

WARHAMMER®

THANQUOL

BOOK II





THANQUOL

The Rules

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INTRODUCTION

The winds of change are sweeping the world. The might of the Chaos Gods waxes strong, while the old powers wane. In this time of global strife, other eyes have been watching, awaiting the perfect moment to strike.

Rising from their subterranean lairs, the Skaven have launched their invasion of the surface world. The ravenous hordes spread outwards like a verminous tide, bringing all before it to ruin. Never creatures of half measures, the goal of the malevolent ratmen is nothing short of total domination. For their first step on this road to supremacy, the Skaven must annihilate their age-old enemies...

This book describes the Skaven uprising – their attacks upon Lustria, the Dwarf Kingdoms and the Empire. It was these realms, more than any other, that had denied the Skaven in the past, and it is they who will be the first to fall before this latest seething onslaught. Yet even as new weapons are unleashed, the clans become embroiled in the old ways – scheming and plotting against each other. Even the arrival of Verminlords from beyond the veil may not be enough to keep the anarchic Skaven hordes from self-destructing.

This book contains new scenarios and rules based on the events in *Warhammer: Thanquol*. It is a vital sourcebook for anybody interested in the loathsome ratmen's invasion of the world above the Under-Empire.

This book includes the following three chapters:

New Warhammer Rules: New rules you can use in any game of Warhammer that allow you to fight in the deadly jungles of Lustria.

New Units: New units that can be used in any game of Warhammer, including Thanquol himself, Ungrim, Incarnate of Fire, the Verminlords and Skaven Stormfiends, which let you bring the story of *Warhammer: Thanquol* to life on your tabletop.

Narrative Scenarios: A host of Warhammer scenarios based on the Skaven's ruthless assault on the surface world, as well as the Doom of Belegar campaign which lets you decide the fate of Karak Eight Peaks by fighting a series of linked battles.



HOW TO USE THIS BOOK

This book is intended to be a companion volume to *Warhammer: Thanquol*. If you haven't read the story yet, then we highly recommend that you do so right away, as all of the material in this book is inspired by the dark tale you will read there.

For centuries the Skaven have lurked in the shadows, ever waiting for the right moment to strike en masse. Now the time has come, and the surface world seethes and boils with verminous ruin. This book will help you recreate the battles of this time in your own games.

We have written the scenarios in this book to be as flexible as possible, which will allow you to use whichever models you may have available. You do not have to use the actual forces that took part unless you wish to do so. That being said, you will find that they often require the use of certain models if you have them available, to represent characters and units that played a critical role in the battle. However, if you do not have the appropriate models, you can still play the scenario using the models you do have. In addition, if you wish, you can use the scenarios using different armies. Although based on battles from the events in *Warhammer: Thanquol*, each scenario presents both sides with a unique set of challenges to overcome, and it is both interesting and fun to see how other armies could have coped if they had been presented with the same situation.

As well as the scenarios, you'll find that we've included new rules for some of the most prominent heroes of these legendary times, such as Ungrim Ironfist, Last King of Karak Kadrin, and Thanquol, the warpstone-addicted Grey Seer who rides to battle atop Boneripper, his towering Rat Ogre bodyguard. These updated rules are in keeping with the changes

that these characters undergo during the narrative. These new iterations of the characters can be used in the scenarios mentioned above, or added to your existing collection and used with the rest of your army in any other games that you play.

We have included some new Skaven units, such as the terrifying Skaven Stormfiends, which combine the fleshcrafting ingenuity of Clan Moulder with the arcane technology of Clan Skryre. You will also find rules for fielding the dread Verminlords that wreaked untold destruction during this time period. Again, while these units play a key part in some of the scenarios, they can also be used alongside your army in other games as you choose. The rules for the units presented in this book may be used alongside the rules in *Warhammer: Skaven*, though of course you may not field both versions of Thanquol and Boneripper in the same battle!

Several of the scenarios in this book take place in the rainforests of Lustria, as the Skaven engage in a full-on offensive against their ancient foes, the Lizardmen. Accordingly, we have included a set of rules for playing amid the mist-wreathed jungle, where deadly creatures, carnivorous plants and cursed treasure are just some of the dangers awaiting your army. Some scenarios will require the use of these rules, but you can also use them in any other games that you play, either because it feels appropriate, or because it sounds like it would be fun!

If that's not enough, you will find a series of Battle scrolls which let you field unique formations of troops alongside your army. These formations are drawn from key battles in the story that you will find in *Warhammer: Thanquol*, such as the First Clawpack of Clan Mors, the Dwarf Throng of Karaz-a-Karak and the Defenders of Middenheim. Each

has its own special rules, representing the cunning stratagems and heroic deeds that come to pass as the Skaven pour from their subterranean lairs with single-minded fury. These formations feature in several of our scenarios, but we have also included rules which let you use them alongside your army in other games. Each is a wonderful hobby project in its own right, and gives you a great chance to collect and paint a force with a strong narrative theme.

Finally, this book contains the Doom of Belegar – a Lord of Battles campaign which brings together most of the new rules from this book and allows you to play through the Skaven invasion of Karak Eight Peaks.

As you can see, this book represents much more than just a selection of scenarios and the special rules to go with them. Instead, you should think of it as a toolbox from which you can pick and choose what to use in any games of Warhammer that you play. Whether used on its own, or when combined with the other books in the End Times series, it will ensure that your games of Warhammer will never be quite the same again!

ARMIES OF THE END TIMES

The rules for choosing your army are updated – you can now spend up to 50% of your points on Lords and up to 50% on Heroes. These update the rules for choosing your army that are presented in the *Warhammer* rulebook, and reflect the disposition of armies during the End Times. **The updated rules for choosing your army are used by all armies.**

THANQUOL NARRATIVE BATTLES

Later in this book you will find scenarios that recreate the pivotal battles featured throughout *Warhammer: Thanquol*. These scenarios will provide players with new ways to play, and a wealth of new tactical options to master.

USING NARRATIVE SCENARIOS

There are several ways in which you can use narrative scenarios. The first and most straightforward is simply to select a battle you are excited about from *Warhammer: Thanquol*, and use the relevant scenario to recreate it on your tabletop! The Armies section of each scenario provides guidance on the forces to use, so you can replay the battles using the armies and characters that were present in the story and recreate the key moments.

Another way to use these scenarios is to play the Doom of Belegar campaign, with one player commanding the forces of the Skaven, while their opponent commands the armies of the Dwarfs. See the Doom of Belegar section (page 14) for details of how to link your battles in this way.

PLAYING NARRATIVE SCENARIOS

However you choose to use these scenarios, the following modifications to the Fighting a Battle rules in the *Warhammer* rulebook apply.

THE ARMIES

Each scenario will state which armies must be used in order to fight the battle. In addition to the army lists, most scenarios also list a number of characters and/or units that must be taken if they are available, to represent leaders and regiments that played a pivotal part in the battle. If you cannot field them, it doesn't stop you from using the scenario with the forces you do have available.

Special Characters

Many of the narrative scenarios in this book include particular characters appropriate to the story being retold. You should decide with your opponent whether you include other special characters (who may not have been present, or even alive, during the battle in question) when playing these scenarios.

THE BATTLEFIELD AND DEPLOYMENT

The deployment map, deployment zones and instructions for a narrative scenario are included with the scenario itself.

SCENARIO SPECIAL RULES

Most narrative scenarios will have one or more special rules. In most cases, these special rules are fully described in the body of the narrative scenario itself, but in some cases, a narrative scenario will use special rules found either elsewhere in this volume or in other End Times books. We recommend that you familiarise yourself with them before playing the relevant scenarios.

Some scenario special rules and victory conditions only apply to specific characters or units. If the specified character or unit isn't present in your version of the battle, then the associated special rule or victory condition is ignored: it only applies if the relevant model has been chosen as one of the armies being used for the battle.







CHAPTER 1

New Warhammer Rules

REALMS OF THE LIZARDMEN

Many of the battles described in *Warhammer: Thanquol* take place amidst the temple-cities and Lustrian jungles that are home to the ancient Lizardmen and their Slann masters. The following special rules will allow you to include the effects of this terrain in your battles.

Several of the scenarios included in this book require the use of the following rules. When this is the case, it will be clearly indicated in the list of special rules for the scenario in question. In addition, you can agree with your opponent to use any of the following rules for games that are set in the realms of the Lizardmen.

ANCIENT TEMPLE-CITIES

Sometimes a scenario will state that the Ancient Temple-cities rules apply to a battle.

Ancient Ruins: Every Mystical Monument, Building and Arcane Architecture terrain feature has the Ancient Ruins terrain type in addition to its normal rules (see the *Warhammer* rulebook).

Hidden Treasures: A unit that starts its Movement phase either touching or inside an Ancient Ruin can search the Ancient Ruin. If it does so, it may not move in that Movement phase. Roll a D6 when a unit searches an Ancient Ruin. On a roll of 1-5 they find nothing. On a roll of 6, they have discovered a hidden treasure. The player commanding the unit receives 100 additional victory points at the end of the battle, as long as it has not been destroyed or fled the table.

Wrath of the Ancients: Roll a D6 when a unit discovers a hidden treasure. On a roll of 1 or 2, roll the D6 again and refer to the table below. If the unit that discovered the treasure is from *Warhammer: Lizardmen*, then no roll is required (they are preserving the treasure rather than stealing it).



D6 Result

- 1 Annihilation:** The Ancient Ruin explodes. All units within 6" of it suffer D6 Strength 8 hits. Then remove the terrain feature from the table.
- 2 Cursed:** For the remainder of the game, the unit must re-roll all successful To Hit rolls for shooting or close combat attacks, and all successful saves.
- 3 Boulder Trap:** The unit suffers D6 Strength 8 hits.
- 4 Gas Trap:** All models in the unit suffer a Strength 2 hit with no armour saves allowed.
- 5 Poisoned Darts Trap:** The unit suffers 3D6 Strength 1 hits that have the Killing Blow special rule.
- 6 Horrifying Visions:** The unit must take a Panic test.



LUSTRIAN JUNGLE

Sometimes a scenario will state that the Lustrian Jungle rules apply to a battle.

Jungle Terrain: All Forests are considered to be Jungle (do not roll on the Mysterious Terrain table). Skirmishers treat Jungle as dangerous terrain. All other models treat Jungle as impassable terrain.



Jungle Rivers: All Rivers are considered to be Jungle Rivers (do not roll on the Mysterious Terrain table). Jungle Rivers are dangerous terrain.

Jungle Events: At the start of each turn, the player whose turn is taking place must roll 3D6 on the table below. If the General of the rolling player's army is from *Warhammer: Lizardmen*, then the player is allowed to re-roll results of 7 or less.

3D6 Result

- 3 **Lashworm Attack:** One unit chosen by the opposing player suffers D6 Strength 4 hits.
- 4 **Stifling Humidity:** Units cannot march this turn, and subtract 1 from their charge range.
- 5 **Hopelessly Lost:** One unit chosen by the opposing player has the Stupidity special rule for the turn.
- 6 **Foul Vapours:** One unit chosen by the opposing player must subtract 1 from their Strength characteristic for the turn.
- 7 **Jungle Haze:** The ranges for all spells and missile weapons are halved for the turn.
- 8-13 **All is Well:** Nothing happens.
- 14 **Native Guide:** One unit of the rolling player's choice can treat Jungle terrain and Jungle Rivers as open ground for the turn.
- 15 **Swarm:** One enemy unit of the rolling player's choice immediately takes D6 Strength 1 hits with no armour saves allowed. The selected unit may only make a Hold charge reaction if it is charged this turn.
- 16 **Massive Carnivorous Plant:** One unit of the rolling player's choice that is within 3" of a piece of Jungle terrain takes a single Strength 6 hit with the Heroic Killing Blow special rule.
- 17 **Madcap Fungus Spore Cloud:** One unit (friend or foe) of the rolling player's choice must take a Leadership test. If the test is failed, the unit suffers D6 Wounds with no armour saves allowed. Whatever the result of the Leadership test, the unit gains the Immune to Psychology special rule for the rest of the battle.
- 18 **Quicksand:** Each model in a unit of the rolling player's choice must take an Initiative test. If the test is failed, the model is removed as a casualty with no saves of any kind allowed.



LORDS OF BATTLE CAMPAIGNS

The Lords of Battle campaign rules allow two players to fight a series of linked Warhammer battles. The results of one battle will affect what happens in the next, with victory hanging in the balance until the final battle.

We have included a complete Lords of Battle campaign later on in this book (page 14). The following rules must be used if you decide to fight the campaign, and will also apply to any other Lords of Battle campaigns that you fight.

OVERVIEW

At the heart of every Lords of Battle campaign is a *battlechart*. Each battlechart consists of several *battle boxes* that are linked together by *campaign arrows*. You must follow the instructions in a battle box, beginning with the starting *roster box*. More often than not, a battle box will contain details of a scenario that must be fought, the outcome of which will determine the next battle box to be used.

The campaign continues in this way, with the players following the instructions in the battle boxes and following the arrows on the battlechart, until they are directed to a *victory box*. The victory box will tell you which player has won the campaign. A typical Lords of Battle campaign will consist of 3-5 battles, but they can have more and very occasionally will have fewer.

Some battle boxes allow the players to use one or more *stratagems*. These affect the way a battle is fought by allowing the use of special tactics or additional troops, and are fully described in the following rules. The battlecharts and different stratagems that can be used mean that there are hundreds of different ways for a campaign to unfold, allowing you to

re-fight each Lords of Battle campaign many times without any two campaigns being exactly the same.

After completing the instructions in an battle box, follow the campaign arrow to the next battle box that must be carried out. If a battle box has several campaign arrows leading away from it, then the one you must use will be clearly indicated.

USING THE BATTLECHART

You will require a battlechart in order to fight a Lords of Battle campaign. A battlechart that allows you to fight a Lords of Battle campaign based upon King Belegar's defence of Karak Eight Peaks can be found on page 14.

Each battlechart is split into *battle boxes* that are joined together by *campaign arrows*.



BATTLE BOXES

A battle box contains a set of instructions that must be followed. Carry out the instructions in the box being used, and then follow one of the campaign arrows leading from the battle box to the next battle box on the chart.

Scenarios

Some battle boxes contain details of a scenario that the players must play. The outcome of the scenario will usually be used to determine which of the campaign arrows leading from the box must be used next.

In general, all of the standard instructions for the scenario being used are followed normally. Unless stated otherwise, the only exception to this is the armies that are used for the scenario; the players must use the armies from their campaign rosters for the battle (see opposite), instead of the armies described in the scenario.



CAMPAIGN ARROWS

Each battle box is linked to one or more other battle boxes by a set of campaign arrows. If a box has more than one campaign arrow leading from it, then the campaign arrows will be labelled to indicate which one is used. Note that campaign arrows are one-way; only ever use the campaign arrows that lead *away* from the battle box.



ROSTER BOX

The first battle box on every battlechart is called the *roster box*. It contains all of the instructions each player must follow when selecting the armies they will use in the campaign (see The Armies, opposite). After both players have selected their armies, follow the campaign arrow from the roster box to the next battle box on the battlechart.



SPECIAL RULES AND STRATAGEMS

Most battlecharts will include one or two battle boxes containing special rules and/or bonus stratagems (bonus stratagems are described on page 13). These battle boxes do not have campaign arrows leading to or from them; instead, they apply in all of the campaign games that you fight, unless other restrictions apply.

In addition to this, standard battle boxes that contain a scenario to be fought will often include special rules and/or bonus stratagems. In this case, the special rules and stratagems apply only to that specific battle.

Scenario special rules apply as normal.



