

SKAVEN

FOREWORD

This document contains an article from the third *Citadel Journal*, in which skaven were introduced.

For further information see:

<https://awesomeliesblog.wordpress.com/2020/06/14/the-wfrp-story-xxxii-the-rat-pack/>

SKAVEN

THE SKAVEN

.... lines on the foul brood of Chaos Ratmen by their creator Jes Goodwin



Throughout the cold peace of the night the inhabitants of the Old World dream their private dreams of life and death, of power and fear, and of the vagaries of existence. Few, however, dream that whilst they sleep the lives of others continue apace beneath their homes, under the earth amongst the ancient sewers, drains and workings of inhuman origin. This is the domain of the Skaven - Lords of Decay - the foul brood of Chaos Ratmen. From city to city their passages take them, infiltrating existing tunnels, drainage systems and ruins both above and below ground. They are the dark agents of entropy, eternally gnawing at the fabric of order so that all falls into ruin: ruins to be fought over and ruled by the brood of Skaven and their chaotic masters. Beyond the Old World and into Cathay and the east, the Skaven tunnels reach out, uniting the world in the grip of their persistent anarchy. South into the Southlands and Araby their net stretches from ruin to ruin, into living cities and towns and the very homes of men. Even the seas cannot stop them, and Lustria and the New World too are infested, where jungle clearings reveal the monuments of the Old Slann, and where Skaven preside amongst the fall of a once mighty race. But of this sleeping men know little, and care to know even less, for the Skaven work slowly and carefully, rarely revealing themselves, executing their secret designs under the cover of darkness. And if an ordinary man or woman should disappear mysteriously from their bed, or a city watchman vanish without trace, then what of it? The world is a dangerous place, full of brigands and foul magic without needing to inquire beneath the earth.

What is there to know that fails to disturb even the dreams of men? What are the creatures that crawl beneath the earth, that call themselves the Skaven and hide amongst decay? To understand their origin and their purpose one must recall the fall of the greatest race to live upon the Known World, the Old Slann. The Old Slann lived and prospered in days before memory, in an age that preceded the rise of man and other intelligent creatures. They were strange, unfathomable and powerful beyond imagining. In their civilisation astrophysics, mystic-philosophy and arcane magic were as one, and their lives were directed by thoughts and emotions unknown and unknowable by such paltry minds as live upon the earth today. Yet, for all their power, the Slann fell and their civilisation persists only as a barbarous remnant, reduced in power and insight to a mere shadow of greatness. Of that fall little has ever been written; few men could even begin to guess at what happened so many, many years ago. Perhaps, of all living creatures, only the most mighty of Slann mages might glimpse a little of the truth of that great tragedy and of their part in it. The exact facts will never, can never, be known. However, an intelligent researcher, with access to certain of the ancient documents of the Old Slann, might be able to reconstruct something of what happened.

The Slann arrived in the Known World 7000 years ago. From where they came cannot be even guessed, but that they were of an extra-terrestrial origin seems certain. During their domination the Slann travelled upon other worlds, and may have revisited the Known World, bringing new animals and plants. The Old Slann moved throughout the galaxy with astounding ease, using what appears to have been an extensive system of spacial-gateways: tunnels through the fabric of space connecting stars and planets light-years distant. The Old Slann documents constantly refer to these as 'gateways', and there appear to have been many such gateways located in the Known World at various places. The same documents refer also to the dangers of these gateways, the constant threat of their destruction by terrible forces existing 'inbetween space'. If the spacial tunnels of the Old Slann were carved through a different reality, then that reality harboured many real and potent dangers. Perhaps they passed through seething seas of raw energy kept at bay only by dint of powerful and sorcerous technology, or perhaps through the halls of the gods themselves. Old Slann documents refer to the 'region of the gods' and the 'gateways' within the same context, but Slann ideas are strange and their language difficult and often confusing. Whatever the exact nature of their gateways, these mysterious creations were to destroy their civilisation on the Known World. Whether by accident or design, at least one, and possibly several, gateways became highly unstable, creating a vast and fluctuating core through the centre of the planet, turning the polar regions into hazy black-holes where time and reality became distorted. In effect, the gateway had gone out of control, opening up two regions which were no longer wholly part of the real universe, but forever connected to that other reality of which the Slann mages wrote, the region of the gods. At the time of this great catastrophe many strange creatures entered, and many weird beings of a higher order gained a foothold on the world. As well as living creatures, a great deal of raw chaos material was 'sucked' into our reality, deadly and potent matter with powers of an unknown and deadly kind. This was the material that was to become known as

