ENERGY! *The Engineer overcharges their weapon with volatile energy.*

Effect: Roll a dice. On a 2+, set the Damage characteristic of its **Warplock Musket** to 3 this phase. On a 1, inflict D3 mortal damage on this unit.

KEYWORDS

HERO, INFANTRY

• SPEARHEAD WARSCROLL •



CLANRATS

MOVE 6"
HEALTH 1
SAVE 5+
CONTROL 1

Clanrats form the verminous masses of Skavendom, warriors that compensate for their natural cowardice with a vicious spite and overwhelming numbers.

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Rusty Blade	2	4+	5+	-	1	-

End of Any Turn
SEETHING SWARM: *Sweeping forward in a chattering mass, Clanrats overwhelm their enemies with their seemingly limitless numbers, biting, stabbing, screeching and trampling their own fallen beneath their bloody claws.*
Effect: You can return D3 slain models to this unit.



KEYWORDS

INFANTRY, REINFORCEMENTS



• SPEARHEAD WARSCROLL •

RAT OGORS

MOVE		6"	
HEALTH	4	5+	SAVE
CONTROL		1	

Perhaps the most infamous creations of the Clans Moulder, Rat Ogors are flesh-grafted shock troops that fly into a terrifying frenzy when the stench of death fills the air.

 RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Warpfire Gun	10"	2D6	2+	4+	2	1	Shoot in Combat
 MELEE WEAPONS	Attacks		Hit	Wound	Rend	Damage	Ability
Claws, Blades and Fangs	5		4+	3+	1	2	-

This unit has 2 Rat Ogors armed with Claws, Blades and Fangs, and 1 Rat Ogor armed with a Warpfire Gun and Claws, Blades and Fangs.

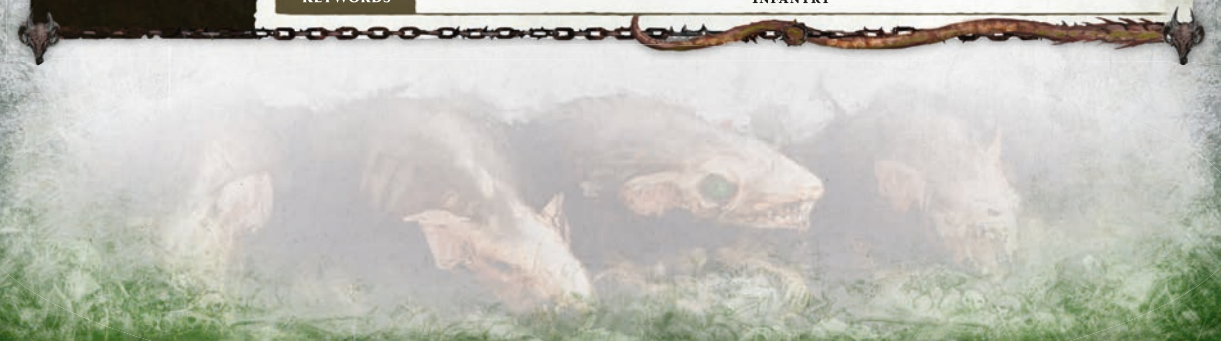
 Any Combat Phase, Once Per Battle

UNLEASHED WARP-FURY: *The warpstone hammered into the flesh of these creatures crackles with volatile energies, driving them into a frenzy.*

Effect: Inflict D3 mortal damage on this unit. Then, add 1 to the Attacks characteristic of its melee weapons this phase.

KEYWORDS

INFANTRY



SPEARHEAD



SKAVEN

WARSPARK CLAWPACK

This Spearhead army consists of the following units:

GENERAL

- ◆ Grey Seer

UNITS

- ◆ 3 Stormfiends
- ◆ 1 Warp Lightning Cannon
- ◆ 10 Clanrats
- ◆ 10 Clanrats



Skaven society is formed of competing clans, each believing that they possess the finest means of destroying the surface dwellers – and that every other clan is out to undermine them. On this latter assumption, they are entirely correct. It takes the Grey Seers, prophets of the Great Horned Rat, to bind the forces of competing clans into something approaching a unified force. Of course, Grey Seers inevitably have their own nefarious agendas, but the retinues and clawpacks they command remain immensely dangerous.