VICTORY BOX

A victory box is a battle box that marks the end of the campaign. It will state which player has won the campaign, and the level of victory that they achieved. The higher the level of victory, the greater the bragging rights a player earns when recounting tales of the campaign to friends afterwards!

Lords of Battle campaign victories are rated on the following scale, from lowest to highest:

- Narrow Victory
- Heroic Victory
- Legendary Victory

THE ARMIES

Details of the armies that can be used to fight a Lords of Battle campaign will be listed in the roster box on the campaign battlechart. These instructions will also list any restrictions on the models or units that can be used in each player's army. In addition, the players must determine the *strategic characteristics* of their General, as described shortly.

Both players will need a Warhammer army of at least 1,000 points. The armies can be as large as you like, but we've found that 2,000 or 3,000 points is ideal.

Unless you and your opponent agree otherwise, you must use the same army for all of the battles that you fight in the campaign. If you prefer, you can agree to change your army lists between battles but the army Generals should be the same throughout the campaign.

These things aside, the players' armies are chosen using the normal rules. Remember that you may get the chance to add more points to your roster during the campaign, so be sure to set the points level for the starting roster with this in mind.

BATTLE CASUALTIES

The casualties suffered in one battle are assumed to be replaced in time for the next battle, and don't 'carry over'. So, if a character dies, or a unit is wiped out, you can use them in your next game. However, you will find that the instructions in a battle box will often say that the side that lost the last battle has to leave some units out of the next battle it fights. This means that losing a battle will sometimes leave you under-strength in future engagements – as you would expect.



STRATEGIC CHARACTERISTICS

In a Lords of Battle campaign, each player's army General has three additional *strategic characteristics*: *Guile*, *Persuasion* and *Planning*. These are used to help decide the effectiveness of any strategies that the General tries to carry out during the campaign, as described next.

GUILE

Guile represents the General's natural cunning. It is used to determine if a General can spot a trap before it is sprung, or a way to gain an advantage over the enemy.

PLANNING

Planning represents the General's ability to come up with and execute a plan. It is used when a General wants to carry out an action that requires things to be prepared in advance.

PERSUASION

Persuasion represents the General's ability to influence others. It is used when the General must convince people to work towards his own ends, or if he wants to curry favour.

DETERMINING STRATEGIC CHARACTERISTICS

All three strategic characteristics have a value that can range from 1 to 10 – the higher the better.

Unless the instructions for a campaign state otherwise, each player receives 10 points to divide between the three strategic characteristics of their General. The points can be divided as desired, so long as each strategic characteristic is given at least 1 point, and none is given more than 5.

Designer's Note: *Modifiers will sometimes apply to a General's strategic characteristics. Modifiers can take a characteristic to more than 5, but cannot take it to more than 10.*

USING STRATEGIC CHARACTERISTICS

Strategic characteristics are used for *tests* and for *comparisons*.

Tests: When called upon to *test* a strategic characteristic, roll a D6. If the result of the roll is equal to or less than the strategic characteristic being tested then the test is passed; if the roll is higher, the test is failed. A roll of 1 always succeeds and a roll of 6 is always a failure.

Comparisons: When called upon to *compare* strategic characteristics, each player rolls a D6 and adds the strategic characteristic that is being compared to their roll. Whoever has the higher result is the winner of the roll. In the case of a tie, make the comparison again.

STRATAGEMS

Sometimes, a battle box will say that a player is allowed to pick one or more *stratagems* before a battle starts. When this happens, the player is allowed to pick the stratagem(s) from one of the following lists and use them in the ensuing battle. For example, if a battle box said that a player was allowed to pick a common stratagem, then they could pick one of the stratagems from the list of common stratagems below.

Stratagems are picked before the battlefield has been set up or deployment has begun. A player may not pick the same stratagem more than once per game. After a battle is fought, all stratagems that have not been used are lost.



COMMON STRATAGEMS

Family Heirloom: Use this stratagem immediately before deployment. Select one character in your army. The selected character can be given one magic item worth up to D6x25 points, in addition to any other magic items the character has already been given. This item does not count towards the points limit on the value of magic items that the character may take, but all other restrictions on taking magic items must be followed as normal.

Historic Landmark: Use this stratagem immediately before deployment. Set up a Mystical Monument of your choice anywhere on the battlefield.

Magic Potion: Use this stratagem immediately before deployment. Up to D3 units from your army are allowed to drink from a cauldron filled with a mysterious magic potion. Roll a D6 for each unit that does so:

D6 Effect

- 1 All models in the unit add 1 to the Movement and Initiative characteristics on their profile for the duration of the battle.
- 2 All models in the unit add 1 to the Weapon Skill and Ballistic Skill characteristics on their profile for the duration of the battle.
- 3 All models in the unit add 1 to the Strength characteristic on their profile for the duration of the battle.
- 4 All models in the unit add 1 to the Toughness characteristic on their profile for the duration of the battle.
- 5 All models in the unit add 1 to the Attacks characteristic on their profile for the duration of the battle.
- 6 All models in the unit have the Unbreakable special rule for the duration of the battle.

GUILE STRATAGEMS

Assassin: Use this stratagem immediately before deployment. Roll a D6; on a roll of 4 or more, the opposing General suffers a Wound, with no armour save allowed. On a roll of 2-3, one unit champion of your choice in the opposing army is slain (if there are no champions, then count this as a result of 4+). On a roll of 1, nothing happens.

Deception: Use this stratagem immediately after deployment and before the first turn. Two units in your army (including any characters that have joined them) may swap places. Both units must remain in the formation they were in before they swapped positions. Then, each unit must be placed so that centre of the unit is where the centre of the other unit was located before the positions of the units were swapped. Both units

must be legally deployed (as per the scenario instructions) after the swap has taken place.

Spy: Use this stratagem immediately before deployment. Your opponent must show you their army roster, and tell you where any characters and/or hidden models are deployed in their army. You may freely examine the roster or request this information at any time.

Steal the Initiative: Use this stratagem immediately after deployment and before the first turn. You may choose whether or not you take the first turn, no matter what the scenario instructions say. If both players use this stratagem then they cancel each other out and the normal rules are used instead.

PLANNING STRATAGEMS

Ambush: Use this stratagem immediately before deployment. You can deploy one infantry or one cavalry unit, plus any attached characters, as if they had the Scouts rule. Roll a D6 for the unit after deployment is complete and before the first turn. On a roll of 4+ it can declare a charge on the first turn.

Feigned Retreat: Use this stratagem immediately after deployment and before the first turn. Any number of units in your army can make a move straight back a number of inches up to their Movement value. Units that make this move cannot wheel, reform or march, and must end up further from all enemy units than they were at the start of the move.

Forced March: Use this stratagem in your first turn. Any number of units in your army can march at triple their Movement rate in that turn, instead of only double.

Night Fight: Roll 4D6 at the start of each player turn. The result is the maximum distance that line of sight can be traced in that player turn.

Outflank: Use this stratagem immediately before deployment. You can hold back any of your fast cavalry, flyers, and characters on cavalry mounts or mounts with the Fly special rule as reinforcements. These units must arrive at the start of turn two, from a table edge that is in neither side's deployment zone.

Training: Use this stratagem immediately after deployment and before the first turn. Select one non-character unit in your army. The unit adds 1 to the Weapon Skill and Ballistic Skill characteristics on its profile for the duration of the battle.

PERSUASION STRATAGEMS

Local Scouts: Use this stratagem immediately before deployment. Secretly roll for each piece of mysterious terrain before the battle starts, making a note of the result. Reveal the relevant information the first time the terrain is entered. If both players have local scouts, roll openly for each piece of mysterious terrain before deployment.

Inspiration: Use this stratagem immediately before deployment. Select one character in your army. That character adds 1 to the Weapon Skill and Ballistic Skill characteristics on their profile for the duration of the battle.

Propaganda: Use this stratagem immediately after deployment and before the first turn. The opposing army's General subtracts 1 from the Leadership characteristic on their profile for the duration of the battle.

BONUS STRATAGEMS

As noted earlier, sometimes an battle box will have additional *bonus stratagems* that can be used in a specific scenario or through a specific campaign. Details of these stratagems will be found on the battlechart for the campaign that is being fought.



LORDS OF BATTLE CAMPAIGN: THE DOOM OF BELEGAR

STARTING ROSTERS

Each player chooses an army to an equal points value agreed before the game. One player must take an army selected from *Warhammer: Dwarfs*. The other player must take an army selected from *Warhammer: Skaven*. Each player must generate a Guile, Persuasion and Planning value for their army General (page 11). The Dwarf player adds 1 to his General's Planning characteristic, and the Skaven player adds 1 to his General's Guile characteristic.

DWARF ARMY

The Dwarf army must include the following units or options if the models needed to represent them are available:

- Belegar Ironhammer

SKAVEN ARMY

The Skaven army must include the following units or options if the models needed to represent them are available:

- Queek Headtaker

CAMPAIGN SPECIAL RULES

The following special rules apply to all games that are fought as part of a Doom of Belegar campaign:

Endless Hordes of Ratkin: If a unit of Clanrats or Skavenslaves is completely destroyed, then a new but otherwise identical unit enters play as reinforcements at the start of the next Skaven player turn.

Death Before Dishonour: All units from *Warhammer: Dwarfs* have the Unbreakable special rule.

THE OUTER GATES

Fight the Breaking of the Mountains scenario (page 54).

STRATAGEMS

Before fighting each of the three battles that make up the scenario, the players must compare one of their strategic characteristics. Before the first battle, the players must

compare Planning. Before the second battle they must compare Guile, and before the third battle they must compare Persuasion. The winner of each comparison can pick one stratagem, that must be used in the ensuing battle. The stratagem can either be a Common stratagem, or one that matches the characteristic that was compared. For example, winning the Guile comparison would allow you to take a Common stratagem or a Guile Stratagem.

THE UNDERHALL

Fight the Dawn Attack scenario from the *Warhammer* rulebook, using the Darkest Depths special rules from *Warhammer: Nagash*, in addition to the special rules that normally apply.

Before playing the scenario, each player can take a strategic characteristic test to see if they receive a stratagem (see next). The winner of the Outer Gates scenario is allowed to either take an extra test for a different strategic characteristic, or re-roll their first test if that test was a failure.

SKAVEN STRATAGEMS

The Skaven General can test Guile, Planning or Persuasion. If they pass the test, they receive the following stratagem depending on the characteristic they tested:

Guile: Secret Tunnels. The Skaven player can use the Secret Tunnels Campaign stratagem (opposite) in this battle.

Persuasion: Allies. The Skaven player can use the Allies Campaign stratagem (opposite) in this battle.

Planning: Foresight. The Skaven player can use one Common or Planning stratagem of their choice in this battle.

DWARF STRATAGEMS

The Dwarf General can test Guile, Planning or Persuasion. If they pass the test, they receive the following stratagem depending on the characteristic they tested:

Guile: Cunning. The Dwarf player can use one Common or Guile stratagem of their choice in this battle.

Persuasion: Local Scouts. The Dwarf player can use the Local Scouts stratagem in this battle.

Planning: Defensive Positions. The Dwarf player can use the Defensive Positions Campaign stratagem (opposite) in this battle.

Who won the Underhall scenario?

Dwarfs (or Draw)

Skaven

THE TABLES TURNED

Fight the Blood and Glory scenario from the *Warhammer* rulebook, using the Darkest Depths special rules from *Warhammer: Nagash* in addition to the special rules that normally apply.

STRATAGEMS

Before fighting the scenario, each player must test one of their strategic characteristics. The Dwarf player subtracts 1 from the result of the roll. If their test is successful, the player can pick one stratagem to be used in the ensuing battle. The stratagem can either be a Common stratagem, or one that conforms to the characteristic that was tested. For example, a successful Guile test would allow you to take a Common stratagem or a Guile stratagem.

HALL OF PILLARED IRON

Fight the Battle for the Pass scenario from the *Warhammer* rulebook, using the Darkest Depths special rules from *Warhammer: Nagash* in addition to the special rules that normally apply. (Note that the battle is being fought in a narrow cavern rather than a mountain pass!)

STRATAGEMS

Before fighting the scenario, each player must test one of their strategic characteristics. The Skaven player subtracts 1 from the result of the roll. If their test is successful, the player can pick one stratagem to be used in the ensuing battle. The stratagem can either be a Common stratagem, or one that conforms to the characteristic that was tested. For example, a successful Guile test would allow you to take a Common stratagem or a Guile stratagem.

CAMPAIGN OUTCOME

The winner of The Tables Turned achieves a heroic victory.

CAMPAIGN OUTCOME

If the Skaven win Hall of Pillared Iron, then the Skaven player achieves a legendary victory.

If the Dwarfs win Hall of Pillared Iron, then the Dwarf player achieves a narrow victory.

CAMPAIGN STRATAGEMS

Allies: You can add an allied unit worth D6x50 points to your army. All the allied units that you take must be selected from a single army book, but do not have to obey any of the restrictions that apply to choosing an army (i.e. you do not have to take a General or include three units, or apply any of the percentage limitations on what you choose). If your army includes any allied units, then the Trusted, Suspicious and Desperate Allies rules from the *Warhammer* rulebook must be used, and also the Fragile Alliances rule if your army includes any Skaven or Dark Elves.

Defensive Positions: The Pitfalls special rule (see *Warhammer: Nagash*) is used during the Skaven player's turn (i.e. Pitfalls only affect the Skaven army). In addition, units belonging to the Dwarf army count as being in Hard Cover until they move (for any reason) from their starting position.

Secret Tunnels: You can place D3 units in reserve instead of deploying them on the battlefield. These units can enter play as reinforcements, starting from the first turn. You must test Planning after committing the unit to the battle, but before it is set up. If the test is passed, it can enter from either of the narrow table edges as well as your own long table edge. If the test is failed, the unit can either be returned to reserves, or enter from your long table edge.







CHAPTER 2

New Armies and Units

THANQUOL AND BONERIPPER

Ascendant Grey Seer and Enhanced Bodyguard

Through magic, manipulation and shrewd intuition, Thanquol had served the Under-Empire on many missions. In every deed and every action, Thanquol had but one goal: how he could exploit the situation to best serve his own needs.

Like every skaven, Thanquol was a self-serving, ambitious opportunist – however, no other could match the grey seer's good fortune. Whether it was precognition or the blessing of the Horned Rat, the grey seer had an uncanny sixth sense that allowed him to land feet first no matter what. With a twitching of his tail, Thanquol would alter war plans or stratagems at the last minute. This was often a probe for new advantages, but could simply have been a sudden strong intuition. In the past, such hasty re-directions allowed his armies to avoid ambushes, or pointed him in the direction of undiscovered treasures.

Not all of Thanquol's last-minute masterplans worked out. In fact, few, if any, of his ideas panned out according to their initial design. His constant tinkering and meddling invariably left the original plan so altered that no-one, least of all Thanquol, was entirely sure what was supposed to happen next. However, as Thanquol was a powerful mage, and also incredibly lucky, the Council of Thirteen learned that the end results were as often as not better than expected.

Indeed, for many years, Thanquol had managed to profit from his high standing with the Council of Thirteen – so much so that his horned peers could only look on with envy. The grey seer had a knack for wheedling himself into prime position to be rewarded with many, more tangible, assets. Chief amongst these prizes was his rat ogre bodyguard,

Boneripper or, more properly, a series of rat ogre bodyguards named Boneripper – for none of them lived for very long. Each one was larger and bore more mechanically enhanced parts than the last, although no few used re-animated pieces of their former namesakes as well.

