

The background of the cover is a detailed, dark, and atmospheric illustration of a Skaven war camp. In the center, a large, heavily armored Skaven warrior with a spiked helmet and a red banner stands prominently. To his left, another Skaven warrior is shown in a dynamic, aggressive pose, holding a large, curved blade. The scene is filled with various Skaven units, including warriors, archers, and siege engines, all rendered in a highly detailed, painterly style. The overall color palette is dominated by dark greens, browns, and reds, creating a sense of a grimy and war-torn environment. At the top, the 'WARHAMMER AGE OF SIGMAR' logo is displayed in a golden, ornate font with a dark blue background.

WARHAMMER

AGE OF SIGMAR

WARHAMMER
LEGENDS
SKAVEN

INTRODUCTION

The vile Skaven gnaw the roots of the world like a malignant cancer. They spread corruption, mercilessly undermining civilisation, waiting until the time is ripe to invade. Countless armies prepare to burst forth from

their underground realm to claim their race's rightful heritage. To rule supreme is their ultimate destiny, promised to them a hundredfold in the furtive whispers of the Great Horned Rat, the malevolent god of the ratmen

that is forever scratching at the fabric separating the material world from the great beyond.

WARHAMMER LEGENDS COMPENDIUMS

Every Citadel Miniature is a unique piece of the ever-evolving narrative of Warhammer. It is, then, an unfortunate truth that we can't continue to sell and support every model we've ever made indefinitely. As we make new models, and new books to explore their background and rules, we have to stop producing and featuring some older models. But just like many of you, we still treasure our collections of older Citadel Miniatures, and we still want to be able to use them in games and forge glorious narratives on the tabletop!

This is where the Warhammer Legends Compendiums come in. They give us a place to publish rules that allow you to play games with your older miniatures. The rules are designed to be definitive, and will only be updated when we change the Warhammer Age of Sigmar core rules. This means that Legends units are not designed for matched play (as they won't, for example, have yearly points updates).

ARMIES OF THE WORLD-THAT-WAS

The warscrolls in this compendium allow you to use Legends Citadel Miniatures to recreate the wars of the world-that-was using the Warhammer Age of Sigmar rules. It includes warscrolls for all of the Legends Skaven units, so you can include Skaven units and armies from the world-that-was in open and narrative play games.

We have also included warscrolls for Skaven units that fought in the world-that-was and whose descendents still fight in the Mortal Realms, the models for which are available as part of the Warhammer Age of Sigmar range. For example, a warscroll is included for Plague Monks, so that you can use the models as part of a Skaven army from the world-that-was. In addition, Plague Monk models can also be fielded using the Plague Monks warscroll in *Battletome: Skaven*, as part of a Skaven army from the Mortal Realms.

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WARSCROLLS

LORD SKROLK



MELEE WEAPONS

Rod of Corruption

Range

2"

Attacks

4

To Hit

3+

To Wound

3+

Rend

-1

Damage

1

DESCRIPTION

Lord Skrolk is a named character that is a single model. He is armed with the Rod of Corruption.

ABILITIES

Aura of Pestilence: Subtract 1 from hit rolls for attacks made by enemy models while they are within 1" of this model.

Frenzied Assault: Add 1 to the Attacks characteristic of this model's melee weapons if this model made a charge move in the same turn.

The Rod of Corruption: Each time this model attacks, if, after all of this model's attacks have been resolved, any of the hit rolls for the Rod of Corruption scored a hit and the target has not been slain, roll a dice. On a 5+, that target is slain.

The Liber Bubonicus: In your hero phase, you can pick 1 enemy unit within 24" of this model and visible to them, roll a dice and look up the roll below:

- | | |
|-----|---|
| 1 | No effect. |
| 2-4 | Roll 1 dice for each model in that enemy unit. For each 6, that enemy unit suffers 1 mortal wound. |
| 5-6 | Roll 1 dice for each model in that enemy unit. For each 5+, that enemy unit suffers 1 mortal wound. |

Terror: Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of any models with this ability.

MAGIC

Lord Skrolk is a **WIZARD**. He can attempt to cast two spells in your hero phase, and attempt to unbind one spell in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Pestilent Breath spells.

Pestilent Breath: Pestilent Breath has a casting value of 5. If successfully cast, pick 1 enemy unit within 6" of the caster and visible to them. Roll 1 dice for each model from that unit within 6" of the caster. For each 5+, that enemy unit suffers 1 mortal wound.

KEYWORDS

SKAVENBLIGHT, PESTILENS, HERO, WIZARD, PRIEST, PLAGUE PRIEST, LORD SKROLK

WARSCROLLS

THANQUOL

ON BONERIPPER



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warpfire Projectors	8"	—————		See below		—————
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Staff of the Horned Rat	2"	2	4+	3+	-1	D3
Warpfire Braziers	2"	See below	3+	3+	-2	3
Crushing Blows	2"	✱	4+	3+	-1	2

DAMAGE TABLE			
Wounds Suffered	Move	Crushing Blows	Staff of the Horned Rat
0-3	10"	6	+2
4-5	9"	5	+2
6-8	8"	4	+1
9-10	7"	3	+1
11+	6"	2	0

DESCRIPTION

Thanquol on Boneripper is a named character that is a single model. He is armed with the Staff of the Horned Rat.

MOUNT: Thanquol's mount, Boneripper, is armed with a total of four warpfire weapons, which can be any combination of Warpfire Braziers and/or Warpfire Projectors.

ABILITIES

Protection of the Horned Rat: Roll a dice each time you allocate a wound or mortal wound to this model. On a 5+ that wound or mortal wound is negated.

Staff of the Horned Rat: Add the Staff of the Horned Rat modifier shown on the damage table above to casting rolls for this model.

Warp-amulet: In your hero phase, you can heal 1 wound allocated to this model.

Warpfire Braziers: The Attacks characteristic for this model's Warpfire Braziers is equal to double the number of Warpfire Braziers that Boneripper is armed with.

Warpfire Projectors: Do not use the attack sequence for an attack made with Warpfire Projectors. Instead, roll X dice for each model in the target unit that is within 8" of this model, where X is equal to the number of Warpfire Projectors this model is armed with. For each 4+ the target unit suffers 1 mortal wound.

Warpstone Addiction: Once in each of your hero phases, when this model attempts to cast a spell, you can say it will consume a warpstone token before you make the casting roll. If you do so, roll 3D6. This roll cannot be re-rolled or modified. If the 3D6 roll is 13, the spell is cast and cannot be unbound, and after the effects of the spell have been resolved this model suffers D6 mortal wounds. If the 3D6 roll was not 13, remove 1 dice of your choice, and then use the remaining 2D6 as the casting roll.

MAGIC

Thanquol on Boneripper is a **WIZARD**. He can attempt to cast two spells in your hero phase, and attempt to unbind two spells in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Madness spells.

Madness: Madness has a casting value of 8. If successfully cast, pick 1 enemy **HERO** within 3" of the caster and visible to them, and roll a number of dice equal to the combined value of the Attacks characteristics of all melee weapons that **HERO** is armed with. For each 5+ you can inflict 1 mortal wound on 1 enemy unit within 3" of that **HERO** (you can choose different units to suffer the mortal wounds if you wish).

COMMAND ABILITIES

Power Behind the Throne: You can use this command ability at the start of your hero phase. If you do so, until your next hero phase, one friendly **SKAVENBLIGHT HERO** other than this model can use the At the Double command ability without a command point being spent; another friendly **SKAVENBLIGHT HERO** other than this model can use the Forward to Victory command ability without a command point being spent; and a third friendly **SKAVENBLIGHT HERO** other than this model can use the Inspiring Presence command ability without a command point being spent.