'Warpstone', a mighty source of raw magic. Under its influence creatures could become twisted into new and horrifying shapes, and beastmen and new monsters could be mutated by its power. There lay the origin of many foul beastmen, and the origin also of those bestial creatures the Skaven.

The ruins of the Old Slann, and later those of other intelligent races, harboured their fair share of vermin. The giant rats fed well upon the carcasses of fallen civilisations. Somewhere, in some uncelebrated and hidden ruin, they fed upon the warpstone, a little at first perhaps by accident, and later in greater and greater amounts, and they became changed. Very quickly, within a space of a few generations they had become intelligent creatures, their bodies more humanoid, their minds sharpened by eating the stuff of Chaos. Their dependence on the warpstone remained, it fed them and drove their civilisation, it formed a vital part of their foul ceremonies and their worship of the Gods of Chaos. Today they have spread throughout the world. From their centres amongst long abandoned ruins they have established settlements beneath living cities and towns, they have placed spies amongst all manner of creatures, and they have learned much sorcery. Their objectives are to bring ruin and decay, but also to locate further pieces of warpstone, the material which they need to give them their special powers. Throughout their extensive network of spies and informants they soon learn of new sources of warpstone and are quick to gain it by whatever means necessary.

THE DISTRIBUTION OF SKAVEN

By their very nature the Skaven are mobile, moving quickly to exploit the process of decay. They can be found amongst most large underground complexes, beneath mountains and ancient fortresses as well as cities and ruins. Their strongholds are ruins throughout the world, from these centres their tunnels and warrens spread in a spiders web of unfathomable complexity. Skaven domains are widespread, from the fabled desert ruins of Araby, the abandoned city of Cathay and the mysterious dead Southland city, right across the long-lost ruins of the Old Slann in Lustria. In the Old World itself the Ratmen have erected the great, sprawling city of decay called Skavenblight. This secret and evil place is situated deep in the great wastes of the southern marshes that lie in north western Italia.

SOCIETY

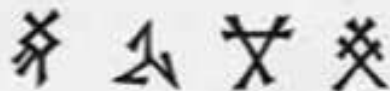


The Horned Rat is feared and worshipped as the patron deity of the Skaven. This mighty Chaos god gnaws at the fabric of the multiverse, instigating the forces of decay. The god's image and symbols appear on clothing, tokens and as part of Skaven ceremonial worship.

The Thirteen Lords of Decay are the leaders of the Skaven and the high-priests of the Horned Rat. These are each mighty kings ruling from one of the great Skaven centres, or else leading mysterious lives studying the ways of magic and death. They are twelve in number (rather than thirteen) the number being completed symbolically by the Horned Rat himself.



The Grey Seers are the direct servants of the Thirteen Lords of Decay. There are many of them, and each is a magician of considerable power. Their energies are derived from the raw warpstone, which only they can transmute into pure 'refined' warpstone that is safe to be used for other purposes.





Clan Skryre is one of the most influential of all the Ratmen clans to which all Ratmen of any note belong. Each clan is to some extent specialised, and Clan Skryre are also known as the Warlock Engineers. They are masters of an insane blend of magic and science, the secret art which enables them to mould warpstone into many strange and horrible weapons, such as firethrowers, poisoned winds, screaming bells and the awesome Black Arc. All of these weapons are extremely dangerous and unreliable, and although the clan uses armour, counterspells and a large amount of guinea-pig slaves, casualties amongst the clan members are high. All engineers wear intricate masks, and speak in a strange riddling tongue full of technical and magical phrases.