Richly rewarded as he was, Thanquol could afford more and more warpstone. Securing a steady supply of that precious commodity became a prime goal of his missions. The twisted, prophetic visions that the warpstone granted the grey seer had always paid off. There was a downside, however, as Thanquol had become completely addicted to the dangerous substance. Other skaven found that even a nibble of pure warpstone had horrific consequences, but no matter how much Thanquol ingested, he never seemed troubled by it. He could grind down large nuggets, boosting his powers hundredfold with no disastrous effects.

As events unfolded, and the grey seers were manoeuvred out of their ascendant position, Thanquol was just returning from Tilea. With his coffers full of slaves and warpstone, his personal power had never been greater. Like his peers, Thanquol was fearful of this ominous new development, but rather than railing at the indignity of the situation, he saw opportunity. With Grey Seer Kritislik dead, there was an empty seat on the Council of Thirteen. He needed only to prove his worth to the remaining Lords of Decay – and ensure none of his fellow grey seers stood in his way.

When Great Warlock Skribolt asked for Thanquol's assistance during the Clan Skryre-led attack upon Nuln, Thanquol – ever full of himself – was certain he was asked because of his high standing, his knowledge of the

man-things, and his successful attack years ago upon the very same city. He was happy to oblige Skribolt, seeing a chance to prove his prowess once and for all. As was often the case, though, the grey seer had badly misjudged.

Skribolt, like many others, had long-standing grudge-debts against the horned mages. Without wishing to openly attack the grey seer, Skribolt did the next best thing – he pinned all the blame for every failure upon Thanquol. This, along with separating the sorcerer from his bodyguard under the pretence of 'repairs' seemed a sure way to dispose of him. However, Skribolt could not have anticipated the grey seer's amazing ability to somehow come out on top in every situation.

Driven by desperation, Thanquol attempted to summon a Verminlord. This was always a nerve-racking experience for any grey seer, but was even more so for Thanquol. His previous attempt had summoned a rampaging Bloodthirster – and not just any, but Skarbrand, the Destroyer from Beyond. Although the end result was perhaps more devastating, it was an experience that had rightfully left a mark upon the grey seer.

As fortune would have it – with the cursed moon that men called Morrslieb dragged closer, and the tides of Chaos growing stronger than ever before – Thanquol's summoning brought forth not just a Verminlord, but perhaps one of the most powerful of the rat daemons to ever walk the world – Skreech Verminking.

Anxious to get his claws dirty in the mortal realm, Verminking became Thanquol's patron, aiding the grey seer in usurping leadership of the Nuln attack from Clan Skryre. It was Verminking that enhanced Boneripper,

using his magics to enlarge the creature and amalgamating several other specimens within that hulking beast. Boneripper was akin to all rat ogres, only greater in every respect; more muscle-bound, bestial, and absolutely hostile towards everyone save Thanquol and its creator.

Skreech Verminking also ensured that the warlock engineers outfitted the giant rat ogre with the latest and most devastating weaponry. Thus, when Thanquol met his 'improved' Boneripper, the beast bore a warfire thrower upon each of its four arms – enough firepower to immolate entire enemy regiments. For closer encounters, warp braziers could be affixed – wrecking balls of burning warpstone that struck with the impact of falling meteors.

Despite his callous and self-centred ways, Thanquol had always been fond of his Bonerippers. This was not so much an emotional attachment as it was the simple relief of knowing that he was watched over by a sturdy and loyal, albeit mindless, bodyguard. Naturally, with his protector now grown huge and better armed than ever, Thanquol's appreciation likewise increased. The new Boneripper was so large that the grey seer could scramble up its back, using it as a monstrous mount of sorts.

Thanquol and Boneripper made a fearsome duo, the arcane might of the grey seer complementing the savage brawn of the giant rat ogre. While some may have pointed out that Thanquol's blessings were merely down to good fortune, the grey seer himself claimed that, this time, his genius could not be denied. It was possible that all cowered before him because of his towering rat ogre – but Thanquol knew it simply to be his rightful due.



THANQUOL AND BONERIPPER 650 points

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Thanquol and Boneripper	6	4	3	6	5	8	5	6	7	Monster (Special Character)

Thanquol and Boneripper can be included in a Skaven army. Their points cost counts towards your Lords allowance.

Thanquol and his mount, Boneripper, have a combined characteristics profile. They are treated as a single model with an armour save of 6+ for all rules purposes.

You may not take Thanquol and Boneripper from Warhammer: Thanquol in the same army as Thanquol and Boneripper from Warhammer: Skaven.

MAGIC:

Thanquol is a Level 4 Wizard. He uses spells from the Skaven Spells of Ruin or Plague (see *Warhammer: Skaven*) in any combination. Thanquol can choose to substitute any one of his spells for *The Dreaded Thirteenth Spell*.

EQUIPMENT:

- Warfire projectors (page 41)

OPTIONS:

- May replace warfire projectors with warfire braziers (see below) free

WARPFIRE BRAZIER

Thanquol's latest Boneripper can switch out his warfire projectors for something more suited to close combat: warfire braziers. Trailing green flame like some sickened meteor, these enormous wrecking balls allow Boneripper to pulverise stone or smash through armour with ease.

Range	Strength	Special Rules
Combat	+1	Flaming Attacks, Multiple Wounds (D3), Storm of Attacks, Warp-fumes, Warpstone Weapon

SPECIAL RULES:

Large Target, Terror, Unbreakable.

Blessings of the Horned Rat: Thanquol and Boneripper have a 4+ ward save.

Boneripper's Warfire Projectors: If Boneripper is equipped with warfire projectors, he can make two warfire projector attacks in each of his Shooting phases. These attacks are completely resolved one at a time, and may be directed at different targets if desired. In addition, he re-rolls all failed To Wound rolls when shooting with these weapons.

Warpstone Addiction: Thanquol does not suffer a Wound if the result of a warpstone generated power dice roll is a 1.

MAGIC ITEMS:

Staff of the Horned Rat: Arcane Item. The bearer adds 1 to the result of any casting roll for a spell from the Skaven Spells of Ruin or Plague.

Warp-amulet: Talisman. Roll a D6 at the start of each of the controlling player's turns. On a roll of 5+ the bearer recovers 1 Wound that was lost previously in the battle.

Warpstone Tokens: Thanquol starts the battle with D6+2 warpstone tokens (see *Warhammer: Skaven*).

Storm of Attacks: A model equipped with warfire braziers can re-roll all failed To Wound rolls in the Close Combat phase (including Impact Hits and Stomps). However, it never benefits from the Extra Attack special rule for having more than one close combat weapon.

Warp-fumes: At the beginning of any round of close combat in which a model equipped with warfire braziers is engaged in combat, all models (friend or foe) in base contact with that model must pass a Toughness test or suffer a single Wound with no armour save allowed.

Warpstone Weapon: Warpstone Weapons and attacks made by them count as magical.



LORD SKREECH VERMINKING

The Rat King

Amongst the Children of the Horned Rat there was a legend that, one day, the thirteen-headed one would rise. It was said that this Rat King would usher in a new era, bringing closer the day when the Great Horned One would come forth and the entire world would be made into a nest-lair of ruination. This mythical figure would prove to be Skreech Verminking, mightiest of the Verminlords.

Verminking's tale began long ago, in a different age of the world. The nascent race of skaven had only recently discovered a huge warpstone meteor interred in the sundered mountain called Cripple Peak. It was then, and remains to this day, the largest deposit of that coveted substance yet found. The skaven, however, were not the first to lay claim to it.

Cripple Peak was the domain of the father of necromancers – the great Nagash. He had turned the mountain into an undead stronghold, and his shambling minions mined deep underground, extracting the warpstone for some fell purpose of the necromancer.

So it was that the skaven made war, bursting into the lower mines of Nagashizzar, or the Cursed Pit as the ratmen came to know it. An endless battle of attrition began, with the skaven pitting their vast numbers against a foe that could never be slain. The war stretched into years, then into decades. The Council of Thirteen craved the limitless power offered by the warpstone, but no matter how many warriors they ordered into the conflict, they could not break the stalemate. For his part, the Great Necromancer could find no way drive off the skaven that infested the tunnels under the mountain, and so was unable to bring his own dark plans to fruition.

In the end, Nagash offered an unholy pact to the Council of Thirteen. In return for peace, the Great Necromancer would supply the skaven with warpstone mined below Cripple Peak. After much deliberation, the Council agreed and claw-marked the pact. In truth, the Council desired all of the warpstone, yet even their reserves were finite. This compromise at least offered some return.

Nagash soon sent rotting emissaries to the Council of Thirteen. He offered more warpstone if the skaven would lure greenskin tribes into the Cursed Pit. The Council of Thirteen agreed, but they also redoubled their number of spies, as they were intrigued about what their foe was plotting. At first, there was little to report. However, it soon became obvious that powerful magic was at work. Storm clouds of energy revealed a spell that would reshape the world itself. The Council of Thirteen hastily convened, for Nagash's Great Ritual was underway.

Through their scrying orb, the skaven saw what they feared. Far to the south an innumerable legion of undead was flowing north, like a river of bone. Millions of restless dead strode relentlessly towards Nagashizzar in perhaps the mightiest army the world had ever seen. Before that host, the living would be snuffed out like a candle's flame in a black whirlwind.

For the first time, the Council of Thirteen voted unanimously – they had to stop Nagash. Unsure if their weapons could harm a being of such stature, one of the Council suggested a blade of purest warpstone be forged, and he oversaw that work. And so it went, with each member contributing to the task at hand. Finally, a last Council member sent forth spies via secret tunnels to deliver the fell blade into the hands of an unwitting pawn.

The plan worked – but only barely. Nagash was cut into a thousand pieces. Even in defeat, the Great Necromancer had lashed out at his foe. Far away in Skavenblight the Council of Thirteen was stricken with the arcane feedback of that spell. It was so potent that two of the Lords of Decay dropped dead, blood spraying from their eyes and ears. Yet it was over – the most powerful necromancer the world had ever known was stopped. The skaven scurried to collect the pieces of Nagash, taking them to the warpforges to destroy them. Without his great will, Nagash's legions were no more than bones in the desert.

The skaven grew strong and proliferated. Deep they tunneled under the Worlds Edge Mountains, establishing many lair-nests. In Nagash's absence, the skaven had been polsed to claim swathes of the surface world, and the Horned Rat was pleased. Yet his pride soon turned to wrath, as petty rivalries and internal strife bled all momentum from the skaven's progress.

In anger, the skaven deity plucked up each of the Lords of Decay, placing them in a dark hole within his realm. There they were rejoined with the members of their Council who had been killed by Nagash's spell – for the Horned Rat had debated about how to reward these supplicants. How long the Lords of Decay remained in that pit was unknown, for time passes strangely in all the corners of that shadowy limbo. In that hellish pit, there was nothing to sustain the fallen Lords of Decay except the scraps of failed plots thrown to them by the Horned Rat. So, day after day, year after year, the disgraced Lords of Decay could do nothing but gnaw upon missed opportunities, point claws at one another, and bicker.

In the end, the Horned Rat relented. Besides, he was fond of his children, flaws and all, and since then no single Council had surpassed the deeds of that banished group. With an enormous claw, the Horned Rat drew forth his errant congregants. What emerged from out of that pit, however, was not twelve Lords of Decay, but a single entity – a hideous amalgamation of the entire Council of Thirteen. Twisted and tail-locked, they were now one, squirming creature. The Horned Rat looked over the creation he had wrought and deemed it would not quite do. With a searing bolt of black lightning, the rat god formed the twisted shape into a form more pleasing to him – that of a Verminlord – and with a final, vomitous belch, he anointed it with a portion of his own godly power. Horns still sprouting and twisting, the Verminlord rose from this baptism of filth, and thus was Skreech Verminking born.

Verminking was a Verminlord like no other. He incorporated within his being the stealth of Clan Eshin, the arcane talents of the grey seers, the technological insight of Clan Skryre, the flesh-crafting skills of Clan Moulder, and the warrior ambition of the Warlord Clans. Although Clan Pestilens had not yet been formed at the time of Nagash's fall, the forebears of their founders were upon that Council of Thirteen, and they too now resided within Skreech's twisted body. In this manner, Verminking bore great knowledge of disease, along with a burning zeal to spread that corruption in the name of the Horned Rat.

At long last, after so much time in the black pit, Verminking was free. He glared into the mortal realm, scratching at the ever thinning walls that separated the shadowy realm of ruin from the world of mortals.



LORD SKREECH VERMINKING 650 points

	M	WS	BS	S	T	W	I	A	Ld
Skreech Verminking	8	8	4	6	6	6	10	5	8

Troop Type
 Monster (Special Character)

Lord Skreech Verminking can be included in a Skaven army. His points cost counts towards your Lords allowance.

MAGIC:

Skreech Verminking is a Level 4 Wizard. One of his spells must be *The Dreaded Thirteenth Spell*; the remainder of his spells can be generated from the Skaven Spells of Ruin or Plague in any combination.

SPECIAL RULES:

Immune to Psychology, Large Target, Scurry Away!, Terror.

Daemonic Attacks: Attacks made by a model with this special rule are magical. This includes any special, ranged or Stomp attacks they make.

Master of Ruin: Skreech Verminking re-rolls failed casting attempts when attempting to cast *The Dreaded Thirteenth Spell*.

Protection of the Horned Rat: A model with this special rule has a 5+ ward save.

Rat Daemon: Skreech Verminking is a Daemon, and is affected by any rules, abilities, weapons, spells and so on that work against Daemons. He may never be the Army General.

Ruinous Arsenal: Skreech Verminking is armed with two Magic Weapons: a Doom Glaive and a Plaguereaper. At the start of each Close Combat phase, you must declare which weapon he is going to use for that turn.

MAGIC ITEMS:

Doom Glaive: Magic Weapon. Attacks made with this weapon have the Multiple Wounds (D3) special rule.

Plaguereaper: Magic Weapon. Attacks made with this weapon have the Always Strikes First special rule.





VERMINLORDS

Daemons of the Horned Rat

To behold a Verminlord is to see a splinter of the verminous glory that is the skaven deity: the Great Horned Rat. It is to see creeping decay and inscrutable knowledge made manifest. The rat daemons are living icons of ruin, the ultimate scavengers from beyond the veil.

Verminlords are everything a skaven aspires to be, taken to extremes. They are towering figures, and despite their sinuous build, they possess the raw strength to challenge a giant. Yet for all their power, Verminlords are subtle creatures that far prefer manipulation to open battle. Wherever possible, a Verminlord will use its matchless guile to get others to do its bidding.

Although leery of placing themselves in harm's way, when pressed, the rat daemons reveal a feral savagery. Simply by beckoning with its claws, a Verminlord can summon to itself a doom glaive – a hellishly sharp weapon fashioned from warpstone. Whirling this massive polearm, a Verminlord can split foes in two and then split each half again before the corpse hits the ground. Only the very powerful or the very foolish would dare to challenge such a creature.

As avatars of the Horned Rat, Verminlords can call upon fell energies. With the power of its voice alone, a Verminlord can manipulate the weak-willed into doing almost anything. Foes upon the battlefield have laid down their weapons before a Verminlord, convinced by whispered words that this was the wisest course of action. They stare at the Verminlord trustingly as they do so – even as the doom glaive falls. The rat daemons can even call down storms of warp lightning, or disappear in a cloud of nebulous shadow only to reappear at another location in the blink of an eye.

It is, of course, entirely possible for Verminlords to manifest in the world of mortals. However, unless the Winds of Magic are raging, the rat daemons must soon return to the shadowy and ruinous realm of their master. It is possible to summon a Verminlord, though only the grey seers know the secret rites that can call these beings from beyond the veil. Naturally, this rare knowledge gives the horned sorcerers a great advantage, and they have exploited this to gain political power. The more cynical amongst the clans question whether grey seers truly are the prophets of the Horned Rat, suggesting instead that they are charlatans, covetously keeping this information to themselves.