KEYWORDS

SKAVENBLIGHT, MASTERCLAN, MONSTER, HERO, WIZARD, GREY SEER, THANQUOL

WARSCROLLS

THANQUOL

WITH BONERIPPER



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warpfire Thrower	8"			See below		
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Staff of the Horned Rat	2"	2	4+	3+	-1	D3
Talons and Teeth	2"	4	3+	3+	-2	3

DESCRIPTION

Thanquol with Boneripper is a named character that is a single model. Thanquol is armed with the Staff of the Horned Rat.

COMPANION: Thanquol is accompanied by Boneripper, who attacks with a Warpfire Thrower, and Talons and Teeth. Thanquol and Boneripper are treated as a single model using the characteristics given above. Boneripper must remain within 1" of Thanquol's model. For rules purposes, Boneripper is treated in the same manner as a mount.

ABILITIES

Protection of the Horned Rat: Roll a dice before allocating a wound or mortal wound to this model. On a 4+, allocate that wound or mortal wound to a friendly unit within 6" of this model. If there is no friendly unit within 6" of this model, on a 4+ the wound or mortal wound is negated instead.

Warp-amulet: In your hero phase, you can heal 1 wound allocated to this model.

Warpfire Thrower: Do not use the attack sequence for an attack made with a Warpfire Thrower. Instead roll a dice. Subtract 1 from the roll if the target is a **MONSTER**. If the result is equal to or less than the number of models in the target unit, that unit suffers D3 mortal wounds.

Warpstone Addiction: Before this model attempts to cast a spell, you can say that it is going to consume a piece of warpstone. If you do so, add 1 to the casting roll. However, if you do so and the unmodified casting roll was a double 1 or a double 2, this model suffers 1 mortal wound after the effects of the spell have been resolved.

MAGIC

Thanquol with Boneripper is a **WIZARD**. He can attempt to cast three spells in your hero phase, and unbind two spells in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Scorch spells.

Scorch: Scorch has a casting value of 7. If successfully cast, pick 1 enemy unit within 24" of the caster and visible to them. That unit suffers D3 mortal wounds. If the casting roll was 10+, that unit suffers D6 mortal wounds instead.

COMMAND ABILITIES

Blessings of the Horned Rat: You can use this command ability in your hero phase if this model is on the battlefield. If you do so, pick 1 friendly **SKAVENBLIGHT** unit wholly within 13" of this model. Until your next hero phase, roll a dice each time you allocate a wound or mortal wound to that unit. Add 1 to the roll if that unit has 13 or more models. On a 6+, that wound or mortal wound is negated.

KEYWORDS

SKAVENBLIGHT, MASTERCLAN, HERO, WIZARD, GREY SEER, THANQUOL

WARSCROLLS

IKIT CLAW



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Storm Daemon		24"			See below		
Warplock Pistol		10"	1	4+	3+	-1	D3
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Storm Daemon		2"	2	3+	3+	-1	D3

DESCRIPTION

Ikit Claw is a named character that is a single model. He is armed with Storm Daemon and a Warplock Pistol.

ABILITIES

Iron Frame: Roll a dice each time you allocate a wound or mortal wound to this model. On a 5+, that wound or mortal wound is negated.

In addition, once per battle, in your shooting phase, this model can make a warpfire attack. If it does so, pick 1 enemy unit that is within 8" of this model and visible to it, and roll a dice. Subtract 1 from the roll if the target is a **MONSTER**. If the result is equal to or less than the number of models in the target unit, that unit suffers D3 mortal wounds.

Storm Daemon: Do not use the attack sequence for an attack made with Storm Daemon as a missile weapon. Instead roll a dice. On a 1, this model suffers D3 mortal wound. On a 2-5, the target unit suffers D3 mortal wounds. On a 6+, the target unit suffers D3+1 mortal wounds.

MAGIC

Ikit Claw is a **WIZARD**. He can attempt to cast two spells in your hero phase, and attempt to unbind one spell in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Warpstorm spells.

Warpstorm: Warpstorm has a casting value of 7. If successfully cast, select up to 3 enemy units within 18" of the caster that are visible to the caster. Roll a dice for each of those units; on a 2+, that unit suffers D3 mortal wounds.

KEYWORDS

SKAVENBLIGHT, SKRYRE, HERO, WIZARD, WARLOCK ENGINEER, IKIT CLAW

WARSCROLLS

THROT THE UNCLEAN



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Whip of Domination	2"	3	3+	4+	-	1
Skaven Hand Weapon	1"	2	4+	4+	-	1
Creature-killer	2"	2	4+	3+	-	D3

DESCRIPTION

Throt the Unclean is a named character that is a single model. He is armed with a Skaven Hand Weapon, the Whip of Domination and Creature-killer.

ABILITIES

Creature-killer: If the unmodified hit roll for an attack made with Creature-killer is 6, that attack inflicts 2 hits on that target instead of 1. Make a wound and save roll for each hit. In addition, double the Damage characteristic for attacks made with Creature-killer that target a **MONSTER**.

Ravening Hunger: In your hero phase, you can inflict D3 mortal wounds on 1 friendly **SKAVENBLIGHT GIANT RATS** or **SKAVENBLIGHT RAT OGRES** unit within 3" of this model. If you do so, you can heal D3 wounds allocated to this model.

Regeneration: In your hero phase you can heal 1 wound allocated to this model.

Whip of Domination: Subtract 1 from the Bravery characteristic of enemy units while they are within 2" of this model.

COMMAND ABILITY

Master Controller: You can use this command ability in the combat phase if this model is on the battlefield. If you do so, until the end of that combat phase, add 1 to the Attacks characteristic of melee weapons used by friendly **SKAVENBLIGHT GIANT RATS** or **SKAVENBLIGHT RAT OGRES** units while they are wholly within 12" of this model.

KEYWORDS

SKAVENBLIGHT, MOULDER, HERO, PACKMASTER, THROT THE UNCLEAN

WARSCROLLS

QUEEK HEADTAKER



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dwarf Gouger	1"	3	3+	3+	-1	D3
Skaven Hand Weapon	1"	3	3+	3+	-	1

DESCRIPTION

Queek Headtaker is a named character that is a single model. He is armed with Dwarf Gouger and a Skaven Hand Weapon.

ABILITIES

Hates Dwarfs, Orcs and Goblins: You can re-roll wound rolls for attacks made by this model if the target of the attack is a **DWARF**, **ORC** or **GOBLIN**.

Trophy Heads: Add 1 to hit rolls for attacks made by this model that target a **HERO**.

Dwarf Gouger: Double the Damage characteristic of Dwarf Gouger if the target of the attack is a **DWARF**.

Warp-shard Armour: If the unmodified save roll for an attack that targets this model is 6, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.

COMMAND ABILITIES

Kill-kill! You can use this command ability in the combat phase if this model is your general and is on the battlefield. If you do so, until the end of that combat phase, add 1 to the Attacks characteristic of melee weapons used by friendly **SKAVENBLIGHT STORMVERMIN** units while they are wholly within 18" of this model.

KEYWORDS

SKAVENBLIGHT, VERMINUS, HERO, SKAVEN WARLORD, QUEEK HEADTAKER

WARSCROLLS

VERMINLORD



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Prehensile Tails	6"	*	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Doom Glaive	3"	4	3+	3+	-1	3
Verminlord Dagger	1"	4	*	3+	-1	2

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

DESCRIPTION

A Verminlord is a single model armed with a Doom Glaive, Verminlord Dagger and Prehensile Tails.

ABILITIES

Amidst the Seething Tide: You can re-roll wound rolls for attacks made by this model while it is within 13" of 13 or more friendly **SKAVENBLIGHT** models.

Verminous Fury: You can re-roll hit rolls for attacks made by this model if it charged in the same turn.