Clan Eshin are the Night Runners, a clan of Rat-assassins who are active amongst the cities of man. They spread disorder by means of stealthy killings and poisonings. They use the warpstone to make special weapons, and to brew poisons and drugs which they use to control the normal rats of the city sewers.



Clan Moulder use the warpstone's powers to breed fell beasts from slave stock, tampering and improving upon their genetic structure. Tracker-rats, wolf-rats and the rare and much feared rat-ogres are all their handiwork, as are numerous other, less successful creatures.



Clan Pestilens are known also as the Plague Monks, fanatics dedicated to spreading disease and decay. These Skaven use the powers of the warpstone to cause plagues. They have agents scattered throughout the cities of the civilised world.



The Warlord Clans are often no more than a collection of small packs or gangs, each ruled over by the strongest, largest rats. The Skaven warlords occasionally have access to warpstone, usually in the form of chaos wargear, or enhancing drugs. The bulk of Skaven soldiery are from the warlord clans.



Slaves are present at all levels of Skaven hierarchy, carrying out menial or dangerous tasks. They may be of any race, humans, orcs, etc, even other Skaven. They are used as troops, and for the many hazardous experiments conducted using the warpstone. They are the lowest of all in Ratmen society, their lives are brutish, painful but mercifully short.

THE APPEARANCE OF THE SKAVEN

Skaven take the form of a giant rats twisted into a parody of human shape. They are between 4 and 6 feet tall. Other physical details vary tremendously, generations of inbreeding and the constant mutating effects of the warpstone have produced many strange and bizarre creatures. Skaven bodies are covered in a close fur, leaving only their ears and tails naked. They have wicked little red eyes, and huge sharp teeth, well suited to ripping and tearing. Most Ratmen show some scars or other evidence of the frequent and violent fights that are an integral part of Skaven life. Ratmen share many of the same range of physical mutations as other creatures warped by the effects of chaos, notably chaos beastmen. Most Skaven are brown or piebald, but some are black, white or even grey. Black Skaven are often large warrior rats, or may be the small but cunning rat assassins. White Skaven (albino) make adept sorcerors and are particularly susceptible to the effects of warpstone. Grey-furred Ratmen are quite rare, and are the most likely to bear some form of chaotic mutation.

Ratmen wear dark, ragged clothing and most have some form of body protection. Armour is frequently made of leather (although from what creature is better not considered). This will be covered in metal plates, studs, and assorted pieces of mail and plate. Armour is often adapted from that scavenged on battlefields, and may be ill-fitting and in poor condition. Both clothing and armour are dingy and unkempt, often with pack symbols painted on over the dirt. Many Skaven apply similar symbols to their fur using dye or by branding, copying them from the great decaying banners of their clans.

WARFARE AND THE SKAVEN

The primary weapons of the Ratmen are long knives; these are sometimes serrated or have cruel nicks or twists integral to their design. Various pole-mounted blades are also used to deadly effect. Skaven also employ many types of nets, weighted ropes and hooked weapons, which they use to entangle their foes, dragging them within range of their knives (which may be poisoned) and their bites (which may carry disease). In addition many Ratmen have spiked or studded tips fitted to their tails, and some can use their tails as an extra hand, to grasp a knife or throttle an enemy. Although Skaven are individually vicious, larger units lack discipline and will fight anyone (including each other) with little provocation. However, when properly controlled by a powerful leader, or augmented by the strange weapons of the Warlock Engineers, they can be driven into a state of fanaticism in which they become oblivious to casualties and danger. In such a state they are well nigh unstoppable!