Grey seers are quick to threaten the use of their ability to summon a Verminlord, but they are loath to actually do so. This apprehension is for a good reason: those who open a rift between worlds often do not live long enough to regret it.

Verminlords cannot be tricked or beguiled, for they see through the most cunning plans, and are able to smell lies and discern true intentions with supernatural insight. As such, it is easy for a Verminlord to pluck out hidden fears and secret desires, using these to gain an advantage. Diabolically clever and calculating, a Verminlord insinuates itself into a plan – fitting in its own needs with the same ease with which a rat squeezes and wriggles into a narrow crevice.

The moment a Verminlord touches his clawed feet upon the mortal realm, it begins to scheme. Shrewd beyond the ken of mortals, the rat daemon's plots are so utterly convoluted that they are all but unfathomable. As the webs of fate change, so too will a Verminlord's plans – shifting alliances, switching supplicants, or altering in their

design. Thus, it is insanity itself to trust a Verminlord, for today it may bring aid, but tomorrow drive a doom glaive through an unguarded back. To observers, such betrayals appear whimsical – but they are simply unknowable, bound up in an intricate and labyrinthine world of intrigue and treachery. Barring perhaps the scale of the betrayals, this is not much different to the Council of Thirteen's own actions, or the daily routines of every skaven clan.

A Verminlord is wiser and more wicked than any skaven, yet it retains a jealous lust for power and a love of schemes and betrayal. That Verminlords exhibit many of the same flaws, foibles and desires as the skaven themselves is not surprising. All Verminlords are fragmented embodiments of the Horned Rat. Some are formed from the thoughts of that verminous deity, while others are skaven elevated to immortality for glorious deeds that spread ruin and decay across the mortal realm – the daemonic forms of ancient Lords of Decay warped into something greater by the Horned Rat.

Like skaven themselves, each Verminlord has its own motivations and its own proclivities. Just as skaven divide into factions, so too do Verminlords. All are embodiments of blight, but some favour one method over another. For instance, those that prescribe pestilence first and foremost are the Corruptors, the disease-mongers, whilst those who are masters of shadowy intrigue and stealth are the Deceivers.

As the rift in reality grows wider, more and more Verminlords have entered the material world. They can be found stalking the Under-Empire, offering aid to clans, but in turn manipulating them like pieces

on a game board. Naturally divisive, many Verminlords have chosen favourites in the ongoing struggle for clan supremacy. Sometimes they side with those they have a greater affinity with, especially those that embody a specific aspect of the Horned Rat. Many Verminlord Deceivers seek Clan Eshin and its thralls, while a larger proportion of Verminlord Warpseers plot to reestablish the dominance of the grey seers. The most warlike amongst the Verminlords' number often grant their mighty patronage to the Warlord Clans.

As creatures of Chaos, Verminlords are by their very nature unpredictable. Like does not always call to like, and it is possible to find a Verminlord Corruptor – a master of plagues – working not alongside Clan Pestilens, but rather trying to thwart them. This may be as vindication for old betrayals, or the continuation of a war within the shadow realms – for even there, beneath the feet of their creator, the Horned Rat's children plot and feud.

The Horned Rat knows that, for them to conquer, the skaven must work together. At his demand, the Verminlords have formed a secretive collective – the Clandestine Council. It is a warped mirror of the Council of Thirteen – a gathering intended to ensure that all work together towards the same goal. The reality, however, has so far proven somewhat different.



VERMINLORD DECEIVERS

Lords of Assassins, the Shadows that Kill

Perhaps the least seen of all Verminlords are the Deceivers. This is as they prefer it. It is not their way to barge about upon a battlefield like some clumsy warlord. Instead, their power lies in stealth. They move in clouds of shadow, obfuscating even those around them. Only when their intrigues are ripe will a Verminlord Deceiver step out of the darkness to strike. Out of nowhere they appear, moving with blurring swiftness. Into their uplifted hands they summon forth triple-bladed throwing stars. With

a snap of its wrist, the Verminlord can fling the killing star, sending it to scythe down foes in a great circling arc. The flash of its passing can be seen, leaving decapitated victims and sliced off limbs in its wake. At the end of its circuitous flight, the Verminlord Deceiver will snatch it out of mid-air and throw it again in quick succession. Such is their agility, and their ability to rapidly displace themselves, that the creatures can even throw their weapon and catch it from some completely different part of the battlefield.

In close combat, the Verminlord Deceivers favour the warpstiletto. A stabbing weapon the length of a man, its steeply acuminate shape allows the blade to penetrate deeply into a foe, where its toxic nature can do the most damage with great efficiency. Whilst common soldiers might batter each other ceaselessly, with only a swift thrust from the warpstiletto a Deceiver can fell any foe, no matter how large.

VERMINLORD DECEIVER 500 points

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Verminlord Deceiver	8	8	4	6	6	6	10	5	8	Monster (Character)

A Verminlord Deceiver can be included in a Skaven army. His points cost counts towards your Lords allowance.

MAGIC:

A Verminlord Deceiver is a Level 4 Wizard. One of his spells must be *Skitterleap*; the remainder of his spells can be generated from the Skaven Spells of Ruin or Plague in any combination.

SPECIAL RULES:

Immune to Psychology, Large Target, Scurry Away!, Terror.

Daemonic Attacks: Attacks made by a model with this special rule are magical. This includes any special, ranged or Stomp attacks they make.

Protection of the Horned Rat: A model with this special rule has a 5+ ward save.

Rat Daemon: A Verminlord Deceiver is a Daemon, and is affected by any rules, abilities, weapons, spells and so on that affect Daemons. He may never be the Army General.

Shrouded in Darkness: Enemy units that target a Verminlord Deceiver with a shooting attack suffer a -1 To Hit modifier in addition to any other modifiers.

Shadowstrider: A Verminlord Deceiver can re-roll failed casting attempts when attempting to cast *Skitterleap*, and can choose itself as the target of this spell.

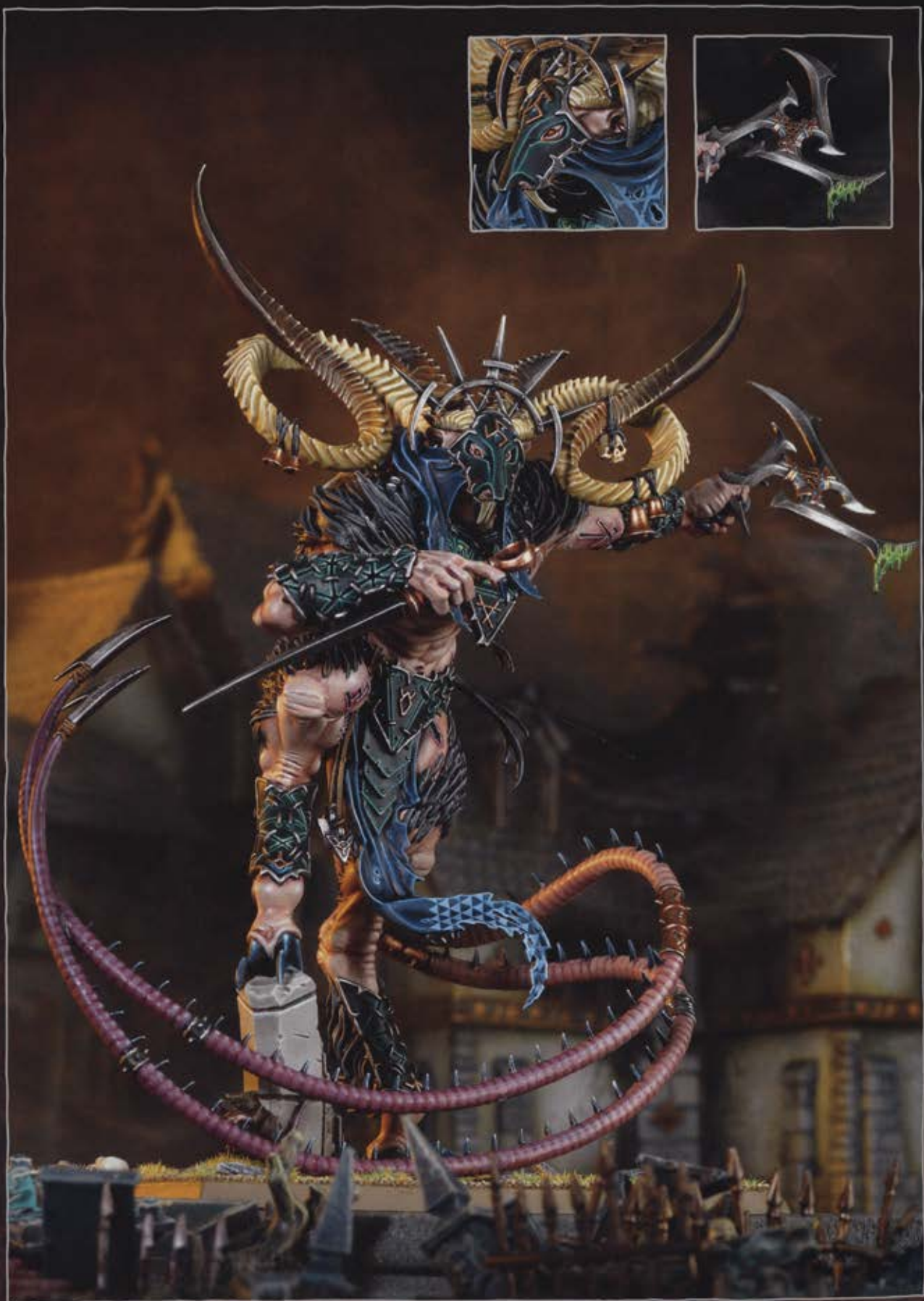
MAGIC ITEMS:

Warpstiletto: Magic Weapon. Attacks made with this weapon have the Armour Piercing and Poisoned Attacks special rules.

Doomstar: Magic Weapon. This is a ranged weapon with the following profile:

Range	Strength	Special Rules
12"	User	Arcing Death, Poisoned Attacks, Quick to Fire

Arcing Death: A weapon with this special rule makes as many shots as the number of models in the front rank of the target unit that are within range.



VERMINLORD CORRUPTORS

Pestilent Reapers, Cullers of Civilisation

Verminlord Corruptors are disease given form. They are surrounded by an aura of creeping sickness, and all about them life withers away. The spreading of plague is their craft, and at their command are the worst maladies of the world. With but a malicious glance, a Verminlord Corruptor can cause foes to break out in the Roteye Pox, the Oozing Twitch or the Black Plague. There are none more malignant nor more uncompromising than these infested terrors. Of all the Verminlords, the Corruptors often have severely decayed and, consequently, the least

elaborate horns – though simply mentioning this to one of these repulsive rat daemons is certain to begin a vendetta that will last an eternity.

Although not above a degree of skulking, Corruptors are more likely than any other Verminlords to be at the forefront of battle. They are zealots who incite extreme hate in others, proving especially effective in goading plague monks into an extreme frenzy. More sorcerous than most of their kin, the Corruptors can call down plaguestorms, shrivel skin,

or vomit forth impossible geysers of noxious poisons. Should any foe live long enough to close with a Verminlord Corruptor, their battle has only just begun. Living upon the greasy pelt of a Corruptor can be any number of tiny parasites, stingfleas or three-eyed mites. They bite all who approach, and infect their prey with bubonix – the flesh-bubbling disease that rots foes in minutes. As the foe reels, the Verminlord Corruptor will then summon forth a pair of Plaguereapers, sickle-like blades which it will use to eviscerate its enemies with a savage fury.

VERMINLORD CORRUPTOR 500 points

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Verminlord Corruptor	8	8	4	6	6	6	10	5	8	Monster (Character)

A Verminlord Corruptor can be included in a Skaven army. His points cost counts towards your Lords allowance.

MAGIC:

A Verminlord Corruptor is a Level 4 Wizard. One of his spells must be *Plague*; the remainder of his spells can be generated from the Skaven Spells of Ruin or Plague in any combination.

SPECIAL RULES:

Immune to Psychology, Frenzy, Large Target, Scurry Away!, Terror.

Daemonic Attacks: Attacks made by a model with this special rule are magical. This includes any special, ranged or Stomp attacks they make.

Plaguemaster: A Verminlord Corruptor can re-roll failed casting attempts when attempting to cast *Plague*.

Protection of the Horned Rat: A model with this special rule has a 5+ ward save.

Rat Daemon: A Verminlord Corruptor is a Daemon, and is affected by any rules, abilities, weapons, spells and so on that affect Daemons. He may never be the Army General.

MAGIC ITEMS:

Plaguereapers: Magic Weapon. Paired Weapons. Attacks made with these weapons have the Always Strikes First special rule.



VERMINLORD WARBRINGERS

Tyrants of Battle, the Great Stabber-slicers

The Verminlord Warbringers are the most commonly seen of the rat daemons, and of all the Verminlords, none are so full of themselves and self-posturing. Warbringers have a fondness for dramatic entrances, such as arriving in clouds of smoke before mustered hordes of skaven. They stride the battle lines, towering over the ratmen, who cower in the presence of such majestic and terrible beings. Wherever possible they strike heroic poses, with their sinuously curving horns thrust regally outwards, and their weapons glinting in the fires of battle.

All of this preening is not merely pretentiousness on the part of these Verminlords, however. Skaven – particularly clanrats and stormvermin – rally to the awe-inspiring sight of these godly creatures. Thus can the presence of such a Verminlord steady even the most craven force. With each colossal stride or dramatic whip of the tail, the chattering tumult rising from the fighting hordes increases in its intensity. Skaven who bask in that verminous presence for long enough will be overcome by a bloodthirsty, teeth-snapping rage that they long to unleash upon the foe.

The Warbringers are not zealous about leading from the front; they far prefer to stride amongst a seething tide of ratmen, for they draw strength from being amongst their mortal underlings. When they reach the front line, few mortal creatures can match their speed or strength, and they cut down whole ranks at a time with great sweeps from their doom glaives. When facing larger enemies – or to deliver a dramatic coup de grace – a Warbringer will manifest an enormous spike-fist, driving it through the foe and tearing out its entrails for all to see.

VERMINLORD WARBRINGER 550 points

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Verminlord Warbringer	8	8	4	6	6	6	10	6	8	Monster (Character)

A Verminlord Warbringer can be included in a Skaven army. His points cost counts towards your Lords allowance.

MAGIC:

A Verminlord Warbringer is a Level 4 Wizard. One of his spells must be *Death Frenzy*; the remainder of his spells can be generated from the Skaven Spells of Ruin or Plague in any combination.

SPECIAL RULES:

Immune to Psychology, Large Target, Scurry Away!, Terror.

Daemonic Attacks: Attacks made by a model with this special rule are magical. This includes any special, ranged or Stomp attacks they make.

Protection of the Horned Rat: A model with this special rule has a 5+ ward save.

Rat Daemon: A Verminlord Warbringer is a Daemon, and is affected by any rules, abilities, weapons, spells and so on that affect Daemons. He may never be the Army General.

Verminous Fury: A Verminlord Warbringer can re-roll failed casting attempts when attempting to cast *Death Frenzy*.

MAGIC ITEMS:

Doom Glaive and Punch-dagger: Magic Weapon. Paired Weapons. Attacks made with these weapons have the Killing Blow and Multiple Wounds (D3) special rules.



VERMINLORD WARPSEERS

Lords of Black Lightnings, the Great Manipulators

The Verminlord Warpseers are the most inscrutable of all the rat daemons. Great leaders and visionaries, they are often found at the centre of the most complex plots. All Verminlords are manipulative, but the Warpseers bring beguilement to new levels. Every syllable whispered and every subtle nuance has been crafted to influence an endgame that it alone can fathom. When a Verminlord Warpseer arrives in the world, it does so not with a plan, but with dozens, even hundreds of plots and intrigues – and is not through words and schemes alone that a Verminlord Warpseer will work its wiles.