MAGIC

This model is a **WIZARD**. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Dreaded Death Frenzy spells.

Dreaded Death Frenzy: Dreaded Death Frenzy has a casting value of 7. If successfully cast, pick up to D3 friendly **SKAVENBLIGHT** units wholly within 13" of the caster and visible to them. Until your next hero phase, when a model from any of those units is slain, before it is removed from play, it can make a pile-in move and then attack with all of the melee weapons it is armed with.

COMMAND ABILITIES

Tyrant of Battle: You can use this command ability in the combat phase. If you do so, pick 1 friendly model with this command ability. In that phase, you can re-roll hit and wound rolls of 1 for friendly **SKAVENBLIGHT VERMINUS** units while they are wholly within 13" of that model.

KEYWORDS

SKAVENBLIGHT, DAEMON, VERMINUS, HERO, WIZARD, MONSTER, VERMINLORD

WARSCROLLS

WARLORD



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skaven Great Weapon	1"	3	3+	3+	-1	D3
Skaven Halberd	2"	3	3+	3+	-1	1
Skaven Hand Weapon	1"	5	3+	4+	-	1

DESCRIPTION

A Warlord is a single model, armed with one of the following weapon options: Skaven Great Weapon and Skaven Shield; Skaven Halberd and Skaven Shield; or Skaven Hand Weapon and Skaven Shield; or a pair of Skaven Hand Weapons.

ABILITIES

Flurry of Rusted Steel: You can re-roll hit rolls of 1 for attacks made by this model if it is armed with a pair of Skaven Hand Weapons.

Skaven Shield: Add 1 to save rolls for attacks that target this model that have Damage characteristic of 1.

Strike and Scurry Away: In the combat phase, when you pick this model to fight, you can say it is going to scurry away instead of making a pile-in move and then attacking. If you do so, this model must make a normal move, and must retreat.

COMMAND ABILITIES

Gnash-gnaw on their Bones! You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly **SKAVENBLIGHT** unit wholly within 13" of a friendly model with this command ability. Add 1 to the Attacks characteristic of melee weapons used by that unit in that phase. You cannot pick the same unit to benefit from this ability more than once per phase.

KEYWORDS

SKAVENBLIGHT, HERO, WARLORD

WARSCROLLS

GREY SEER



MELEE WEAPONS

Skaven Staff

Range

2"

Attacks

1

To Hit

4+

To Wound

3+

Rend

-1

Damage

D3

DESCRIPTION

A Grey Seer is a single model armed with a Skaven Staff.

ABILITIES

Warpstone Tokens: Once in each of your hero phases, when this model attempts to cast a spell, you can say it will consume a warpstone token before you make the casting roll. If you do so, roll 3D6. This roll cannot be re-rolled or modified. If the 3D6 roll is 13, the spell is cast and cannot be unbound, and after the effects of the spell have been resolved this model is slain. If the 3D6 roll was not 13, remove 1 dice of your choice, and then use the remaining 2D6 as the casting roll.

MAGIC

This model is a **WIZARD**. It can attempt to cast two spells in your hero phase, and attempt to unbind two spells in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Wither spells.

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

KEYWORDS

SKAVENBLIGHT, HERO, WIZARD, GREY SEER

WARSCROLLS

GREY SEER

ON SCREAMING BELL



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skaven Staff	2"	3	4+	4+	-1	1
Tearing Claws and Fangs	1"	4	4+	3+	-1	2
Rusty Spikes	1"	D6	☀	3+	-1	1

Wounds Suffered	DAMAGE TABLE		
	Move	Rusty Spikes	Peal of Doom
0-3	6"	2+	26"
4-5	6"	3+	22"
6-8	4"	4+	18"
9-10	4"	4+	14"
11+	3"	5+	10"

DESCRIPTION

A Grey Seer on Screaming Bell is a single model armed with a Skaven Staff.

MOUNT: This model's Screaming Bell attacks with its Rusty Spikes.

CREW: This model has a Rat Ogor crew that attacks with its Tearing Claws and Fangs. For rules purposes, the Rat Ogor is treated in the same manner as a mount.

ABILITIES

Altar of the Horned Rat: Do not take battleshock tests for friendly **SKAVENBLIGHT** units while they are wholly within 13" of this model.

Protection of the Horned Rat: Roll a dice each time you allocate a wound or mortal wound to this model. On a 5+ that wound or mortal wound is negated.

Pushed into Battle: This model cannot move unless it starts the move within 6" of 10 or more friendly **SKAVENBLIGHT** models. In addition, this model's Rusty Spikes have an Attacks characteristic of 2D6 instead of D6 if this model made a charge move in the same turn.

Peal of Doom: At the start of your hero phase, roll 2D6 for this model and look up the result on the table below. The range of the Peal of Doom is shown on the damage table above.

2D6 Result

- 2 *Magical Backlash:* Each unit within 3" of this model suffers D3 mortal wounds.
- 3-4 *Unholy Clamour:* Add D6" to this model's Move characteristic until your next hero phase.
- 5-6 *Deafening Peals:* Roll a dice for each enemy unit within range of this model's Peal of Doom. On a 4+ that unit suffers 1 mortal wound.
- 7 *Avalanche of Energy:* Until the end of this hero phase, add 1 to casting rolls for friendly **SKAVENBLIGHT WIZARDS** that are within range of this model's Peal of Doom.
- 8-9 *Apocalyptic Doom:* Roll a dice for each enemy unit within range of this model's Peal of Doom. On a 4+ that unit suffers D3 mortal wounds.
- 10-11 *Wall of Unholy Sound:* Until your next hero phase, subtract 1 from hit rolls for attacks made by enemy units while they are wholly within range of this model's Peal of Doom.
- 12 *A Stirring Beyond the Veil:* You can summon a **SKAVENBLIGHT VERMINLORD** to the battlefield and add it to your army. The summoned unit must be set up within range of this model's Peal of Doom and more than 9" from any enemy units. If you roll this result a second or subsequent time during a battle, heal up to 12 wounds allocated to this model instead of summoning a **SKAVENBLIGHT VERMINLORD**.

MAGIC

This model is a **WIZARD**. It can attempt to cast two spells in your hero phase, and attempt to unbind two spells in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Cracks Call spells.

Cracks Call: Cracks Call has a casting value of 6. If successfully cast, pick 1 enemy unit within 18" of the caster and visible to them, and roll 2D6. If the roll is greater than that unit's Move characteristic, that unit suffers a number of mortal wounds equal to the difference between its Move characteristic and the roll. This spell has no effect on units that can fly.

KEYWORDS

SKAVENBLIGHT, WAR MACHINE, HERO, WIZARD, SCREAMING BELL, GREY SEER

WARSCROLLS

DEATHMASTER SNIKCH



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skaven Throwing Stars	12"	D6	3+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Weeping Blades	1"	6	3+	3+	-2	D3

DESCRIPTION

Deathmaster Snikch is a named character that is a single model. He is armed with Skaven Throwing Stars and Weeping Blades.

ABILITIES

Always Strikes First: This model fights at the start of the combat phase, before the players pick any other units to fight in that combat phase. This model cannot fight again in that combat phase unless an ability or spell allows it to fight more than once.

Cloak of Shadows: This model is not visible to enemy models that are more than 6" from this model.

Dodge: Roll a dice each time you allocate a wound or mortal wound to this model. On a 4+, that wound or mortal wound is negated.

Hidden Killer: Instead of setting up this model on the battlefield, you can place it to one side and say that it is set up in hiding as a reserve unit. If you do so, at the start of a combat phase, you can set up this model within 1" of a friendly **SKAVENBLIGHT** unit that has 5 or more models and a Wounds characteristic of 1. If this model is not set up on the battlefield before the start of the fourth battle round, it is slain.