SPECIAL WARHAMMER RULES

In Warhammer Battle, Ratmen of the Warlord Clans are organised into units, although they may have minor/major heroes who can function independently if required. Other clans may be organised into units, but would be more likely to operate as individuals or as small groups of 2 or 3 models. The Warlock Engineers often act as the operators or crewmen for the weird weaponry they produce. Ratmen have a basic profile as given below.

Basic Profile

M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
5	3	3	3	3	1	4	1	6	6	5	7

Champion

M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
5	4	4	4	3	1	5	1	6	6	5	7





Minor Hero

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	5	5	4	4	2	6	2	7	7	6	8

Major Hero

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	6	6	4	4	3	7	3	8	8	7	9

Points

Basic	4½
Champion	6½
Minor Hero	36
Major Hero	84



Skaven magicians belong either to the Clan Skryre or the Grey Seers. Of these the Grey Seers are the most mighty, whilst the Clan Skryre have specialist magical abilities that enable them to mould the powers of warpstone into potent and terrifying shapes. Members of Clan Skryre are magicians with a Mastery level of from 1 to 4, although most have only low levels. The Grey Seers are all powerful wizards, with Mastery levels of 4.

Mastery Level 1

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	3	3	3	3	1	5	1	6	6	5	8

Mastery Level 2

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	3	3	4	4	2	6	1	7	7	6	9

Mastery Level 3

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	3	3	4	4	3	7	1	8	8	7	10

Mastery Level 4

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	3	3	4	4	4	8	1	9	9	8	10

Mastery Level Points Value

1	50 + 10 points per spell
2	72½ + 10 points per spell
3	125 + 10 points per spell
4	360 + 10 points per spell

Maximum Number of Spells of Level

Mastery Level	1	2	3	4
1	3	0	0	0
2	3	3	0	0
3	3	3	3	0
4	3	3	3	3

Spells can be randomly generated or allocated by the GM if he so wishes. Alternatively, the player may choose his own spells, and the GM may then 'veto' any he considers unsuitable for that game. The player must then reselect or accept a spell allotted by the GM. The maximum number of spells a magician may have is limited by his intelligence characteristic. Skaven magicians of level 4 Mastery may know 10 spells, therefore, and not 12.

Spells are cast by means of magic points and the maximum number that a magician can hold at one time is called his magical constitution level or magic level. The magic levels vary according to mastery level as follows.

Mastery Level

Magical Constitution Level

1	10 or 3D6
2	20 or 6D6
3	30 or 9D6
4	40 or 12D6

Unlike other magicians, Ratmen use magic points to cast spells, but may not then regain points by resting. The only way Ratmen can regain magic points is by consumption of warpstone. Each piece of refined warpstone gives the Skaven magician D6 points. The number of points gained may not increase the total held to over the magic level maximum, and any additional points will be lost. The Grey Seers may also gain magic points by the process of refining warpstone. Raw warpstone is grasped within the creature's paws, and energy is drained from it, at once endowing the Grey Seer with 2D6 magic points and turning the raw warpstone into the refined, safer product. Refined warpstone is still dangerous, but far less so than the unrefined material. A Grey Seer may choose to eat the warpstone he refines, or to pass it on for other purposes.



WARPSTONE ITS EFFECTS AND USES

A single piece of raw warpstone is usually about the size of a man's fist. It is irregular in shape, although its exact form will be hard to detect because of the intense black glow, gulping in light from the immediate vicinity, creating a small patch of darkness. In this form warpstone is very dangerous to all creatures, and prolonged exposure can cause severe mutation or death. It is by means of this material that the Skaven were created, as well as other foul beastmen, and many lesser abnormalities amongst living races. Raw warpstone can only be used in a controlled way once it has been refined. This is a difficult process, and one which only the most mighty of wizards are able to accomplish. The Skaven Grey Seers, however, have the natural ability to transmute warpstone, and gain energy by so doing. Although not immune to its warping effects, they are far less susceptible than any other creature.