Warpspark Clawpacks are formed when the teeming multitudes of the Clans Verminus are wielded alongside the volatile war machines of the Clans Skryre. Clanrats emerge from hidden caverns and gnawholes, making up for their natural cowardice with a violent frenzy. The Clanrats, however, ultimately serve to die at a Grey Seer's discretion and provide an opportunity for devastating Skryre technology to be brought to bear. Stormfiends are towering warbeasts with weapons grafted to their limbs, able to bludgeon foes up close or blast them apart at range. For raw power, however, nothing can match the Warp Lightning Cannon. Amongst the most feared weapons of the Skryre clans, they are unreliable tools – but should one discharge a crackling bolt at full power, the target's doom is assured.

'Remove the limiters! Blast-kill them all, now-now!'

– Grey Seer Snikskreech

BATTLE TRAITS

Once Per Phase, Enemy Movement Phase

ALWAYS THREE CLAWSTEPS AHEAD: *The best-laid plans of the Skaven never go awry (or so they claim).*

Declare: Pick a friendly unit that is not in combat.

Effect: That unit can use the 'Normal Move' ability as if it were your movement phase.



Stormfiend with Shock Gauntlets

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

Once Per Battle, Reaction: Opponent declared an ATTACK ability and targeted your Stormfiends unit

WARPSTONE-LACED ARMOUR: *Lurid green lightning begins to crackle across the armour of the Stormfiends, momentarily deflecting any blows levelled at them.*

Used By: Your Stormfiends unit.

Effect: Your Stormfiends unit has WARD (4+) this phase.

Passive

ENDLESS SWARM OF RATS: *From the many gnawholes that encircle the battlefield, more and more verminkin swarm forth without cease.*

Effect: When a friendly Clanrats unit uses its 'Seething Swarm' ability, you can return D6 slain models to that unit instead of D3.

ENHANCEMENTS: Give your general 1 of the following enhancements.

U Passive

SKILLED MANIPULATOR: *This Grey Seer is particularly devious and self-serving, deftly ensuring that their minions are always conveniently positioned between themselves and potential threats.*

Effect: Your general has **WARD (4+)** while they are within 1" of any friendly **Clanrats** units.

➤ Your Hero Phase

SKITTERLEAP: *The Grey Seer vanishes in a puff of foul-smelling smoke, reappearing elsewhere on the battlefield an eye-blink later.*

Declare: Make a casting roll of 2D6.

Effect: On a 6+, remove your general from the battlefield and set them up again on the battlefield more than 6" from all enemy units. They cannot use **MOVE** abilities in the following movement phase.

U Once Per Battle, Any Combat Phase

CAGE OF WARP LIGHTNING: *A 'gift' to the Grey Seer from the Clans Skryre, when this unstable device works correctly, it can momentarily trap its victims in a prison of thrashing galvanic tendrils.*

Declare: Pick a visible enemy unit within 6" of your general and roll a dice.

Effect: On a 2+, the enemy unit has **STRIKE-LAST** this phase. On a 1, inflict 1 mortal damage on your general.

➤ Any Combat Phase

SCURRY AWAY: *This Grey Seer is a staunch believer in the Skaven philosophy that prudent cowardice is a virtue, and they do not think twice about scampering to safety when things look to be going south.*

Effect: Roll a dice. On a 3+, this unit can immediately use the 'Retreat' ability as if it were your movement phase. If it does so, no mortal damage is inflicted on it.

• SPEARHEAD WARSCROLL •

GREY SEER

	MOVE	
HEALTH	6"	SAVE
5	6+	
	2	
	CONTROL	

Grey Seers are marked out from their minions not only by their pale fur and curling horns but also by their ability to wield the withering magics of the Great Horned Rat. They serve as the executors of their terrible god's will amongst the clans – though this does not prevent them from pursuing their own schemes as a matter of course. Able to handle warpstone with greater ease than fellow ratmen, a Grey Seer will use all manner of relics to try and glean an advantage, all while using their sorcery and innate cunning to undermine and drag down enemies and rivals alike.

⚔	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Warpstone Staff	3	4+	4+	1	D3	-

● Your Hero Phase

WILL OF THE HORNE RAT: *None among the Skaven clans may defy the commands of a Grey Seer – openly, at least...*

Declare: Pick a friendly unit wholly within 13" of this unit to be the target, then roll a dice.

Effect: On a 3+, add the roll to the target's control score until the start of your next turn.

⚔ Your Hero Phase

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.*

Declare: Pick a visible enemy unit within 13" of this unit to be the target, then make a casting roll of 2D6.

Effect: On a 6+, inflict D3 mortal damage on the target.