Sneaky Infiltrator: Instead of setting up this model on the battlefield, you can place it to one side and say that it is infiltrating in reserve. If you do so, at the end of your second movement phase, you must set up this model wholly within 6" of the edge of the battlefield and more than 9" from any enemy units.

KEYWORDS

SKAVENBLIGHT, ESHIN, HERO, ASSASSIN, DEATHMASTER SNIKCH

WARSCROLLS

TRETCH CRAVENTAIL



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skaven Hand Weapons	1"	6	4+	4+	-	1
Tail Blade	1"	2	4+	4+	-1	1

DESCRIPTION

Tretch Craventail is a named character that is a single model. He is armed with a pair of Skaven Hand Weapons and a Tail Blade.

ABILITIES

Lucky Skull Helm: Roll a dice each time you allocate a wound or mortal wound to this model. On a 4+, that wound or mortal wound is negated. In addition, once per battle you can re-roll 1 hit roll or 1 wound roll for an attack made by this model, or 1 save roll for an attack that targets this model, or 1 charge or run roll for this model.

Pair of Skaven Hand Weapons: You can re-roll hit rolls of 1 for attacks made with a pair of Skaven Hand Weapons.

Stay Here, I'll Get Help! Once per battle, at the start of any phase, this model can go to get help. If it does so, remove this model from the battlefield and then set it up again anywhere on the battlefield within 3" of a friendly unit and more than 9" from any enemy units.

COMMAND ABILITY

Hack-hack, Slash-slash: You can use this command ability in the combat phase if this model is on the battlefield. If you do so, until the end of that combat phase, add 1 to the Attacks characteristic of melee weapons used by friendly **SKAVENBLIGHT CLANRATS** units while they are wholly within 18" of this model.

KEYWORDS

SKAVENBLIGHT, VERMINUS, HERO, WARLORD, TRETCH CRAVENTAIL

WARSCROLLS

ASSASSIN



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skaven Throwing Stars	12"	4	4+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skaven Hand Weapons	1"	3	3+	3+	-1	D3
Skaven Fighting Claws	1"	7	3+	3+	-	1

DESCRIPTION

An Assassin is a single model armed with one of the following weapon options: Skaven Throwing Stars and Skaven Hand Weapons; or Skaven Throwing Stars and Skaven Fighting Claws.

ABILITIES

Hidden Killer: Instead of setting up this model on the battlefield, you can place it to one side and say that it is set up in hiding as a reserve unit. If you do so, at the start of a combat phase, you can set up this model within 1" of a friendly **SKAVENBLIGHT** unit that has 5 or more models and a Wounds characteristic of 1. If this model is not set up on the battlefield before the start of the fourth battle round, it is slain.

Running Death: This model can run and still shoot later in the same turn.

Throwing Stars: If the unmodified hit roll for an attack made with Skaven Throwing Stars is 6, that attack inflicts 2 hits on the target instead of 1. Make a wound and save roll for each hit.

KEYWORDS

SKAVENBLIGHT, ESHIN, HERO, ASSASSIN

WARSCROLLS

WARLOCK ENGINEER



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warplock Pistol	9"	1	3+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warlock-augmented Weapon	1"	1	4+	3+	-1	D3

DESCRIPTION

A Warlock Engineer is a single model armed with a Warplock Pistol and Warlock-augmented Weapon.

ABILITIES

More-more Warp-energy! Before you make a hit roll for an attack with a Warlock-augmented Weapon, you can say that the engineer has overloaded its generator. If you do so, the Damage characteristic for that attack is D6 instead of D3. However, if you do so and the unmodified hit roll is 1, that attack fails and this model suffers D6 mortal wounds.

MAGIC

This model is a **WIZARD**. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Warp Lightning spell. Any number of **SKAVENBLIGHT WARLOCK ENGINEERS** can attempt to cast Warp Lightning spells in the same hero phase.

Warp Lightning: Warp Lightning has a casting value of 5. If successfully cast, pick 1 enemy unit within 13" of the caster and visible to them. That unit suffers D3 mortal wounds. Before making the casting roll, you can say that this model will use its warp-power accumulator to augment the spell. If you do so and the casting attempt is successful and not unbound, the spell inflicts D6 mortal wounds instead of D3. However, if you do so and the casting attempt fails or is unbound, this model suffers D6 mortal wounds.

KEYWORDS

SKAVENBLIGHT, SKRYRE, HERO, WIZARD, WARLOCK ENGINEER

WARSCROLLS

SKAVEN CHIEFTAIN

WITH BATTLE STANDARD



MELEE WEAPONS

Skaven Hand Weapon

Range

1"

Attacks

4

To Hit

3+

To Wound

3+

Rend

-

Damage

1

DESCRIPTION

A Skaven Chieftain with Battle Standard is a single model armed with a Skaven Hand Weapon.

ABILITIES

Sacred Banner of the Horned Rat: In your hero phase, you can say that this model will plant its battle standard. If you do so, this model cannot make normal moves and charge moves until your next hero phase, but friendly **SKAVENBLIGHT** units wholly within 13" of this model do not take battleshock tests. In addition, until your next hero phase, you can re-roll hit rolls of 1 for melee attacks made by friendly **SKAVENBLIGHT** units wholly within 13" of this model.

KEYWORDS

SKAVENBLIGHT, VERMINUS, HERO, TOTEM, SKAVEN CHIEFTAIN WITH BATTLE STANDARD

WARSCROLLS

PLAGUE PRIEST



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Skaven Staff	2"	1	4+	3+	-1	D3
Plague Censer	2"	2	4+	3+	-1	1

DESCRIPTION

A Plague Priest is a single model armed with a Skaven Staff and a Plague Censer.

ABILITIES

Frenzied Assault: Add 1 to the Attacks characteristic of this model's melee weapons if this model made a charge move in the same turn.

Poisonous Fumes: At the end of the combat phase, roll 1 dice for each unit within 3" of any units with this ability. On a 4+ the unit being rolled for suffers 1 mortal wound. On a 6 that unit suffers D3 mortal wounds instead of 1. This ability has no effect on **SKAVENBLIGHT PESTILENS** units.

Plague Prayers: In your hero phase, this model can chant one of the following prayers. If it does so, pick 1 of the prayers and then make a prayer roll by rolling a dice. On a 1, this model suffers 1 mortal wound and the prayer is not answered. On a 2, the prayer is not answered. On a 3+ the prayer is answered.

Disease-disease! If this prayer is answered, pick 1 enemy unit within 13" of this model, and roll 1 dice for each model in that unit. For each 6, that unit suffers 1 mortal wound. This prayer has no effect on **SKAVENBLIGHT PESTILENS** units.

Pestilence-pestilence! If this prayer is answered, pick a point on the battlefield that is within 13" of this model. Roll a dice for each unit within 3" of that point. On 4+ that unit suffers D3 mortal wounds. This prayer has no effect on **SKAVENBLIGHT PESTILENS** units.

KEYWORDS

SKAVENBLIGHT, PESTILENS, HERO, PRIEST, PLAGUE PRIEST

WARSCROLLS

PLAGUE PRIEST

ON PLAGUE FURNACE



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Great Plague Censer	3"			See below		
Skaven Staff	2"	1	4+	3+	-1	D3
Skaven Hand Weapons	1"	6	4+	4+	-	1
Rusty Spikes	1"	D6	☀	3+	-1	1

Wounds Suffered	DAMAGE TABLE		
	Move	Great Plague Censer	Rusty Spikes
0-3	6"	D3+4	2+
4-5	6"	D3+3	3+
6-8	4"	D3+2	4+
9-10	4"	D3+1	4+
11+	3"	D3	5+

DESCRIPTION

A Plague Priest on Plague Furnace is a single model armed with a Skaven Staff.