Any creature exposed to warpstone within the general area (approx. 10 metres) for a period of a day or more, has a 5% chance of developing a chaotic mutation. This roll can be made once for a single exposure, or once a week for prolonged exposure. Chaos mutations can be determined from the chart provided. This is a shortened version of the far more extensive charts contained within our as yet unpublished Realm of Chaos Warhammer supplement. The mutations available have been specially selected as appropriate for Skaven, although other mutations might also be found. Grey Seers are constantly exposed to raw warpstone, but their chance of being affected is only 1% rather than 5. Nevertheless, many Grey Seers bear the mark of Chaos in some form or other. Any creature already bearing the mutation will die 50% of the time on receiving a second or subsequent one.

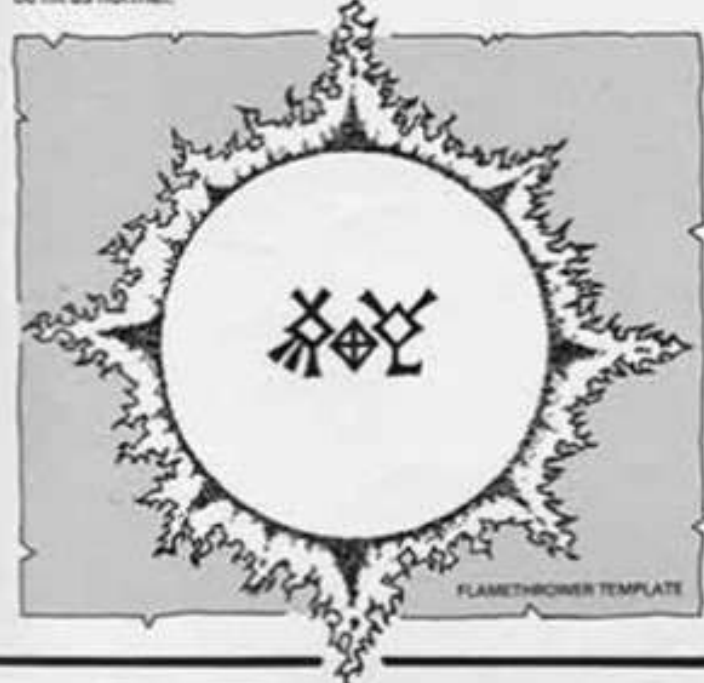
Refined warpstone is powdery and grey, quite unlike the original matter. Refined warpstone has no warping effects unless it is eaten, in which case there is a 1% chance per time of gaining a chaotic mutation. Normal, sane, sensible creatures wouldn't dream of eating warpstone. Skaven, however, are a different matter, and many bear the results of their unholy diet. Grey Seers may consume the stuff without risk of further mutation because of their special resilience.



As well as supplying the Skaven magicians with energy, warpstone is used by the clans for their own purposes. The Clan Skryre, the Warlock Engineers, are able to manufacture many strange and powerful weapons in this way. Carefully selected warpstone is added to metals during smelting, or annealed during hammering, lending magical qualities to weapons and armour. Other weapons are far more esoteric in design and function. Members of the Clan Moulder use small amounts of warpstone to cause mutations amongst their captive breeding stock, creating new races of twisted and loathsome creatures such as the wolf-rats. The Clan Pestilens have developed the use of warpstone as the perpetrator of germ warfare and use it to start devastating plagues. The Eshin, Rat-assassins, are adept at making deadly weapons and poisons from the warpstone. Even the Warlord Clans find uses for this strange and potent material, in the form of specially manufactured protective amulets, maddening battle-drugs, and mind-altering potions.