KEYWORDS

HERO, WIZARD, INFANTRY

• SPEARHEAD WARSCROLL •

STORMFIENDS

MOVE
6"
HEALTH 6
4+ SAVE
2
CONTROL

Stormfiends represent the flesh-crafting arts of the Clans Moulder and the warped weaponsmithing of the Clans Skryre brought together in dreadful symbiosis. They are hulking brutes implanted with all manner of weapons, from rotary ratling cannons and windlaunchers that hurl globes of poison gas to wrecking-ball clubs and shock gauntlets capable of sparking fierce chain reactions. To operate these devices is beyond the intellect of the typical Rat Ogor, and so each Stormfiend has grafted to them a ghoulish and withered 'brain-rat' that makes up the difference. Yet the Stormfiends' duties are simple enough – bring blasting, crushing death to the enemies of the Skaven.

R	RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
	Ratling Cannons	15"	3D6	4+	3+	1	1	-
	Windlaunchers	15"	3	4+	3+	2	D3	-
M	MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
	Shock Gauntlets		4	4+	2+	1	2	-
	Clubbing Blows		4	4+	2+	-	2	-

This unit has 1 Stormfiend armed with Shock Gauntlets, 1 Stormfiend armed with Windlaunchers and Clubbing Blows, and 1 Stormfiend armed with Ratling Cannons and Clubbing Blows.

✂ Passive

SHOCK GAUNTLETS: Sometimes the electrical discharge created by a pair of shock gauntlets triggers a series of linked explosions.

Each time an attack made with this unit's Shock Gauntlets scores a critical hit, that attack scores **D6 hits** instead of 1 (make a wound roll for each hit).



KEYWORDS

INFANTRY

• SPEARHEAD WARSCROLL •

WARP LIGHTNING CANNON

MOVE
3"
HEALTH 8
4+ SAVE
2
CONTROL

Warp Lightning Cannons are perhaps the most infamous wonder-weapons of the Clans Skryre. Channelling volatile energies through a chunk of potent warpstone, they unleash blasts of ruinous energies that can reduce targets to ash.

Warp Lightning Cannons are unpredictable creations, prone to shorting out or catastrophically overtaxing themselves at inopportune moments. When operating at maximum capacity, however, a Warp Lightning Cannon can stop a gargant in its tracks.

 RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Warp Lightning Blast	20"	2D6	4+			See below	-

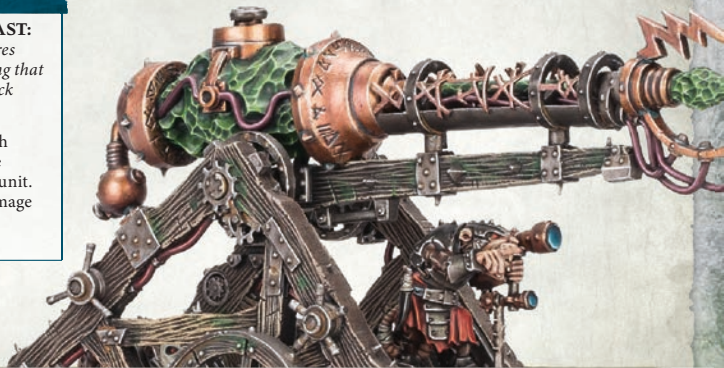
 MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Crew's Teeth and Knives	D6	4+	5+	-	1	-

Passive

WARP LIGHTNING BLAST:

A Warp Lightning Cannon fires massive bolts of warp lightning that disintegrate any who are struck by them.

Effect: Each attack made with this weapon in a single phase must target the same enemy unit. Each hit inflicts 1 mortal damage on the target and the attack sequence ends.



KEYWORDS

WAR MACHINE



• SPEARHEAD WARSCROLL •

CLANRATS

	MOVE	
HEALTH	6"	SAVE
1		5+
	CONTROL	
	1	

Clanrats form the verminous masses of Skavendom, an endless sea of filthy fangs, rusty blades and red eyes filled with malice. They are spite made manifest, seeking to advance their own position while leaving rivals – which is everyone – to a grisly fate. Clanrats are utterly expendable to their masters, herded forwards in chattering swarms to slow an enemy and die upon their blades. Yet though Clanrats are craven by nature, they can be overcome by a terrible frenzy in battle – and should one fall, there are always more where they came from...



MELEE WEAPONS

Rusty Blade

Attacks

Hit

Wound

Rend Damage

Ability

2

4+

5+

-

1

-



End of Any Turn

SEETHING SWARM: *Sweeping forward in a chattering mass, Clanrats overwhelm their enemies with their seemingly limitless numbers, biting, stabbing, screeching and trampling their own fallen beneath their bloody claws.*

Effect: You can return D3 slain models to this unit.



KEYWORDS

INFANTRY, REINFORCEMENTS