MOUNT: This model's Plague Furnace attacks with its Great Plague Censer and Rusty Spikes.

CREW: This model has a Plague Monk crew that attacks with their Skaven Hand Weapons. For rules purposes, the crew are treated in the same manner as a mount.

ABILITIES

Altar of the Horned Rat: Do not take battleshock tests for friendly **SKAVENBLIGHT** units while they are wholly within 13" of this model.

Great Plague Censer: Do not use the attack sequence for an attack made with this model's Great Plague Censer. Instead, pick 1 enemy unit within 3" of this model and roll a dice. On a 2+ that unit suffers a number of mortal wounds equal to the Great Plague Censer value shown on the damage table above.

Noxious Prayers: In your hero phase, this model can chant one of the following prayers. If it does so, pick 1 of the prayers and then make a prayer roll by rolling a dice. On a 1, this model suffers 1 mortal wound and the prayer is not answered. On a 2, the prayer is not answered. On a 3+ the prayer is answered.

Filth-filth! If this prayer is answered, pick 1 friendly **SKAVENBLIGHT PESTILENS** unit wholly within 13" of this model. You can re-roll wound rolls for attacks made by that unit until your next hero phase.

Rabid-rabid! If this prayer is answered, pick 1 friendly **SKAVENBLIGHT PESTILENS** unit wholly within 13" of this model. Add 1 to the Attacks characteristic of melee weapons used by that unit until your next hero phase. You cannot pick the same unit to be affected by this prayer more than once per hero phase.

Poisonous Fumes: At the end of the combat phase, roll 1 dice for each unit within 3" of any units with this ability. On a 4+ the unit being rolled for suffers 1 mortal wound. On a 6 that unit suffers D3 mortal wounds instead of 1. This ability has no effect on **SKAVENBLIGHT PESTILENS** units.

Protection of the Horned Rat: Roll a dice each time you allocate a wound or mortal wound to this model. On a 5+ that wound or mortal wound is negated.

Pushed into Battle: This model cannot move unless it starts the move within 6" of 10 or more friendly **SKAVENBLIGHT** models. In addition, this model's Rusty Spikes have an Attacks characteristic of 2D6 instead of D6 if this model made a charge move in the same turn.

KEY WORDS

SKAVENBLIGHT, PESTILENS, WAR MACHINE, HERO, PRIEST, PLAGUE FURNACE, PLAGUE PRIEST

WARSCROLLS

CLANRATS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skaven Spear	2"	1	5+	4+	-	1
Skaven Hand Weapon	1"	1	4+	4+	-	1

DESCRIPTION

A unit of Clanrats has any number of models. Each armed with one of the following weapon options: Skaven Spear and Skaven Shield; or Skaven Hand Weapon and Skaven Shield.

CHAMPION: 1 model in this unit can be a Champion. Add 1 to the Attacks characteristic of that model's melee weapons.

MUSICIAN: 1 model in this unit can be a Musician. Add 1 to run and charge rolls for a unit that includes any Musicians.

STANDARD BEARER: 1 model in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of a unit that includes any Standard Bearers.

ABILITIES

Skaven Shields: Add 1 to save rolls for attacks that target a unit that carries Skaven Shields while it has 10 or more models.

KEYWORDS

SKAVENBLIGHT, VERMINUS, CLANRATS

WARSCROLLS

POISONED WIND MORTAR



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Poisoned Wind Bombs	24"	2	4+	4+	-3	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skaven Hand Weapons	1"	2	5+	5+	-	1

DESCRIPTION

A Poisoned Wind Mortar is a single model armed with Poisoned Wind Bombs and Skaven Hand Weapons.

ABILITIES

More-more Gas Globes! Before you pick the targets for this model's Poisoned Wind Bombs, you can say that the crew are increasing its rate of fire. If you do so, you can double the Attacks characteristic for this model's Poisoned Wind Bombs in that phase. However, if you do so, for each unmodified hit roll of 1 for an attack made with the Poisoned Wind Bombs in that phase, this model suffers D3 mortal wounds after all of its attacks have been resolved.

Poisoned Wind Bombs: Add 1 to hit rolls for attacks made with Poisoned Wind Bombs if the target has 10 or more models. In addition, Poisoned Wind Bombs can target enemy units that are not visible to the attacking model.

KEYWORDS

SKAVENBLIGHT, SKRYRE, POISONED WIND MORTAR

WARSCROLLS

WARPFIRE THROWER



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warpfire Thrower	8"	—	—	See below	—	—
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skaven Hand Weapons	1"	2	5+	5+	-	1

DESCRIPTION

A Warpfire Thrower is a single model armed with a Warpfire Thrower and Skaven Hand Weapons.

ABILITIES

Warpfire: Do not use the attack sequence for an attack made with a Warpfire Thrower. Instead, roll a dice for each model in the target unit that is within 8" of the attacking model. For each 4+ the target unit suffers 1 mortal wound.

More-more Warpfire! Before you pick the target for this model's Warpfire Thrower, you can say that the crew are disabling the flow regulator. If you do so, roll 2 dice for each enemy model within 8" of this model instead of 1 dice. However, if you do so, you must roll a dice after the dice have been rolled to see if the Warpfire Thrower inflicts any mortal wounds, and on a 1 or 2 this model is slain.

KEYWORDS

SKAVENBLIGHT, SKRYRE, WARPFIRE THROWER

WARSCROLLS

RATLING GUN



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ratling Gun	12"	2D6	4+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skaven Hand Weapons	1"	2	5+	5+	-	1

DESCRIPTION

A Ratling Gun is a single model armed with a Ratling Gun and Skaven Hand Weapons.

ABILITIES

More-more Warplead!: Before you determine the Attacks characteristic for this model's Ratling Gun, you can say that the crew are releasing its gimbal-limiter. If you do so, double the Attacks characteristic for that attack. However, if you do so and the roll that determines the Attacks characteristic is a double, this model is slain after all of the attacks have been resolved.

KEYWORDS

SKAVENBLIGHT, SKRYRE, RATLING GUN

WARSCROLLS

DOOM-FLAYER



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Whirling Blades	1"	D6	3+	3+	-1	1
Skaven Hand Weapons	1"	2	5+	5+	-	1

DESCRIPTION

A Doom-Flayer is a single model armed with Whirling Blades and Skaven Hand Weapons.

ABILITIES

Whirling Death: Add 1 to hit rolls for attacks made with this model's Whirling Blades if this model made a charge move in the same turn.

More-more Whirling Death: Before you determine the Attacks characteristic for this model's Whirling Blades, you can say that the crew have kicked its generator into overdrive. If you do so, roll 2D6 to determine the Attacks characteristic for that attack instead of D6. However, if you do so and the roll that determines the Attacks characteristic is either a double or a roll of 7, this model is slain after all of the attacks have been resolved.

KEYWORDS

SKAVENBLIGHT, SKRYRE, DOOM-FLAYER

WARSCROLLS

WARP-GRINDER



MELEE WEAPONS

Warp-Grinder

Range

1"

Attacks

1

To Hit

4+

To Wound

3+

Rend

-2

Damage

2

DESCRIPTION

A Warp-Grinder is a single model armed with a Warp-Grinder.

ABILITIES

Tunnel Skulkers: Instead of setting up this model on the battlefield, you can place this model to one side and say that it is set up tunnelling as a reserve unit. If you do so, when you would set up another friendly **SKAVENBLIGHT** unit that is not a **MONSTER** or a **WAR MACHINE**, instead of setting up that unit on the battlefield, you can say that it is joining this model tunnelling as a reserve unit. Only 1 unit can join this model in this way.