The Firethrower is a device designed to project a corrosive, flaming mixture. This volatile material is made using the warpstone in conjunction with other chemicals and magic: it is a much feared weapon and extremely deadly both to its foes and its crew! The firethrower is crewed by two Ratmen and these are moved as a single unit. The first crewman directs and fires the weapon, whilst the second carries and prepares the flaming substance itself. The weapon is fired using an area template. This is a circle of card 2" in diameter, and can be made quite easily using a compass. Place your card circle over your intended target, with the centre of the circle within 12" of the weapon. Any and all creatures whose bases lie wholly or partially within the circle may be considered as targets; roll to hit each in turn. In some cases it will be hard to decide whether a target is quite within the template, in which case the GM must decide or allow a random 50/50 dice roll. Any targets hit suffer a strength 5 attack. Survivors must make an immediate test against fear. Every time the firethrower is used there is a chance that it will go wrong and explode. If the first dice rolled to hit comes up a 1 then the device is assumed to have developed a fault and exploded. This kills the crew automatically and destroys the weapon. In addition place the standard area template over the site of the explosion, and any other creatures in the area will be hit as normal.



Plague Censers are specially made incense burners carried by certain of the Clan Pestilens. Warpstone is treated in such a way as it burns like incense. This is placed inside the burner and carried by a particularly brave Ratman. Censers are swung around the head of the Skaven, scattering their foul poisonous fumes in the air. Ratmen using these devices wear thick scarves to protect them from the fumes, although this doesn't always work! The effects of this gas are horrible to see, causing anyone breathing it to develop a rapid and painful form of plague in which the skin blisters and swells before breaking out into bleeding sores and boils. The swinging censer creates a fog of death within 2' of its user, this lasts only for that turn and then disperses into the atmosphere. Within this 2" radius all models are automatically hit causing a strength 3 attack. The censer wielder himself is prone to be hit on the dice roll of a 6 on a D6. A censer continues to burn and emit its noxious vapour so long as it is swung, though once its user is slain it will go out. In combat the censer may continue to be swung and then counts as if it were a double-handed mace.



Warpstone charms are made from pieces of warpstone. They are tokens of luck and may offer protection from magic. Charms of this kind are used by the most important amongst Skaven (i.e. the biggest and meanest). They take the form of irregularly shaped pieces of coloured stone, jewels or chunks of crude metal, all incorporating or exposed to the effects of warpstone. During their construction they are given a life of their own, so that they writhe and move constantly, and may be warm or soft to the touch. These pieces are literally hammered into the Skaven's skin, often about the head, sticking out like a row of studs. If a Skaven loses an eye, ear or some other facial feature, it may often be replaced by a warpstone charm, giving the creature a weird artificial eye. Any Skaven carrying a warpstone charm may use it once during the game. This enables him to re-roll any single dice throw, whether a throw to hit, cause a wound or a saving throw (or anything else). If attacked by magic at any time the presence of warpstone will increase the Skaven's will power by +1 for the purposes of any magic saving throw; this is automatic and can be used as often as the Skaven needs it.



Poisoned wind is one of the Clan Skryre's most famous weapons. A devastating magical wind is entrapped inside a globe of glass. The globe is produced by means of the warpstone, and small amounts can be seen inside the unbroken globe. Globes may be thrown 6", or smashed if the carrier prefers, releasing a sudden blast of strange gas. This lasts only that turn and affects all models within 2". The effects of the gas will vary from victim to victim, some suffer hardly at all whilst others go completely insane, attacking their friends or becoming utterly helpless. Roll a D10 - the effects are permanent.



1-4 No effect

- Victim becomes convinced he is being attacked by millions of small spiders, stomps about, screams, scratches, but may do nothing else for the rest of the game.
- Victim is convinced that nearest tree, rock, or other piece of scenery is out to get him. He must charge and attack this for the rest of the game.
- The victim becomes uncontrollably frightened and routs away from the rest of the unit. He may be rallied in subsequent turns.
- The victim is deluded into believing that he is a bird, drops all of his weapons and equipment and attempts to fly. He may do nothing else for the rest of the game.
- Victim suffers acute paranoia in which he believes every other model on the table to be against him. Randomise shooting and combat, work out hits on friends as appropriate.
- Victim is convinced that the nearest friendly personality model has been secretly plotting against him. Attack this model immediately, kill anyone who tries to stop you.