When it comes to the arcane arts, the Warpseers wield great power. All Verminlords can hurl black lightning, but when the Warpseers do so, it is not lone bolts that they cast but vast, arcing chains of destruction. With a stomp of their clawed foot they can open rifts, crack foundations and topple the structures of the so-called civilised world. At their command, the vermin of the world swarm, forming tidal waves of rats. So powerful is their call, that rodent kind from the shadow realms join the pack, and nothing can stop their chisel teeth, for they are able gnaw the soul from a body in seconds.

Verminlord Warpseers alone can summon forth a scry-orb of enormous proportions. This sphere can be used to gaze into all possible futures, allowing the Verminlord to know the unknowable and see that which is beyond sight – a powerful boon as they plot the fall of their enemies and the fate of their allies. At times of great need, the Verminlord Warpseer can hurl this swirling orb as a weapon, its destruction releasing a miasma of multiple futures and fumes of purest warpstone. Those caught within the blast are driven mad, reduced to utter feeble-mindedness by the nightmare visions they are gifted.

VERMINLORD WARPSEER..... 550 points

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Verminlord Warpseer	8	8	4	6	6	6	10	5	8	Monster (Character)

A Verminlord Warpseer can be included in a Skaven army. His points cost counts towards your Lords allowance.

MAGIC:

A Verminlord Warpseer is a Level 4 Wizard. One of his spells must be *Warp Lightning*; the remainder of his spells can be generated from the Skaven Spells of Ruin or Plague in any combination.

SPECIAL RULES:

Immune to Psychology, Large Target, Scurry Away!, Terror.

Daemonic Attacks: Attacks made by a model with this special rule are magical. This includes any special, ranged or Stomp attacks they make.

Master of Lightning: A Verminlord Warpseer can re-roll failed casting attempts when attempting to cast *Warp Lightning*. Furthermore, he always counts as rolling a 6 when determining how many hits the spell causes.

Protection of the Horned Rat: A model with this special rule has a 5+ ward save.

Rat Daemon: A Verminlord Warpseer is a Daemon, and is affected by any rules, abilities, weapons, spells and so on that affect Daemons. He may never be the Army General.

MAGIC ITEMS:

Doom Glaive: Magic Weapon. Attacks made with this weapon have the Multiple Wounds (D3) special rule.

Scry-orb: Enchanted Item. A Verminlord Warpseer has a +1 bonus to its ward save while it carries this item. Once per game, in the Shooting phase, you may choose to throw the Scry-orb. If you do so, the bonus to its ward save is immediately lost for the rest of the game.

To throw the Scry-orb, place the small round template with its centre anywhere within 12" of the Verminlord Warpseer and within its line of sight. Scatter the template using the scatter dice and a D6. Models touched by the template must pass an Initiative test or be destroyed, with no saves of any kind allowed. Remember that a 6 is always a failure. "Look Out Sir!" works as normal.



STORMFIENDS

Warped Creations of Clan Moulder

Rat ogres are hulking flesh-beasts, stitched together out of component parts assembled or grown by Clan Moulder. They combine great strength and savage ferocity with the speed of a skaven. However, just because they were a successful breed and sold to nearly every Warlord Clan that could afford them did not mean that Clan Moulder was not still tinkering. Indeed, the flesh manufacturers of that clan were never satisfied, but were always seeking ways to make their creations even more deadly.

In the end, it was Throt the Unclean, a Master Moulder of Hell Pit, that hit upon a solution. While others fixated upon developing longer claws or grafting multiple arms, Throt set about getting to the root of the matter. Rat ogres did not lack in brawn or fighting potential; they lacked mental capacity. They were small-minded creatures with a singular instinct to kill. It took much training from packmasters to lead them into battle, and even then the brute-beasts were difficult to control. Thus, what Throt attempted to improve were their woefully tiny brains, reasoning that if the beasts were smarter they could be given weapons to use.

The operations were dangerous work, for it was impossible to subdue a rat ogre – they were either viciously fighting with all their might or they were dead, with little to nothing in between. Even when they were chain-bound with heavy fetters, it was difficult to do brain work on the rat ogres. Worse still, the experiments were abject failures. The more the creature could think, the less violent it became. Throt was all too aware that the sole reason Clan Moulder sold so many rat ogres was due to the creatures' mindless aggression. To rob them of their kill-kill mentality was out of the question.

The next step for Throt was a logical one – if he could not make the beast smarter, could he fuse the packmaster onto the beast itself? Not surprisingly, those packmasters who were chosen to be permanently stitched into the back of a rat ogre, their brains and vital fluids connected, were profoundly unhappy. As these packmasters now controlled over-muscled hulking mauler-beasts, their dissatisfaction was all too apparent, and these experiments had to be cancelled. As there were no willing volunteers, Throt had little choice but to grow them himself.

Through gruesome and repugnant techniques, Throt grew the required subjects and merged other parts with captives or slaves. The result was a batch of scrawny and submissive skaven with unusually large brains. Once permanently integrated into a warpstone-powered harness and rigged with coils and tubes, the skaven's body would become more and more atrophied. Eventually, if it lived long enough, the skaven would become little more than a shrivelled husk with an auxiliary brain that could help steer the savage beast with which it was melded.

Early results were astoundingly successful – the rat ogres remained ferocious, yet they could be briefly controlled by the far more sensible brain-creature hardwired into their backs. Unfortunately, there was a drawback; the rat ogres were able to use weapons now, but Clan Moulder quickly found out they had nothing with which to make their new creation any more destructive than its previous iteration had been. The rat ogres could wield the enormous clubs or oversized swords taken from defeated ogre tribes, but it made them no more dangerous than they had been with their own claws, fangs and boulder-

like fists. There was only one place in all the Under-Empire where the best weapons available could be found: the warforged of Clan Skryre.

Meaningful collaboration between the skaven clans has always been rare, as neither side trusts the other. Even when both parties begin with good intentions, such brokered deals never end well, as the temptation to take advantage, swindle or somehow cheat has always been an overwhelming urge for any skaven. However, Clan Moulder's timing could not have been better when Throt arrived in Skavenblight seeking Clan Skryre aid.

Clan Skryre was seeking allies, for Lord Morskittar had long been planning the demise of the grey seers. The Lord of Decay considered support for his schemes, especially from the Greater Clans, to be vital. This being the case, Morskittar's orders were to placate the beast-makers as much as possible. As it happened, Ikit Claw of Clan Skryre had developed several powerful – albeit problematic – new weapons. In between his failed rocket launch attempts, the Chief Warlock had attempted to upgrade the devices of the weapon teams, but each new design proved too difficult for the teams to carry, too weighty for even larger crews to lift or aim.

Although Ikit himself was hardly keen to work with Throt – it was his belief that all those from Clan Moulder stank of offal – the Chief Warlock was anxious to get back in Lord Morskittar's good graces. It was not long before the improved rat ogres were being kitted out with the new weapons. Ikit was surly to begin with. However, as each technical problem was overcome, he began to see great advantages. The hulking rat ogres could bear heavy weapon loads; a fact that allowed them to carry multiple

guns along with the necessary ammunition feeds or warp-generator power sources.

Despite Ikit's misgivings, Throt proved especially adept. Without question, the Master Moulder sawed off bits of arm bone to facilitate the attachment of warp-forged gauntlets, or increased the rate of brain-juice transference to better allow the brain-creature to guide his brawny teammate. It was Throt who suggested an automatic cut-off mechanism on the rattling cannons, for it had proven impossible to get the rat ogre or its brainier counterpart to stop firing, resulting in them using up their ammunition in one sustained spray of bullets.

To trial the new weapon-beasts, a handful of them were released into a sealed slave pen. The results were spectacular. The weapons were improved and more deadly than ever. Better still, they were not carried by skaven, but by hulking brutes that could more easily shrug off enemy arrows. In the few cases where enemies got close enough to attack the newly dubbed 'stormfiends', they found themselves mauled, crushed or battered by club-like weapon barrels.

When the skaven overran Tilea, the stormfiends were unveiled before the Warlord Clans. The sight of a rat ogre armed with doom-flayer gauntlets and wearing armour full of spinning blades wading through a street battle was enough for many to place orders immediately. Skaven warlords simply stood agog as they witnessed three rattling cannons borne upon a single rat ogre, whirring away to single-handedly halt enemy countercharges. Soon, Clan Skryre and Clan Moulder could not produce the up-gunned weapon-beasts quickly enough, no matter how many warptokens they overcharged.



STORMFIENDS 85 points per model

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Stormfiend	6	4	3	5	4	4	5	4	7	Monstrous Infantry

Stormfiends can be included in a Skaven army. Their points cost counts towards your Rare units allowance.

UNIT SIZE: 3+

EQUIPMENT:

- Light armour (or warpstone-laced armour if the model is equipped with doom-flayer gauntlets or shock gauntlets, see below).

Skaven Weapons of the End Times

Each model in a unit of Stormfiends must be given one of the following Skaven Weapons of the End Times (page 40). Note that the unit can take the weapons in any combination; there is no restriction on how many or how few of each can be taken, and they do not cost any additional points.

- Doom-flayer gauntlets
- Grinderfists
- Ratling cannons
- Shock gauntlets
- Warfire projectors
- Windlaunchers

SPECIAL RULES:

Fear, Skirmishers.

Big and Bulky: Stormfiends cannot use the Fire On The March and Light Troops rules that normally apply to units with the Skirmishers special rule.

Double the Death: Stormfiends equipped with doom-flayer gauntlets, grinderfists or shock gauntlets re-roll all failed To Wound rolls in the Close Combat phase (including Impact Hits and Stomps). Stormfiends equipped with ratling cannons, warfire projectors or windlaunchers re-roll all failed To Wound rolls when shooting with these weapons.

Designer's Note: *Although Stormfiends are armed with multiple weapons, they never benefit from the Extra Attack rule for having more than one close combat weapon.*

Warpstone-laced Armour: Stormfiends equipped with doom-flayer gauntlets or shock gauntlets have warpstone-laced armour that gives them a 4+ armour save. If a unit of Stormfiends includes one or more models with warpstone-laced armour when armour saves are taken, then use their armour save of 4+ against all of the Wounds that have been inflicted. However, any Wounds that are not saved must be applied to models with warpstone-laced armour before any are applied to models with light armour. If this creates a gap in the unit, move a model up from the back rank to fill the gap. If the unit consists of only a single rank, close the gap by moving the remaining models sideways towards the centre of the gap.

Any attacks, spells or special rules which allow you to target a specific model ignore this special rule, and use the armour save of the model that is targeted; if the target has warpstone-laced armour save it has a 4+ save, and if not it has a 6+ armour save.





SKAVEN WEAPONS OF THE END TIMES

In secret warpforges deep below Skavenblight, grey seers, plague monks and warlock engineers have joined forces to create a terrifying range of new weapons and equipment.

DOOM-FLAYER GAUNTLETS

By attaching huge motorised iron balls and whirring blades onto the ends of a stormfiend's arms, a truly fearsome tunnel-fighter was created. To further protect these close-combat maulers, they bear heavy armour adorned with spinning cleaver-blades.

Range	Strength	Special Rules
Combat	+2	Whirling Doom

Whirling Doom: A model with doom-flayer gauntlets has the Impact Hits (D3) special rule.

WINDLAUNCHERS

Some stormfiends bear paired windlauncher mortar-fists. Mundane armour offers no protection against the vapours released by the poisoned wind globes lobbed into the fray by these weapons. With each shot, a new glass orb filled with gaseous death clicks into position, ready to be fired.

Windlaunchers are fired as a single stone thrower with the following profile:

Range	Strength	Special Rules
6-24"	n/a	Plague Wind, Slow to Fire, Warpstone Weapon, Wild Misfire

Plague Wind: Windlaunchers do not have a Strength characteristic. Instead, all models under the template suffer a single wound on a D6 roll of 4+, regardless of their Toughness, with no armour save allowed.

Warpstone Weapon: Warpstone Weapons and attacks made by them count as magical.

Wild Misfire: Do not roll on the Stone Thrower Misfire chart if the windlaunchers misfire. Instead, the template for the attack scatters 2D6" in the direction shown on the scatter dice. If a hit is rolled on the scatter dice, use the small arrow on the hit symbol to determine the direction of scatter.

GRINDERFISTS

Some of Throt's stormfiends were adapted to carry warp-grinders, allowing them to create their own tunnels by vaporising soil, rock and roots alike. Once in combat, such a stormfiend will grind at the foe, disintegrating flesh with ease.

Range	Strength	Special Rules
Combat	5	Tunneller, Warp-strike, Warpstone Weapon

Tunneller: A unit that contains a model with grinderfists is not deployed at the beginning of the game, but instead uses the following rules. During deployment, but before Scouts are set up, place a tunnel marker anywhere on the battlefield that is not impassable terrain (a coin is ideal). At the beginning of your second turn, roll a dice: on a 2+ the unit arrives. On a roll of a 1, it arrives at the start of your next turn instead.

When the unit arrives, roll for scatter using a scatter dice and an artillery dice. If you roll a misfire, the unit is delayed and will instead arrive at the beginning of your next turn. If the marker scatters into impassable terrain or a friendly unit, reduce the scatter distance by the minimum required so that this is not the case.

Once the final position of the marker is established, place the unit so that a model with grinderfists is touching the marker. The unit can face in any direction, and can act normally this turn, including declaring a charge. A unit arriving on the battlefield in this fashion does not count as having moved for the purposes of shooting.

If the centre of the marker is under an enemy unit when a unit with grinderfists arrives, you should instead place the emerging unit as though it had charged the front of the enemy unit. It will fight in the Close Combat phase, but does not count as having charged for purposes of Impact Hits, Combat Result etc.

If it is impossible to deploy the unit for any reason, the unit does not emerge and will instead arrive at the beginning of your following turn, using the rules above.

Warp-strike: In the Close Combat phase, a model with this rule does not roll To Hit; it inflicts D3 automatic hits instead.

Warpstone Weapon: Warpstone Weapons and attacks made by them count as magical.

SHOCK GAUNTLETS

For the ultimate in shock assaults, stormfiends armed with electrified gauntlets were produced by Clan Skryre. Powered by warp generators, it is the heavy armour the beast wears that is the true weapon, for it conducts arcs of warp lightning that wreath the rat ogre's body in crackling energies. Simply being near one of these creatures is enough to sizzle many foes to a burnt crisp.

Range	Strength	Special Rules
Combat	+1	Warp Lightning Discharge

Warp Lightning Discharge: A model with shock gauntlets inflicts D3 hits rather than 1 when making a Stomp. Attacks made by a model with shock gauntlets ignore armour saves.

RATLING CANNONS

For pumping out sheer firepower, there is little that can match a stormfiend equipped with ratling cannons. Three sets of eight-barrelled weapons bedeck this hulking muscle-beast, enabling it to pour forth warp-bullets which riddle entire enemy units with holes.

Range	Strength	Special Rules
18"	5	Armour Piercing, Hot Warplead, Multiple Shots (3D6), Quick to Fire, Warpstone Weapon, Wildfire

Hot Warplead: Ratling cannons do not suffer any To Hit penalties for firing at long range or firing Multiple Shots.

Warpstone Weapon:

Warpstone Weapons and attacks made by them count as magical.

Wildfire: Each To Hit roll result of 1 inflicts one hit on the closest friendly unit in the firing unit's front arc that is within range, instead of the target unit. If there are no eligible friendly units, then the attack misses.