At the end of any of your movement phases, if this model is tunnelling, it can arrive on the battlefield. If it does so, set up this model anywhere on the battlefield more than 9" from any enemy models, and then set up any unit that joined this model wholly within 13" of this model and more than 9" from any enemy models. Then roll a dice for this model and any unit that joined it. On a 1 or 2, that unit suffers D6 mortal wounds.

Any tunnelling reserve units that fail to arrive on the battlefield before the start of your fourth movement phase are destroyed.

KEYWORDS

SKAVENBLIGHT, SKRYRE, WARP-GRINDER

WARSCROLLS

STORMVERMIN



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skaven Halberd	2"	2	4+	3+	-1	1

DESCRIPTION

A unit of Stormvermin has any number of models, each armed with a Skaven Halberd and Skaven Shield.

CHAMPION: 1 model in this unit can be a Champion. Add 1 to the Attacks characteristic of that model's melee weapons.

MUSICIAN: 1 model in this unit can be a Musician. Add 1 to run and charge rolls for a unit that includes any Musicians.

STANDARD BEARER: 1 model in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of a unit that includes any Standard Bearers.

ABILITIES

Skaven Shields: Add 1 to save rolls for attacks that target a unit that carries Skaven Shields while it has 10 or more models.

KEYWORDS

SKAVENBLIGHT, VERMINUS, STORMVERMIN

WARSCROLLS

SKAVENSLAVES



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skaven Sling	9"	1	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skaven Spear	2"	1	6+	4+	-	1
Skaven Hand Weapon	1"	2	5+	4+	-	1

DESCRIPTION

A unit of Skaven slaves has any number of models, each armed with one of the following weapon options: Skaven Spear; Skaven Hand Weapon; or Skaven Sling. Units armed with Skaven Spears or Skaven Hand Weapons may also carry Skaven Shields.

CHAMPION: 1 model in this unit can be a Champion. Add 1 to the Attacks characteristic of that model's melee weapons.

MUSICIAN: 1 model in this unit can be a Musician. Add 1 to run and charge rolls for a unit that includes any Musicians.

ABILITIES

Cornered Rats: Each time a model in this unit would flee, before it is removed from the battlefield, roll a dice. On a 6, the nearest enemy unit within 6" of that model suffers 1 mortal wound. The model is then removed from the battlefield.

Skaven Shields: Add 1 to save rolls for attacks that target a unit that carries Skaven Shields while it has 10 or more models.

KEYWORDS

SKAVENBLIGHT, VERMINUS, SKAVENSLAVES

WARSCROLLS

NIGHT RUNNERS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skaven Throwing Weapons	12"	1	4+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skaven Hand Weapon	1"	1	4+	4+	-	1

DESCRIPTION

A unit of Night Runners has any number of models, each armed with a Skaven Hand Weapon and Skaven Throwing Weapons.

CHAMPION: 1 model in this unit can be a Champion. Add 1 to the Attacks characteristic of that model's melee weapons.

ABILITIES

Running Death: This unit can run and still shoot later in the same turn.

Slinking Advance: After armies are set up, but before the first battle round begins, you can move this unit up to 2D6".

Throwing Weapons: If the unmodified hit roll for an attack made with Skaven Throwing Weapons is 6, that attack inflicts 2 hits on the target instead of 1. Make a wound and save roll for each hit.

KEYWORDS

SKAVENBLIGHT, ESHIN, NIGHT RUNNERS

WARSCROLLS

GIANT RATS



MELEE WEAPONS

Sharp Teeth and Claws

Range

1"

Attacks

1

To Hit

4+

To Wound

5+

Rend

-

Damage

1

DESCRIPTION

A unit of Giant Rats has any number of models, each armed with Sharp Teeth and Claws.

ABILITIES

Wave of Rats: While a unit of Giant Rats has 10 or more models, the Range characteristic of its Sharp Teeth and Claws is 2" instead of 1". While a unit of Giant Rats has 20 or more models, the Range characteristic of its Sharp Teeth and Claws is 3" instead of 1".

KEYWORDS

SKAVENBLIGHT, MOULDER, PACK, GIANT RATS

WARSCROLLS

PACKMASTERS



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Skaven Whip	3"	1	4+	4+	-	1
Skaven Hand Weapon	1"	2	4+	4+	-	1
Things-catcher	2"	1	4+	4+	-1	2

DESCRIPTION

A unit of Packmasters has any number of models, each armed with a Skaven Whip and Skaven Hand Weapon. 1 in every 3 models can replace their Skaven Hand Weapon with a Things-catcher.

ABILITIES

Crack the Whip: Add 1 to hit rolls for attacks made with melee weapons by friendly **SKAVENBLIGHT MOULDER PACK** units while they are wholly within 12" of any models with this ability. In addition, double the Bravery characteristic of friendly **SKAVENBLIGHT MOULDER PACK** units while they are wholly within 12" of any models with this ability.

KEYWORDS

SKAVENBLIGHT, MOULDER, PACKMASTERS

WARSCROLLS

SKWEEL GNAWTOOTH



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warp-lash	2"	3	3+	4+	-3	2
Pointed Fangs	1"	D6	4+	4+	-	1
Gnawing Teeth	1"	5	5+	5+	-	1

DESCRIPTION

Skweel Gnavtooth is a named character that is a single model. He is armed with Warp-lash.

COMPANIONS: This model is accompanied by a Wolf Rat, Gutsnagger, that attacks with its Pointed Fangs, and a host of Rats that attack with Gnawing Teeth. For rules purposes, these companions are treated in the same manner as a mount.

ABILITIES

Exceptional Pack: After armies are set up, but before the first battle round begins, you can pick 1 friendly **SKAVENBLIGHT GIANT RATS** or **SKAVENBLIGHT RAT OGRES** unit. Roll a dice and look up the roll on the following table:

- | | |
|-----|---|
| 1-2 | In your hero phase, you can heal 1 wound allocated to that unit. |
| 3-4 | If the unmodified hit roll for an attack made with a melee weapon by that unit is 6, that attack inflicts 1 mortal wound and the attack sequence ends (do not make a wound or save roll). |
| 5-6 | Add 1 to the Attacks characteristic of melee weapons used by that unit. |

COMMAND ABILITY

Crazed Whipping: You can use this command ability in your hero phase if this model is on the battlefield. If you do so, pick 1 friendly **SKAVENBLIGHT GIANT RATS** or **SKAVENBLIGHT RAT OGRES** unit wholly within 12" of this model. You can re-roll hit rolls for that unit until your next hero phase.

KEYWORDS

SKAVENBLIGHT, MOULDER, HERO, SKWEEL GNAWTOOTH

WARSCROLLS

RAT SWARMS



MELEE WEAPONS

Gnawing Teeth

Range

1"

Attacks

5

To Hit

5+

To Wound

5+

Rend

-

Damage

1

DESCRIPTION

A unit of Rat Swarms has any number of models, each armed with Gnawing Teeth.

ABILITIES

Endless Tide of Rats: In your hero phase you can return 1 slain model to this unit. Set up the returning model within 1" of this unit. The returning model can only be set up within 3" of an enemy unit if this unit is already within 3" of that enemy unit.

KEYWORDS

SKAVENBLIGHT, MOULDER, PACK, RAT SWARMS

WARSCROLLS

GUTTER RUNNERS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skaven Throwing Stars	12"	2	4+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skaven Hand Weapons	1"	2	3+	4+	-1	1

DESCRIPTION

A unit of Gutter Runners has any number of models, each armed with Skaven Hand Weapons and Skaven Throwing Stars.

ABILITIES

Running Death: This unit can run and still shoot later in the same turn.

Sneaky Infiltrators: Instead of setting up this unit on the battlefield, you can place it to one side and say that it is infiltrating in reserve. If you do so, at the end of your first movement phase, you must set up this unit wholly within 6" of the edge of the battlefield and more than 9" from any enemy units.