Warp scrolls are powerful magic items inscribed upon the hide of living creatures using a special ink manufactured from warpstone. The ink causes intense agony and eventual death, but to be fully effective the hide must be flayed from the creature whilst still alive and then cured using finely ground warpstone power. Once inscribed the warp scroll can be used by any Skaven Plague Monk of hero status. The Skaven must remain for a turn reading and displaying the scroll. In the following turn the Skaven may direct the effects of the scroll against any enemy unit or individual within 24". Victims of the scroll suffer rapid and irreversible ageing, shrivelling and dying in a few brief seconds. This causes 1 automatic strength 3 hit on every target (on every member of the target unit). Surviving victims must make an immediate rout test.

Assassin weapons are used by the infamous Clan Eshin. During their manufacture a small amount of warpstone is incorporated into their structure, along with certain guarded magical spells known only to the Rat-assassins. An assassin's weapon constantly sweats a deadly poison, so that any wound, no matter how shallow will almost always prove fatal. Any wound hit from such a weapon causes not 1 but D4 wounds. In addition any saving throws are made at -1 (make only 1 saving throw no matter how many wounds are caused, they are either all saved or none). Most of these weapons take the form of swords or knives, but the Clan Eshin also uses throwing-stars made in the same way (range 6").



Potions of the Skaven are employed to improve the fighting abilities of the warrior Skaven. Every Ratman unit leader will have a potion which he can use before the battle. These potions are made from the warpstone and their properties are never predictable. By drinking of the potion the entire unit suffers one of the following effects for the duration of the battle.

- The unit becomes steeled to death and fearless of danger, increasing the leadership of leader and warriors by +2.
- The unit is filled with power against magic, increasing the unit's will power by +2 for the purposes of magical saving throws.
- The unit becomes irrationally aggressive and is now subject to hatred against all creatures other than Ratmen.
- The unit becomes subject to the strange and unstoppable killing fury known as frenzy.

- The metabolism of the warriors is increased to a phenomenal level. Roll a D6 at the beginning of each subsequent turn. If the score is 2-6 the warriors may move twice as far as normal, have twice as many attacks, and may shoot twice with any missile weapons. If the score is a 1 then D6 random members of the unit drop dead from exhaustion whilst the remainder carry on at their accelerated rate.
- Nothing happens.... the potion was obviously a dud!

Other devices are rare they include the feared and insane Screaming Bells - giant bells constructed by the Warlock Engineers. These ring out a deadly peal of death upon the battlefield and have the power to devastate armies and raise whole cities. The most feared weapon of all is the Black Arc - the magically protected chest that holds a huge chunk of raw warpstone in a suspension of energy. The Arc is normally kept securely locked, and is borne by its dedicated litter bearers. Revealing the Arc itself causes terrifying destruction as bolts of pure dark energy fly in all directions rending buildings and flattening all before it! (Gamers will have to wait a while for these, however, as Jes's deranged brain tends to work considerably faster than he does!) ED ...



MUTATIONS

The following mutations are considered to be fairly common amongst Ratmen. Once it has been established that a Skaven has a mutation caused by the effects of exposure to warpstone, roll on the chart below to discover what it is. This is not an exhaustive list by any means, and many more mutations are possible. You can invent new ones of your own if you like.