WARPFIRE PROJECTORS

Stormfiends armed with warpfire projectors wade into battle shooting arcs of green-black warpfire from their heavy gauntlets. While these great cones of unnatural flame might occasionally miss their target, it is a small price to pay for the devastation even a single shot can wreak upon enemy regiments.

Warpfire projectors are fired as a single fire thrower. Place the template touching any of the model's barrels. Warpfire projectors have the following profile:

Range	Strength	Special Rules
n/a	5	Flaming Attacks, Multiple Wounds (D3), Move or Fire, Quick to Fire, Warpstone Weapon, Wildly Off-target

Warpstone Weapon: Warpstone Weapons and attacks made by them count as magical.

Wildly Off-target: Do not roll on the Black Powder Misfire chart if the warpfire projector misfires. Instead, the weapon inflicts D6 automatic hits on the closest friendly unit in the firing unit's front arc that is within 12". If there are no eligible friendly units, the warpfire projector simply does not fire this turn.





UNGRIM

Incarnate of Fire

Like all the Slayer Kings of Karak Kadrin that had come before him, Ungrim Ironfist walked a thin line. The fulfilment of his Slayer's Oath required that he meet a glorious death in battle. Yet to do so with wilful intent would see him abandon his other, equally binding oath of kingship over his people. Certainly, it was in keeping with the strong martial traditions of the dwarfs for Ungrim to lead his war throng from the front, yet always he was forced to curb his recklessness lest he meet an unworthy or overly deliberate death.

Previously, this had forced the Slayer King into a perilous balancing act. Now, however, warrior-kings were needed more than ever. Not since the Goblin Wars had the realms of the dwarfs been so beset by enemies. In such troubled times, Ungrim came into his own.

Yet, no matter how many times Ungrim marched to war and returned victorious, new perils soon called him away. Many of Karak Kadrin marvelled that their king was still alive, so often and so vigorously did he throw himself to the fore.

Battle followed battle, yet always Ungrim came back. On his last sojourn westwards, Ungrim attempted to bring aid to the Empire – for the vampires were restless once again. Upon the Slayer King's return, he found Karak Kadrin an island in a sea of enemies. Skaven armies had broken into the lower mines and night goblins from Karak Ungor had travelled down to invest the high passes.

The situation only grew worse. Swollen by new armies of wolf riders and ogres travelling from the east, the foe grew in numbers daily. The skaven attacks increased until Karak Kadrin was under full-blown siege. Never

one to let the foe take the initiative, Ungrim Ironfist sallied forth time and again to strike at his enemies. Sometimes the Slayer King mustered a war throng to lead to battle, and at other times he simply rounded up all the slayers from Grimmir's Shrine. He destroyed tunnelling equipment, broke into nest-lairs and annihilated droves of skaven, yet the foe always came back – sometimes within days.

The news from the rest of the dwarf kingdoms was worse. King Belegar was in dire need of help, King Kazador reported greenskins massing in the south and even Karaz-a-Karak requested aid – a rare move from the proud High King. With each delivery of grim tidings, Ungrim gathered an army and attempted to break out. Although he won each battle and cleared a path to leave, he could not do so in good conscience. The foe's numbers were too great to spare even a single dwarf.

Ungrim felt the pull of the slayer – the urge to march off to either glory or doom. Yet this was at odds with his duties as a king – to protect his realm and people above all else. The strain began to tell upon Ungrim. A volcanic rage was building within the dour Slayer King. And then the skaven dared to begin construction of an enormous siege engine in the middle of Peak Pass, only miles from Karak Kadrin's front gate.

For Ungrim, it was a relief to march to battle – for only in the press of close combat could the Slayer King assuage his rising frustration.

The throng that Ungrim Ironfist led out of the front gates made short work of the skaven construction site – only to then witness the destruction of Karak Kadrin. It was foully done, through the devilry of poison gas. It

had been Ungrim that led the remains of his army to cut their way out of Peak Pass even as clouds of toxic vapours rolled through the valleys. None knew then how deadly the attack had been. It was assumed by Ungrim, and all who witnessed the attack, that after the deadly cloud dissipated they would return to find repairs already underway.

It took several days for Peak Pass to completely clear of the gas, during which time Ungrim and his throng fought for their lives along the little-known mountainside trails. Only when they returned to drive off the gas mask-wearing scavengers did they realise the scale of the tragedy that had occurred.

For days on end the King walked the despoiled halls, witnessing the horrors that had befallen those under his protection.

Alone, at the desecrated Shrine of Grimnir, Ungrim either stumbled upon a strange fortune or met with his predestined fate. As he ran his hands over the sacred runes struck into that shrine of steel and iron, a ritual performed by every slayer before embarking upon his doom quest, something was bound to Ungrim. Swelling with rage and white-hot anger, the Slayer King was sure his ancestors' spirits had entered into his body, granting him godly power.

What Ungrim felt was Aqshy – the Wind of Fire. Freed when Teclis unbound the Great Vortex, Aqshy had raged across the world. Perhaps sensing the fiery spirit of Grimnir, or simply detecting the all-consuming thirst for revenge that burned bright within Ungrim, the Wind of Fire settled – for a time at least – within the Slayer King himself.

Flames danced around Ungrim, leaping from his fiery crest of hair. From his body and armour rose a shimmering heat, and the Axe of Dargo glowed like hot coals. When he strode out of Karak Kadrin, Ungrim was more than mortal.

Ungrim's followers – the slayers and warriors of Karak Kadrin – were stunned by the destruction of their stronghold. Yet they were amazed, and not a little cowed, by the transformation of their king. His rage cast forth sheets of fire, and his battle cry was a torrent of living flame. When Ungrim swung the Axe of Dargo, it trailed light and heat like a comet, and its strike was a blazing thunderclap. No longer duty-bound to protect a people who were scattered and destroyed, he had become vengeance itself. Now the world would see Ungrim the Slayer, and his revenge would not be denied.

UNGRIM, INCARNATE OF FIRE 425 points

	M	WS	BS	S	T	W	I	A	Ld
Ungrim, Incarnate of Fire	3	9	4	5	6	4	5	5	10

Troop Type
Infantry (Special Character)

Ungrim, Incarnate of Fire can be included in a Dwarf army. Ungrim's points cost counts towards your Lords allowance.

You may not take Ungrim Ironfist and Ungrim, Incarnate of Fire in the same army.

EQUIPMENT:

- Gromril armour

SPECIAL RULES:

Ancestral Grudge, Daemon Slayer, Deathblow, Dragon Slayer, Relentless, Resolute, Slayer, Unbreakable.

Breath of Aqshy: Ungrim, Incarnate of Fire has a Strength 4 Breath Weapon with the Flaming Attacks special rule.

Lord of Fire: Innate bound spell (power level 5). *Lord of Fire* is a **magic missile** with a range of 24" and causes 2D6 Strength 4 hits with the Flaming Attacks special rule.

MAGIC ITEMS:

Axe of Dargo: Magic Weapon. In close combat, blows struck by the Axe of Dargo are resolved at +2 Strength and have the Killing Blow and Flaming Attacks special rules.

Dragon Cloak of Fyrskar: Talisman. The Dragon Cloak of Fyrskar grants Ungrim a 4+ ward save, which improves to a 2+ ward save against all hits with the Flaming Attacks special rule.

Slayer Crown: Magic Armour. The Slayer Crown adds 1 to Ungrim's armour save as well as his Toughness (this is already included in his profile).



THANQUOL'S UPRISING

Across the Empire, the skaven attacks seemed doomed to the same failures that had brought low their previous invasions. With the aid of a summoned Verminlord, Thanquol sought to reverse that trend. The wily grey seer knew that if he did not succeed in this war, this would be the last clawpack he would ever command.



RACE: Skaven

FORMATION

Thanquol's Uprising consists of the following units:

- Thanquol and Boneripper (page 20)
- Lord Skreech Verminking (page 24)
- The Lektrik Coven (see right)
- 1 unit of Clanrats
- 1 unit of Stormfiends (page 38)
- 1 unit of Gutter Runners
- 1 unit of Giant Rats
- 3 Rat Swarms

RESTRICTIONS

The Lektrik Coven is a unit of between 3 and 13 Warlock Engineers, who are Infantry instead of Characters. One Warlock Engineer is the unit's champion, and must be upgraded to a Level 1 Wizard and equipped with a Warp-Energy Condenser. No other model in the unit may be upgraded to a Wizard or take any Magic Items.

SPECIAL RULES

Core Formation: If your army includes this formation, then you do not have to spend a minimum of 25% of your points on Core units.

Failure Is Not An Option: Any unit from this Formation that is within 6" of Thanquol, apart from Skreech Verminking, has the Unbreakable special rule.

Lektrik Coven: The unit champion knows the *Warp Lightning* spell. When he casts *Warp Lightning*, add 1 to the casting result and the number of hits caused for each other model in the unit. Furthermore, if a 1 is rolled when determining the number of hits caused, the caster does not suffer a Strength 5 hit; instead, remove a single Warlock Engineer from the unit as a casualty.

FIRST CLAWPACK OF CLAN MORS

Behind the slave legions and massed assaults of the lowly dregs came the real strength of Clan Mors. Claw after claw of clanrats and armoured stormvermin scurried forth, supported by Clan Skryre weapon teams and beast-packs from Clan Moulder. All bore the symbols and distinctive red of Clan Mors.



RACE: Skaven

FORMATION

The First Clawpack of Clan Mors consists of the following units:

- Queek Headtaker
- 1 unit of Stormvermin
- 2 units of Clanrats
- 1 unit of Warlock Jezzails
- 1 unit of Poisoned Wind Globadiers

RESTRICTIONS

None.

SPECIAL RULES

Core Formation: If your army includes this Formation, then you do not have to spend a minimum of 25% of your points on Core units.

Unleash Terrible Violence: Any unit from this Formation must re-roll the charge range for a failed charge if they are within 12" of Queek Headtaker when the charge roll is made.

Withering Hail of Fire: Once per battle, at the start of your Shooting phase, you can declare that you are using this ability. During that phase, the unit of Warlock Jezzails and the unit of Poisoned Wind Globadiers from this Formation can each shoot twice, as long as they are within 12" of Queek Headtaker. Each unit's set of shooting attacks must be completely resolved one after the other, and can target different enemy units if desired.

THE DWARF THRONG OF KARAZ-A-KARAK

It was a vengeful and hot-blooded throng that Thorgrim Grudgebearer led out of the gates of Karaz-a-Karak. They cared not that they were outnumbered many hundreds to one, for they were filled with the fire of battle. If this was to be their last battle, for pride's sake alone they wanted to take the fight to the foe.



RACE: Dwarfs

FORMATION

The Dwarf Throng of Karaz-a-Karak consists of the following units:

- Thorgrim Grudgebearer
- Ungrim, Incarnate of Fire (page 43)
- Josef Bugman
- 1 unit of Hammerers
- 1 unit of Rangers
- 1 unit of Irondrakes
- 3 units of Slayers

RESTRICTIONS

The unit of Rangers must be upgraded to be Bugman's Rangers.

SPECIAL RULES

Core Formation: If your army includes this Formation, then you do not have to spend a minimum of 25% of your points on Core units.

Last Chance For Glory: You can re-roll failed To Hit rolls when making a Deathblow attack with Ungrim or any Slayer model from a unit from this Formation that is within 12" of Ungrim.

The Great Armouries of

Karaz-a-Karak: You can re-roll To Wound rolls and armour saves of 1 for any model from a unit in the same army as this Formation that was chosen from the Core section of the army list in *Warhammer: Dwarfs*.

THE RED HOST

The Red Host of Tehenhauin was known throughout all of Lustria. They moved mysteriously through the deep jungles, arriving unbidden at the gates of each of the great cities. In times of need, the Red Host swept out of nowhere and fell upon the foes of the lizardmen with all the vengeful fury of Sotek.



RACE: Lizardmen

FORMATION

The Red Host consists of the following units:

- Tehenhauin, the Prophet of Sotek
- 1 Skink Chief
- 1 Skink Cohort
- 1 Salamander Hunting Pack
- 1 unit of Chameleon Skinks
- 2 Bastiladons
- 1 unit of Ripperdactyl Riders

RESTRICTIONS

The Skink Cohort cannot include any Kroxlgor models. Tehenhauin and the Skink Chief cannot be mounted. The Bastiladons cannot replace their Arks of Sotek with Solar Engines.

SPECIAL RULES

Hatred (Skaven).

Core Formation: If your army includes this Formation, then you do not have to spend a minimum of 25% of your points on Core units.

The Living Bastions: The Arks of Sotek mounted on the Bastiladons in this Formation each inflict 3D6 Strength 2 hits, instead of only 2D6 Strength 2 hits.

The Red Shields: The Skink Chief from this Formation must set up as part of the Skink Cohort from this Formation, and cannot voluntarily leave the unit. As long as the Skink Chief is part of the Skink Cohort, then all models from the Skink Cohort add 1 to the Weapon Skill characteristic on their profile.

THE DEFENDERS OF MIDDENHEIM

The army that was arrayed in defence of Middenheim comprised not only the city's standing garrison but also dispossessed state troops from across the Empire. Their numbers had been whittled down by treachery and disaster, yet still they were a powerful force – a united army for whom provincial origins had ceased to matter.



RACE: The Empire

FORMATION

The Defenders of Middenheim consists of the following units:

- Valten, Herald of Sigmar (see *Warhammer: Nagash*)
- 1 Battle Wizard Lord
- 1 Grand Master
- 1 Knightly Orders unit
- 1 unit of Halberdiers with 2 Detachments of Crossbowmen
- 1 unit of Free Company Militia
- 1 unit of Swordsmen

RESTRICTIONS

Valten must have full plate armour, a barded warhorse and Ghal Maraz. The Battle Wizard Lord must be on foot and have the Lore of Beasts. The Grand Master must have a great weapon. The Knightly Order must have great weapons and be upgraded to Inner Circle Knights.

SPECIAL RULES

Core Formation: If your army includes this Formation, then you do not have to spend a minimum of 25% of your points on Core units.

Gregor Martak, Empowered by Ulric: The Battle Wizard Lord knows the following spell in addition to the usual spells that he can take:

ICY BLAST OF ULRIC

Cast on 5+

Icy Blast of Ulric is a **magic missile** with a range of 12" that causes D6 Strength 5 hits. In addition, the target suffers a -1 modifier to all To Hit rolls (both shooting and close combat), and to its Leadership, until the start of the caster's next Magic Phase. Shooting attacks that do not use Ballistic Skill must roll 4+ on a D6 before firing, or the shot(s) is lost.

Stubborn Faith: Valten, and all units from this Formation within 6" of Valten, have the Unbreakable special rule. In addition, as long as Valten has not been removed as a casualty, all friendly units from *Warhammer: The Empire* have the Stubborn special rule.





CHAPTER 3

Narrative Scenarios

NARRATIVE SCENARIOS FROM CHAPTER 1



THE MISTS OF XLANHUAPEC

The third temple-city to be attacked by the skaven was Xlanhuapec. Having successfully traversed the mists surrounding the temple-city, the skaven army prepared to overwhelm its defenders. The battle was fought in the wide, open streets and plazas of the city. The slann mage-priests that resided at Xlanhuapec were still recovering from the effects of deflecting the meteorites that had rained down upon the continent. Unable to play any part in the battle, many were slain by the hordes of skaven that had invaded their city even as they slumbered.

THE ARMIES

Each player chooses an army to an equal points value agreed before the game. One player must take an army selected from *Warhammer: Skaven*. The other player must take an army selected from *Warhammer: Lizardmen*.

Skaven Army

The Skaven army must include the following unit if the model needed to represent it is available.