Throwing Stars: If the unmodified hit roll for an attack made with Skaven Throwing Stars is 6, that attack inflicts 2 hits on the target instead of 1. Make a wound and save roll for each hit.

KEYWORDS

SKAVENBLIGHT, ESHIN, GUTTER RUNNERS

WARSCROLLS

RAT OGRES



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Warpfire Gun		16"	1	5+	3+	-1	D3
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Tearing Claws, Blades and Fangs		1"	4	4+	3+	-1	2

DESCRIPTION

A unit of Rat Ogres has any number of models, each armed with Tearing Claws, Blades and Fangs. 1 in every 2 models can also be armed with a Warpfire Gun.

ABILITIES

Rabid Fury: If the unmodified hit roll for an attack made with Tearing Claws, Blades and Fangs is 6, that attack inflicts 2 hits on the target instead of 1. Make a wound and save roll for each hit.

KEYWORDS

SKAVENBLIGHT, MOULDER, FIGHTING BEAST, PACK, RAT OGRES

WARSCROLLS

MASTER MOULDER



MELEE WEAPONS

Skaven Whip
Things-catcher

Range

3"
2"

Attacks

6
4

To Hit

3+
4+

To Wound

4+
4+

Rend

-1
-1

Damage

1
2

DESCRIPTION

A Master Moulder is a single model armed with a Skaven Whip or a Things-catcher.

ABILITIES

Crack the Whip: Add 1 to hit rolls for attacks made with melee weapons by friendly **SKAVENBLIGHT MOULDER PACK** units while they are wholly within 12" of any models with this ability. In addition, double the Bravery characteristic of friendly **SKAVENBLIGHT MOULDER PACK** units while they are wholly within 12" of any models with this ability.

Master Moulder: In your hero phase, you can pick 1 friendly **SKAVENBLIGHT MOULDER PACK** model within 3" of this model. Heal D3 wounds allocated to that model.

COMMAND ABILITIES

Unleash More-more Beasts! You can use this command ability when a friendly **SKAVENBLIGHT MOULDER PACK** unit is destroyed if a friendly model with this command ability is on the battlefield. If you do so, roll a dice. On a 5+ a new unit identical to the one that was destroyed is added to your army. Set up the new unit wholly within your territory and wholly within 6" of the edge of the battlefield, more than 9" from any enemy units. You cannot use this command ability more than once per phase.

KEYWORDS

SKAVENBLIGHT, MOULDER, HERO, MASTER MOULDER

WARSCROLLS

PLAGUE MONKS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skaven Hand Weapon	1"	2	4+	4+	-	1
Skaven Staff	2"	1	4+	5+	-	1

DESCRIPTION

A unit of Plague Monks has any number of models. The unit is armed with one of the following weapon options: a pair of Skaven Hand Weapons; or a Skaven Hand Weapon and Skaven Staff.

CHAMPION: 1 model in this unit can be a Champion. That model replaces its weapon option with a Skaven Hand Weapon and carries a Book of Woes.

STANDARD BEARERS: 1 in every 20 models in this unit can either be a Contagion Banner Bearer or an Icon of Pestilence Bearer.

Contagion Banner: Roll a dice each time a model from this unit is slain by an attack made with a melee weapon if this unit includes any Contagion Banner Bearers, before the slain model is removed. On a 6 the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.

Icon of Pestilence: If the unmodified wound roll for an attack made with a melee weapon by a model from this unit is 6 while this unit includes any Icon of Pestilence Bearers, add 1 to the damage inflicted by that attack.

MUSICIANS: 1 in every 20 models in this unit can either be a Doom Gong Bearer or a Bale-chime Bearer.

Doom Gong: Add 1 to run and charge rolls for this unit while it includes any Doom Gong Bearers.

Bale-chime: If the unmodified hit roll for an attack made with a melee weapon by a model from this unit is 6 while this unit includes any Bale-chime Bearers, improve the Rend characteristic for that attack by 1.

ABILITIES

Book of Woes: In your hero phase, you can pick 1 enemy unit within 13" of this unit's Champion and roll a dice. On a 4+ that unit suffers 1 mortal wound. On a 6 that unit suffers D3 mortal wounds instead of 1. This ability has no effect on **SKAVENBLIGHT PESTILENS** units.

Frenzied Assault: Add 1 to the Attacks characteristic of this unit's melee weapons if this unit made a charge move in the same turn.

Pair of Skaven Hand Weapons: You can re-roll hit rolls for attacks made with a pair of Skaven Hand Weapons.

KEYWORDS

SKAVENBLIGHT, PESTILENS, PLAGUE MONKS

WARSCROLLS

PLAGUE CENSER BEARERS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Plague Censer	2"	2	4+	3+	-1	1

DESCRIPTION

A unit of Plague Censer Bearers has any number of models, each armed with a Plague Censer.

ABILITIES

Frenzied Assault: Add 1 to the Attacks characteristic of this unit's melee weapons if this unit made a charge move in the same turn.

Plague Disciples: You can re-roll hit rolls for attacks made by this unit while it is wholly within 18" of any friendly **SKAVENBLIGHT PLAGUE MONKS** units. In addition, you can re-roll battleshock tests for this unit while it is wholly within 18" of any friendly **SKAVENBLIGHT PLAGUE MONKS** units.

Poisonous Fumes: At the end of the combat phase, roll 1 dice for each unit within 3" of any units with this ability. On a 4+ the unit being rolled for suffers 1 mortal wound. On a 6 that unit suffers D3 mortal wounds instead of 1. This ability has no effect on **SKAVENBLIGHT PESTILENS** units.

KEYWORDS

SKAVENBLIGHT, PESTILENS, PLAGUE CENSER BEARERS

WARSCROLLS

WARPLOCK JEZZAILS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Jezzail	30"	1	4+	3+	-2	2
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skaven Hand Weapons	1"	2	5+	5+	-	1

DESCRIPTION

A unit of Warplock Jezzails has any number of models, each armed with a Jezzail and Skaven Hand Weapons.

ABILITIES

Pavise: You can re-roll hit rolls for attacks made with this unit's Jezzails if this unit has not made a move in the same turn. In addition, add 2 to save rolls for attacks made with missile weapons that target this unit.

Warpstone Snipers: If the unmodified hit roll for an attack made with a Jezzail is 6, that attack inflicts 2 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

KEYWORDS

SKAVENBLIGHT, SKRYRE, WARPLOCK JEZZAILS

WARSCROLLS

POISONED WIND GLOBADIERS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Poisoned Wind Globe	8"	1	4+	4+	-2	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skaven Hand Weapon	1"	1	5+	5+	-	1

DESCRIPTION

A unit of Poisoned Wind Globadiers can have any number of models, each armed with a Poisoned Wind Globe and Skaven Hand Weapon.

ABILITIES

Gas Clouds: Add 1 to hit rolls for attacks made with a Poisoned Wind Globe if the target unit has 10 or more models.

Quick-quick Volley!: This unit can run and still shoot later in the same turn.

KEYWORDS

SKAVENBLIGHT, SKRYRE, POISONED WIND GLOBADIERS

WARSCROLLS

STORMFIENDS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ratling Cannons	12"	3D6	4+	3+	-1	1
Windlaunchers	24"	3	4+	4+	-3	D3
Warpfire Projectors	8"	See below				
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Doomflyer Gauntlets	1"	2D3	3+	3+	-2	D3
Grinderfists	1"	4	4+	3+	-2	2
Shock Gauntlets	1"	4	4+	3+	-1	2
Clubbing Blows	1"	4	4+	3+	-	2

DESCRIPTION

A unit of Stormfiends has any number of models. Up to one third of the models in the unit (rounding up) can be armed with one of the following weapon options: Warpfire Projectors and Clubbing Blows; or Windlaunchers and Clubbing Blows.