- 1 Plague Priest (Lord Blistrox).

The Plague Priest representing Lord Blistrox must be upgraded to a Level

2 Wizard. In addition, he adds 1 to his Wizard Level (so that he is a Level 3 Wizard), and adds 1 to the Attacks and Wounds characteristics on his profile. He can take Magic Items (including Clan Pestilens Befouled Items) and Scavenge-pile Items up to a total of 100 points, instead of only 50 points.

Lizardmen Army

The Lizardmen army cannot include any Slann Mage-Priests (including special characters).

FIRST TURN

The Skaven army takes the first turn.

GAME LENGTH

The battle lasts for six game turns.

VICTORY CONDITIONS

Use victory points to determine the winner, as described in the *Warhammer* rulebook.

SCENARIO SPECIAL RULES

Ancient Temple-cities (page 8).

Magic of the End Times (see *Warhammer: Khaine*).

Slumbering Slann Mage-Priests:

The victory points received for finding a hidden treasure (see page 8) are increased from 100 points to D6x100 points in this scenario – the 'hidden treasure' in this case is a Mage-Priest.

If a unit from the Skaven army discovers a Mage-Priest, they slay them rather than carry them off. This means that the Skaven player receives the victory points even if the unit is subsequently destroyed or flees the battlefield. However, units from the Lizardmen army Hate every model in a unit which discovered a Mage-Priest for the remainder of the battle.



THE BATTLEFIELD

The terrain on the battlefield consists of buildings, representing the temple structures within Xlanhuapec, and areas of open ground, representing streets and plazas. Ideally, this scenario should feature plenty of buildings, as it's fought within the streets of the temple-city itself.

DEPLOYMENT

Roll-off to see which player picks the half of the table they will deploy in. Their opponent will deploy in the other half. Players take it in turn to place units on the table, using the alternating unit method of deployment described in the *Warhammer* rulebook.



NARRATIVE SCENARIOS FROM CHAPTER 2



THE BREAKING OF THE MOUNTAINS

The final war for Karak Eight Peaks was fought as a long series of bitter battles. Most of these were back-and-forth skirmishes in the narrow corridors and small caverns that honeycombed the dwarfs' underground realm. Dozens of battles were fought to control these darkened passageways, turning the subterranean world into a battlefield just as bloody as any found on the surface.

Designer's Note: *The Breaking of the Mountains is rather different to most Warhammer scenarios; instead of fighting a single battle, you will divide your army into three contingents, and fight three separate battles using one of your contingents in each. The three battles represent the most important of the battles taking place to gain control of the maze-like series of corridors and caverns making up the dwarf stronghold.*

THE ARMIES

Each player chooses an army to an equal points value agreed before the game. One player must take an army selected from *Warhammer: Skaven*. The other player must take an army selected from *Warhammer: Dwarfs*.

Skaven Army

The Skaven army must include the following Formations if the models needed to represent them are available. If a Formation is listed, the army must include as many units from the Formation as possible, but the special rules for the Formation are only used if it is taken in full.

- First Clawpack of Clan Mors (page 46).

Dwarf Army

The Dwarf army must include the following units if the models needed to represent them are available.

- Belegar Ironhammer.

Army Contingents

The players must split their armies into contingents, using the following method. Each player has three contingents, named Contingent A, Contingent B and Contingent C.

To organize your army into the contingents, first select a unit from your army roster. This unit joins Contingent A (place the letter 'A' next to the unit on your roster to show this). Then pick a second unit, which must join Contingent B, and then a third unit, which must join Contingent C. The fourth unit you select must join contingent A, and so on until all of your units have been assigned to one of the contingents, in the order A, B, C, A, B, C, A, B, C, etc.

THE BATTLES

Having selected your contingents, you must fight three battles to determine the winner of the scenario. Each of the battles is fought using the following scenario instructions.

FIRST TURN

After deployment, the player that set up second rolls a dice. On a roll of 6 they can choose who has the first turn. On a roll of 1-5 the player that set up first has the first turn.

GAME LENGTH

The battle lasts for six game turns.

VICTORY CONDITIONS

Use victory points to determine the winner of each of the three battles, as described in the *Warhammer* rulebook.

If you win two of the battles, or win one and draw the other two, then you win the scenario.

SCENARIO SPECIAL RULES

Gloom & Darkness, Low Ceilings, Noxious Fumes, Pitfalls (see *Warhammer: Nagash*), **Magic of the End Times** (see *Warhammer: Khaine*).

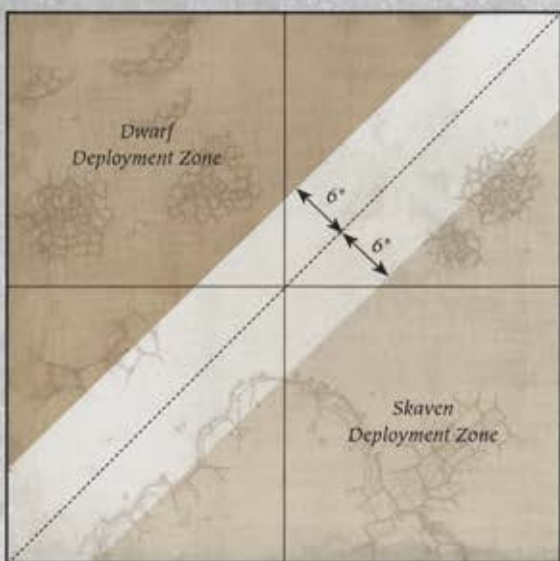
Cave-ins: Roll a D6 at the start of each game turn. On a roll of 6 a Cave-in takes place (see *Warhammer: Nagash*).

No Quarter: All units in both armies have the Stubborn special rule.

Reserves: Reserves are not deployed at the start of the battle. Instead, they can enter play on any turn of their player's choosing, using the reinforcements rules from the

Warhammer rulebook. They can enter at any point on a table edge of their deployment zone.

We Are Not Alone: Roll a D6 before either army deploys. On a roll of 5+ the Monstrous Denizen special rule applies to this battle (see *Warhammer: Nagash*).



THE BATTLEFIELD

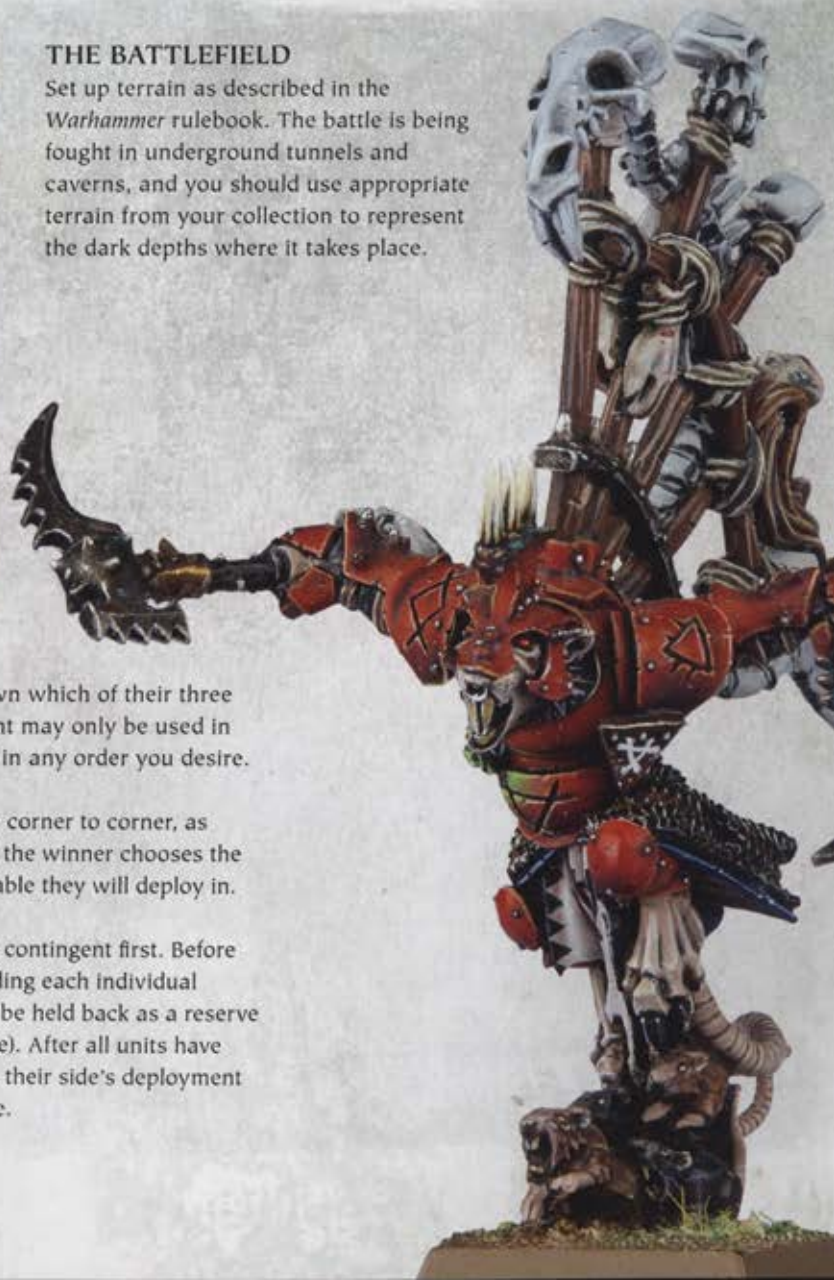
Set up terrain as described in the *Warhammer* rulebook. The battle is being fought in underground tunnels and caverns, and you should use appropriate terrain from your collection to represent the dark depths where it takes place.

DEPLOYMENT

Before either player has set up, they must first note down which of their three contingents they will use in each battle. Each contingent may only be used in one of the three battles you fight, but they can be used in any order you desire.

In this scenario the table is divided into two halves from corner to corner, as shown on the deployment map. The players roll-off and the winner chooses the two opposite corners to be used and which half of the table they will deploy in.

The player that won the roll-off must deploy their entire contingent first. Before deploying the contingent, roll a dice for each unit, including each individual character and war machine. On a roll of 1 the unit must be held back as a reserve (see the Reserves rule in the scenario special rules above). After all units have been rolled for, those not in reserves can be deployed in their side's deployment zone, anywhere that is more than 6" from the centre line.



NARRATIVE SCENARIOS FROM CHAPTER 3



DISASTER AT KARAK KADRIN

Far to the north, a skaven host under the command of Ikit Claw arrived at Karak Kadrin. Infuriated by the gall of his ancient foes, the Slayer King, Ungrim Ironfist, gathered to him the most vehement warriors under his command. Undaunted by the seething tide of skaven warriors, the dwarfs marched grimly forward to do battle. At first they drove the skaven back, the tunnel-bred vermin-kin proving no match for the skilled dwarf warriors in open battle. But, just when it seemed the skaven must break, Ikit Claw unleashed a secret weapon in the hulking form of a trio of grossly modified Hell Pit abominations. The creatures were soon at the gate of Karak Kadrin itself, and the tide turned irreversibly against the outnumbered dwarfs.

THE ARMIES

Each player chooses an army to an equal points value agreed before the game. One player must take an army selected from *Warhammer: Skaven*. The other player must take an army selected from *Warhammer: Dwarfs*.

Skaven Army

The Skaven army must include the following units if the models needed to represent them are available.

- Ikit Claw.
- 3 Hell Pit Abominations.

The points cost of any Hell Pit Abominations included in the Skaven army count towards the total points for the army, but do not count against the points spent on Rare units or the number of Rare units in the army.

Dwarf Army

The Dwarf army must include the following units if the models needed to represent them are available.

- Ungrim Ironfist.

FIRST TURN

The Dwarf army takes the first turn.

GAME LENGTH

The battle lasts for six game turns.

VICTORY CONDITIONS

The Skaven win immediately if they breach the gates of Karak Kadrin (see the scenario special rules opposite).

If the Skaven are unable to breach the gates before the battle ends, use victory points to determine the winner, as described in the *Warhammer* rulebook.

SCENARIO SPECIAL RULES

Magic of the End Times

(see *Warhammer: Khaine*).

Dwarf Defence Batteries: The Dwarf player may, if he wishes to, allocate any war machine in his army to the defence batteries of Karak Kadrin. Units in the defence batteries are not deployed on the battlefield, and cannot be attacked by Skaven weapons or spells. Weapons in the defence batteries are allowed to shoot in the Dwarf Shooting phase, and measure their range and line of sight from the position of the Gate to Karak Kadrin (see right).

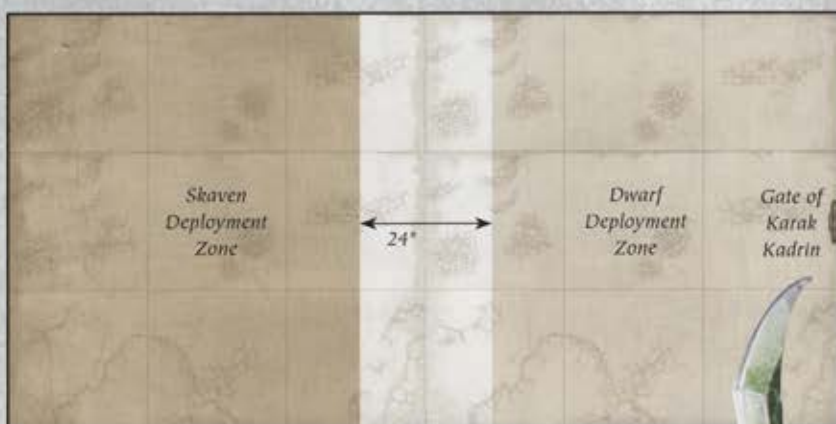
Ikit Claw's Abominations: Any Hell Pit Abominations included in the Skaven army are not deployed when the rest of the Skaven army sets up. Instead they enter play as reinforcements at the start of the fourth Skaven turn. The Abominations can enter at any point along either long table edge. All three must appear from the same table edge.

As soon as one of Ikit Claw's Abominations loses its last Wound, it explodes, releasing a cloud of toxic gas. Any model (friend or foe), within 6" of the Abomination is hit, and will suffer one Wound on a D6 roll of 3+ with no armour saves allowed.

The Gate of Karak Kadrin: The gate of Karak Kadrin lies at the centre of the narrow table edge in the Dwarf deployment zone (see the deployment map below).

No Dwarf units can deploy or voluntarily move within 12" of the gate before Ikit Claw's Abominations arrive on the battlefield (their attention is focused on the other end of the battlefield!).

Roll a D6 at the end of each Skaven turn for each of Ikit Claw's Abominations that are within 6" of the gate. On any D6 roll of 4+, the gate is breached and the Skaven player immediately wins the battle.



THE BATTLEFIELD

Set up terrain as described in the *Warhammer* rulebook.

DEPLOYMENT

Roll-off to see which player picks the half of the table they will deploy in. Their opponent will deploy in the other half. Players take it in turn to place units on the table, using the alternating unit method of deployment described in the *Warhammer* rulebook. See the special rules above for additional restrictions and special rules that apply to the deployment of the two armies.



NARRATIVE SCENARIOS FROM CHAPTER 4



DEATH FROM BENEATH

The Empire city of Nuln was proving to be an impossible nut for the skaven to crack, and numerous skaven attacks had already been ignominiously defeated. However, Thanquol was able to use these set-backs to his advantage, and with the clandestine aid of Skreech Verminking, was able to concoct a plan that would surely doom the city. The first step was to rig the industrial heart of the city with over a hundred warpstone bombs. The resulting explosion destroyed over a quarter of Nuln, and allowed the ratmen to burst from their underground lairs and attack the stunned defenders. Driven back to the city's Marktplatz, Nuln's defenders had one last chance to stop the skaven assault.

THE ARMIES

Each player chooses an army to an equal points value agreed before the game. One player must take an army selected from *Warhammer: Skaven*. The other player must take an army selected from *Warhammer: The Empire*.

Skaven Army

The Skaven army must include the following units and Formations if the models needed to represent them are available. If a Formation is listed, the army must include as many units from the Formation as possible, but the special rules for the Formation are only used if it is taken in full.

- Thanquol's Uprising (page 45).
- Lord Skreech Verminking (page 24).

Thanquol and Boneripper and Skreech Verminking do not cost any points if they are taken (but see the scenario's Victory Conditions, opposite).

Empire Army

The Empire army must include the following units if the models needed to represent them are available.

- General of the Empire with lance (Grand Marshal Erkstein).
- Battle Wizard Lord on Imperial Griffon with Two Heads upgrade, who uses spells from the Lore of Beasts (Berndt Aberwold).
- Steam Tank (*Deliverance*).

FIRST TURN

The Skaven army takes the first turn.

GAME LENGTH

The battle lasts for six game turns.

VICTORY CONDITIONS

At the end of the battle, the winner is determined as follows:

- If either Thanquol and Boneripper or Lord Skreech Verminking is removed as a casualty, the Empire player wins the battle immediately.
- In any other circumstances, use victory points to determine the winner of the battle, as described in the *Warhammer* rulebook.

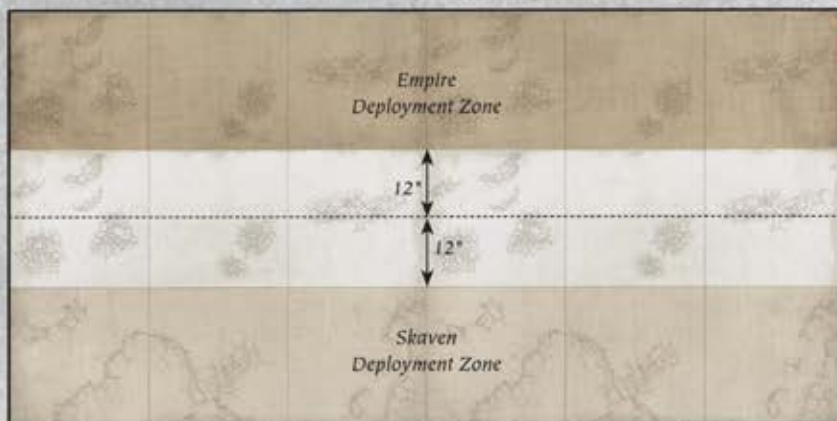
SCENARIO SPECIAL RULES

Magic of the End Times (see *Warhammer: Khaine*).

Backs to the Old City Wall: Units from the Empire army within 12" of the long table edge in the Empire half of the table have the Stubborn special rule.

Defend the Gunline: Any unit from the Empire army that has the Detachment or Regimental Unit special rule can make *Support Fire* or *Counter Charge* actions in support of friendly Empire war machines that are within 3" and that have been charged by an enemy unit (see *Warhammer: The Empire*). The only war machine units that they can use these actions in support of are Great Cannons, Helblaster Volley Guns, Helstorm Rocket Batteries and Mortars.

Deliverance: The Empire player can re-roll results of 1 when determining random movement distance and Impact Hits for the Steam Tank representing *Deliverance*.



DEPLOYMENT

Roll-off to see which player picks the half of the table they will deploy in. The opponent will deploy in the other half. The Empire player deploys first, anywhere in their deployment zone that is more than 12" from the centre line.

The Skaven player deploys second. Units from the Skaven army can deploy anywhere in their deployment zone that is more than 12" from the centre line.

THE BATTLEFIELD

Set up terrain as described in the *Warhammer* rulebook.

Designer's Note: This battle took place in a large open market square known as the Marktplatz. Because of this, the battlefield should be largely flat and open, with perhaps an occasional fountain or statue. The table edges mark the edges of this open area.

Thanquol and Lord Skreech

Thanquol and Boneripper and Lord Skreech Verminking are not set up at the start of the battle. Instead, the Skaven player must roll a D6 at the end of each of his turns, starting with the second turn. On a 4+ Thanquol and Boneripper and Lord Skreech Verminking arrive. On a roll of 1-3 they do not arrive this turn, but can be rolled for again at the end of the next Skaven turn.

When Thanquol and Boneripper and Lord Skreech Verminking arrive, they can be set up anywhere on the battlefield that is more than 12" from any Empire models and more than 1" from impassable terrain.

NARRATIVE SCENARIOS FROM CHAPTER 5



AMBUSH ON THE TRAIL OF BONES

Having pillaged Tlanxla, the skaven marched northwards towards Hexoatl. However, as they advanced along the trails that led through the dense Lustrian jungle, they were subjected to numerous ambushes conducted by the forces commanded by Tehenhauin, the Prophet of Sotek. The skink priest had gathered a large army of cold-blooded warriors to his side, and he used them to harry his most hated enemy by day and night. Tehenhauin's tactics threatened to stop the skaven in their tracks, forcing their commanders to call for aid from the Verminlords that acted as their mentors.

THE ARMIES

Each player chooses an army to an equal points value agreed before the game. One player must take an army selected from *Warhammer: Skaven*. The other player must take an army selected from *Warhammer: Lizardmen*.

Skaven Army

The Skaven army must include the following units or Formations if the models needed to represent them are available. If a Formation is listed, the army must include as many units from the Formation as possible, but the special rules for the Formation are only used if it is taken in full.

- 1 Plague Priest (Lord Blistrox).
- Verminlord Corruptor (page 30).

The Plague Priest representing Lord Blistrox must be upgraded to a Level 2 Wizard. In addition, he adds 1 to his Wizard Level (so that he is a Level 3 Wizard), and adds 1 to the Attacks and Wounds characteristics on his profile. He can take Magic Items (including Clan Pestilens Befouled Items) and Scavenge-pile items up to a total of 100 points, instead of only 50 points.

If the Verminlord Corruptor is taken, then he does not cost any points (but see the scenario special rules).

Lizardmen Army

The Lizardmen army cannot include any Slann Mage-Priests. In addition, the army must include the following units if the models needed to represent them are available.

- Tehenhauin, the Prophet of Sotek.

FIRST TURN

The Lizardmen army takes the first turn.

GAME LENGTH

The battle lasts for six game turns.

VICTORY CONDITIONS

Use victory points to determine the winner of the battle, as described in the *Warhammer* rulebook.

SCENARIO SPECIAL RULES

Lustrian Jungle (page 9),

Magic of the End Times (see *Warhammer: Khaine*).

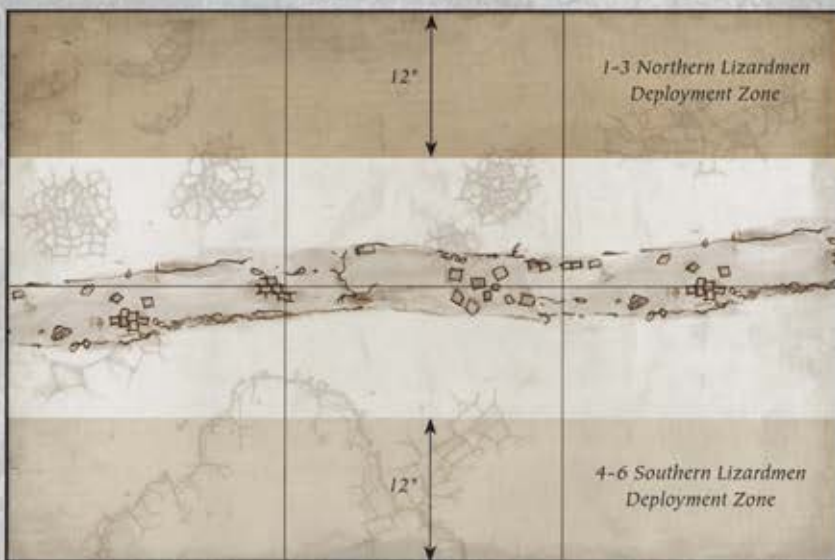
Jungle Ambush: It is hard for the attacker to coordinate a surprise attack, and difficult for the defender to respond. To represent this, units must pass a Leadership test if they wish

to doing anything in the Movement phase of Turn 1. Take the test before declaring a charge or moving – if the test is failed, the unit may not declare a charge or move in that Movement phase. Units with the Random Movement special rule must still pass the test in order to move. Units that have the Stupidity special rule must pass the test and then pass a Stupidity test in order to move!

Verminlord Aid Us! If the Verminlord Corruptor is included in the Skaven army, it does not deploy with the rest of the army. Instead, the Skaven General can attempt to summon it to his aid. This call for aid can be made at the end of each Skaven turn, starting from turn 2.

In order to successfully summon the Verminlord, the Skaven player must roll a D6. On a 4+, the Verminlord is summoned. On a roll of 1-3 the Verminlord is not summoned this turn, but the Skaven player can attempt to summon it again in his next turn. Note that the Skaven player cannot attempt to summon the Verminlord if the Skaven General has been removed as a casualty.

If the Verminlord is successfully summoned, then he is placed on the battlefield within 6" of the Skaven General and more than 1" away from any enemy models. He cannot be placed in jungle or impassable terrain. If it is impossible to place the Verminlord, he is not summoned but the Skaven player can try to summon him again in a subsequent turn.



THE BATTLEFIELD

Set up terrain as described in the *Warhammer* rulebook. The battle is being fought in dense Lustrian jungle, and you should use appropriate terrain from your collection to represent the primeval forest where it takes place.

The Jungle Trail

The terrain for this battle must include a *jungle trail* that runs from one narrow table edge to the other. The trail must not approach closer than 13" to either long table edge (see the deployment map).

DEPLOYMENT

The Skaven player must deploy first. All of his units must be set up in 'march column' facing in the same direction and with at least one model in each rank on the jungle trail. A march column is a formation not more than 4 miniatures wide (i.e. not wide enough to get a rank bonus). The centre of the column must be on the centre of the road. Any units that can't be deployed are assumed to have left the battlefield and cannot return – they can't be used in the battle, but don't award any victory points to the opposing side.

The Lizardmen player then deploys his army. He must roll a D6 before deploying each unit; on a 1-3 the unit deploys in the northern Lizardmen deployment zone (see map), and on a 4-6 the southern one. Characters may either deploy on their own, rolling to see where they deploy like any other unit, or deploy as part of a unit they are allowed to join (state that the character will join the unit before rolling to see where it deploys). Scouts are set up using their special rules, after both armies have deployed. Units may not use the Vanguard special rule in this scenario.

NARRATIVE SCENARIOS FROM CHAPTER 7



THE BATTLE FOR KARAZ-A-KARAK

The once mighty dwarf empire had been torn to tatters by unrelenting skaven attacks. Now, only the dwarfs of Karaz-a-Karak still hold firm, all of the other holds having been reduced to smoking ruins. Refusing to give in to despair, High King Thorgrim Grudgebearer was determined to take the battle to the skaven, and meet his fate in open battle rather than cowering behind the walls of his stronghold. Marching forth, he attacked the skaven hordes head on. As the battle progressed, Thorgrim was cut off from the rest of his army, and prepared to make a desperate last stand. Then, with a blare of horns, help arrived from a most unexpected quarter.

THE ARMIES

Each player chooses an army to an equal points value agreed before the game. One player must take an army selected from *Warhammer: Skaven*. The other player must take an army selected from *Warhammer: Dwarfs*.

Both armies can only include Infantry models; models of any other type cannot be taken. However, the percentage limits and minimum/maximum number of unit in each category are ignored when picking armies in this scenario (i.e. you don't have to spend at least 25% of your points on Core units, do not have to take at least three units other than Lords or Heroes, and so on).

Skaven Army

The Skaven army can only include infantry models and must include the following Formation if the models

needed to represent it are available. The army must include as many units from the Formation as possible, but the special rules for the Formation are only used if it is taken in full.

- First Clawpack of Clan Mors (page 46).

Dwarf Army

The Dwarf army must include the following Formation if the models needed to represent it are available. The army must include as many units from the Formation as possible, but the special rules for the Formation are only used if it is taken in full.

- The Dwarf Throng of Karaz-a-Karak (page 47).

FIRST TURN

The Skaven player takes the first turn.

GAME LENGTH

The battle lasts for six game turns.

VICTORY CONDITIONS

At the end of the battle, the winner is determined as follows:

- If Thorgrim Grudgebearer has been removed as a casualty, and Queek Headtaker has not, the Skaven player wins the battle.

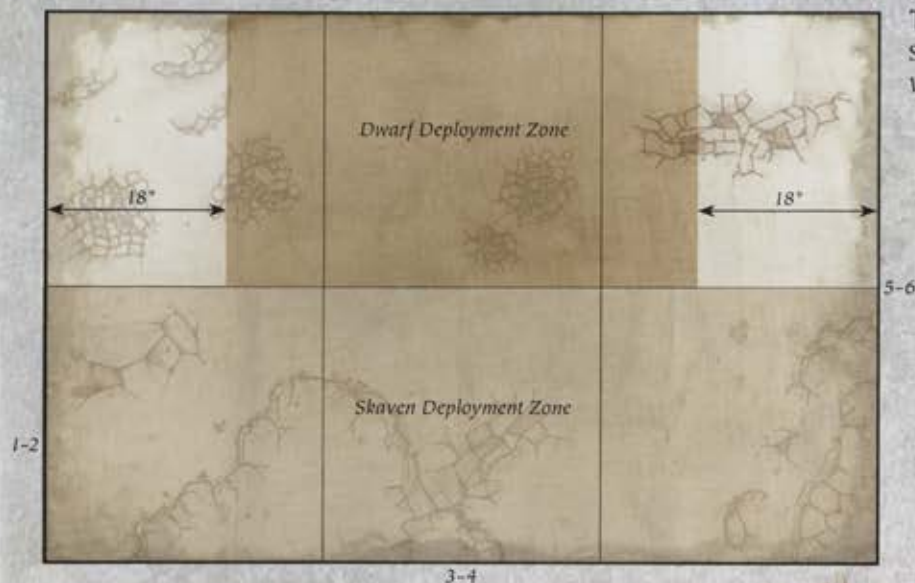
- If Thorgrim Grudgebearer and Ungrim, Incarnate of Fire are within 12" of each other at the end of the battle, the Dwarf player wins the battle.

- In any other circumstances, use victory points to determine the winner of the battle, as described in the *Warhammer* rulebook.

SCENARIO SPECIAL RULES

Magic of the End Times (see *Warhammer: Khaine*).

Endless Skaven Hordes: Any Skaven non-character unit that is completely destroyed or that flees the battlefield is immediately replaced at its full starting strength. The replacement unit can enter play as reinforcements in the next Skaven turn. Skaven reinforcements can enter from any point on the table edge in the Skaven half of the table that is more than 12" from a Dwarf model.



THE BATTLEFIELD

Set up terrain as described in the *Warhammer* rulebook.

DEPLOYMENT

Roll off to see which player picks the half of the table they will deploy in. Their opponent will deploy in the other half. The Dwarf player deploys first, anywhere in their deployment zone that is more than 18" from a narrow table edge. Ungrim, Incarnate of Fire, Bugman's Rangers, and any units of Slayers in the Dwarf army are not deployed at the start of the battle, and will instead arrive as reinforcements as described below.

The Skaven player deploys second, anywhere in their deployment zone that is more than 6" away from a Dwarf model.

Dwarf Reinforcements

The Dwarf player must roll a D6 at the start of his third turn. The result of the roll determines the table edge from which the Dwarf reinforcements must arrive that turn (see the deployment map).