Up to one third of the models in the unit (rounding up) can be armed with one of the following weapon options: Grinderfists; or Ratling Cannons and Clubbing Blows.

Up to one third of the models in the unit (rounding up) can be armed with one of the following weapon options: Doomflyer Gauntlets and Warpstone-laced Armour; or Shock Gauntlets and Warpstone-laced Armour.

ABILITIES

Doomflyer Gauntlets: Add 1 to hit rolls for attacks made with Doomflyer Gauntlets if the attacking model made a charge move in the same turn.

Grinderfist Tunnellers: If a unit includes any models equipped with Grinderfists, instead of setting up that unit on the battlefield, you can place it to one side and say that it is set up underground as a reserve unit.

At the end of each of your movement phases, roll a dice for each underground reserve unit. On a 1 or 2, that unit remains underground in reserve (roll for it again in your next movement phase). On a 3+ set up that unit on the battlefield more than 9" from any enemy units.

Any underground reserve units that are still underground and which fail to arrive at the end of your third movement phase suffer D6 mortal wounds. Any surviving models are then set up on the battlefield more than 9" from any enemy units.

Shock Gauntlets: If the unmodified hit roll for an attack made with Shock Gauntlets is 6, that attack inflicts D6 hits on that target instead of 1. Make a wound and save roll for each hit.

Warpfire Projectors: Do not use the attack sequence for an attack made with Warpfire Projectors. Instead, roll a dice for each model in the target unit that is within 8" of the attacking model. For each 4+ the target unit suffers 1 mortal wound.

Warpstone-laced Armour: A model wearing Warpstone-laced Armour has a Wounds characteristic of 7 instead of 6.

Windlaunchers: Add 1 to hit rolls for attacks made with Windlaunchers if the target has 10 or more models. In addition, Windlaunchers can target enemy units that are not visible to the attacking model.

KEYWORDS

SKAVENBLIGHT, MOULDER, SKRYRE, STORMFIENDS

WARSCROLLS

HELL PIT ABOMINATION



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gnashing Teeth	1"	6	3+	3+	✱	2
Flailing Fists	2"	✱	3+	3+	-1	3
Avalanche of Flesh	1"			See below		

Wounds Suffered	DAMAGE TABLE		
	Gnashing Teeth	Flailing Fists	Avalanche of Flesh
0-2	-3	6	2+
3-4	-2	5	3+
5-6	-2	4	4+
7-8	-1	3	5+
10+	-1	2	6+

DESCRIPTION

A Hell Pit Abomination is a single model armed with Gnashing Teeth, Flailing Fists and an Avalanche of Flesh.

ABILITIES

Avalanche of Flesh: Do not use the attack sequence for an attack made with an Avalanche of Flesh. Instead, roll a number of dice equal to the number of models from the target unit within 3" of the attacking model. You can re-roll any of the dice if this model made a charge move in the same turn. The target unit suffers 1 mortal wound for each roll that is equal to or greater than the Avalanche of Flesh value shown on this model's damage table.

Regenerating Monstrosity: In your hero phase, you can heal up to D3 wounds allocated to this model.

Terrifying: Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of any models with this ability.

Warpstone Spikes: Each time this model is affected by a spell or endless spell, you can roll a dice. If you do so, on a 4+ ignore the effects of that spell on this model.

Too Horrible to Die: The first time this model is slain, before removing it from the battlefield, roll a dice and look up the roll on the table below.

D6 Result

- 1-2 *Dead:* Remove this model from play as normal.
- 3-4 *The Rats Emerge:* All units within 3" of this model immediately suffer D3 mortal wounds. Then remove this model from play.
- 5-6 *It's Alive!* This model is not slain. Instead, you must heal D6 wounds allocated to it, and any wounds or mortal wounds that remain to be allocated to it are negated.

KEYWORDS

SKAVENBLIGHT, MOULDER, FIGHTING BEAST, MONSTER, HELL PIT ABOMINATION

WARSCROLLS

DOOMWHEEL



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warp Bolts	13"	D6	3+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Grinding Wheel	1"	D6	3+	3+	-1	1
Teeth and Knives	1"	6	5+	5+	-	1

DESCRIPTION

A Doomwheel is a single model armed with Warp Bolts, a Grinding Wheel and its crew's Teeth and Knives.

ABILITIES

Rolling Doom: When this model makes a normal move, it can pass across models with a Wounds characteristic of 3 or less in the same manner as a model that can fly. In addition, after this model has made a normal move or a charge move, roll a dice for each unit that has any models it passed across, and each other unit that is within 1" of this model at the end of the move. On a 2+ that unit suffers D3 mortal wounds.

More-more Speed! When this model makes a normal move, you can re-roll the 4D6 roll that determines its Move characteristic. However, if you do so and the new roll includes any dice with an unmodified roll of 1, then your opponent carries out that normal move for that model instead of you.

More-more Warp Bolts! Before you determine the Attacks characteristic for this model's Warp Bolts attack, you can say that the engineer is overcharging the warp lightning generator. If you do so, the Attacks characteristic for that attack is 2D6 instead of D6. However, if you do so and you roll a double, this model suffers 2D6 mortal wounds after all of the attacks have been resolved.

KEYWORDS

SKAVENBLIGHT, SKRYRE, WAR MACHINE, DOOMWHEEL

WARSCROLLS

WARP LIGHTNING CANNON



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warp Lightning Blast	24"	See below				
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Teeth and Knives	1"	D6	5+	5+	-	1

DESCRIPTION

A Warp Lightning Cannon is a single model armed with a Warp Lightning Blast and the crew's Teeth and Knives.

ABILITIES

More-more Warp Lightning! Before you roll the dice that determines the power of a Warp Lightning Blast for this model, if there is a friendly **SKAVENBLIGHT WARLOCK ENGINEER** within 3" of this model you can say that the engineer will increase the weapon's power output. If you do so, roll 12 more dice instead of 6 more dice for that attack. However, after the attack has been resolved, this model suffers D3 mortal wounds for each unmodified roll of 1 on those 12 dice. A single **SKAVENBLIGHT WARLOCK ENGINEER** cannot be used to increase the power output of more than one Warp Lightning Blast in the same phase.

Warp Lightning Blast: Do not use the attack sequence for an attack made with a Warp Lightning Blast. Instead roll a dice; that roll determines the power of that attack. Then roll 6 more dice. The target suffers 1 mortal wound for each of those rolls that is equal to or greater than the power of that attack.

KEYWORDS

SKAVENBLIGHT, SKRYRE, WAR MACHINE, WARP LIGHTNING CANNON

WARSCROLLS

PLAGUECLAW



MISSILE WEAPONS

Plagueclaw Catapult

Range

6-31"

Attacks

1

To Hit

3+

To Wound

3+

Rend

-2

Damage

D6

MELEE WEAPONS

Skaven Hand Weapons

Range

1"

Attacks

D6

To Hit

5+

To Wound

5+

Rend

-

Damage

1

DESCRIPTION

A Plagueclaw is a single model armed with a Plagueclaw Catapult and Skaven Hand Weapons.

ABILITIES

Barrage of Disease: A Plagueclaw Catapult can target enemy units that are not visible to the attacking model. In addition, add 1 to hit rolls and increase the Damage characteristic to 2D6 for attacks made with a Plagueclaw Catapult if the target has 10 or more models.

Hideous Death: Subtract 1 from the Bravery characteristic of a unit targeted by any Plagueclaw Catapults until the end of the turn.

KEY WORDS

SKAVENBLIGHT, PESTILENS, WAR MACHINE, PLAGUECLAW