%Chance	Mutation	Effect
01-25	Prehensile Tail	A common Skaven mutation enabling the creature to wield an additional weapon or shield. Gives +1 attack if a weapon is carried.
26-35	Spikes	Many Skaven have long spikes on their body, often forming a ridge along their spine or extensions to their shoulders. Such spines are extremely tough and increase toughness by +1.
36-45	Horns	Horns may be small and pointed or curled and goat-like. They confer an additional "head-but" attack. Horned Skaven are considered blessed by their monstrous God and held in awe.
46-55	Warty Skin	The Skaven's skin is horribly warty and mottled, rather like the head of an aged turkey. This confers no bonuses but is quite disgusting!
56-60	Scaly	Scales completely or partially cover the Ratman forming a pliant but tough armoured shell. This confers a +1 saving throw.
61-65	Carapace	Horny plates protect the creature's chest and possibly other areas from attack. This gives a +2 saving throw.
66-70	Leprous Flesh	Skin and flesh hang from the Skaven in sickening leprous fronds. This is so foul that creatures forced to fight the creature suffer a -1 to hit modifier on all blows.
71-75	Noisome Stench	The Skaven is blessed with a horrible personal problem and smells so badly that most creatures are instantly revolted. Ratmen, however, are used to such things and don't mind (if indeed they even notice). Other creatures in combat suffer a -1 to hit modifier is within 2" of a Ratman with this attribute.
76-80	Obese	The Skaven is extremely fat, almost completely spherical with huge folds of fat that flop about as it tries to move. Half all movement but increase toughness by +1.



- 81-85 **Iridescent Fur** The creature's fur changes colour constantly depending on the light. This has a confusing effect on combat opponents and inflicts a -1 to hit penalty.
- 86-90 **Long Fur** The normally close Skaven fur grows long and dense, the thick layer of matted fur confers a +1 saving throw.
- 91-95 **Skeletoid** The Skaven is incredibly thin, with bones sticking out all over the place. So horrific is the sight of this creature that it causes fear in humans, elves, dwarfs, halflings and other goodly or neutral creatures.
- 96-97 **Extra Limb** The Skaven has an extra arm which can be used to wield an additional weapon.
- 98 **Extra Limbs** The Skaven has a complete set of extra arms which can be used to wield weapons, shields, etc.
- 99 **No face** The creature has no face at all - but merely empty sockets and skin where eyes and other features should be. The creature may, however, still sense normally by a strange gift of awareness.
- 00 **Two-heads** The Skaven has two heads. He may talk to two people at once ... or even to himself if he wishes! No other bonus is conferred.



CREATING A RATMEN RAIDING FORCE

With all their different weapons and clan, the Skaven are a fascinating subject for a Warhammer army. This section is designed to help you work out a typical force of small or medium size. Larger forces can be created in a similar way, plus the incorporation of some of the especially exotic weapons or characters.

Warrior Clans always make up the majority of any Skaven force - never less than 75% in the field. The only exception is in the case of specialist missions conducted by the Clan Eshin, but these would be very small affairs. This figure does not include any personality models except for **champions** which may be included at the level of one per unit. Units may be of any size, but 20 models can be regarded as typical. Warriors are armed with long knives, swords, pole-arms and nets.



Heroes may be included at the rate of 1 minor hero per 40 warriors, and 1 major hero per 80 warriors. Minor heroes have a 25% chance of having 1 chaotic mutation already, whilst major heroes have a 50% chance. Roll for these randomly. Magical weapons can be generated from the main rules, there is a 5% chance of a minor hero being so equipped and 25% chance for a major hero. Heroes can be of any appropriate clan.

Clan Skryre may be in attendance with any of their wind weaponry or as fully fledged wizards. A Ratman force may have up to 1 firethrower plus its crew for every 20 warrior Ratmen present, or 1 clan member with poisoned wind globes for every 10 Ratman warriors. These crewmen can be either wizards, or non-wizard members of the clan, apprentices, servants and the like. A Ratman force may have no more than 1 level of wizard for every 20 warrior rats. So, 40 warriors might be attended by 2 level 1 wizards or 1 level 2, for example.



Clan Moulder may join a force of warriors in order to act as beast-masters for the various creatures that they create and control. These include the fell Ratogres, tracker-rats and wolf-rats. Each clan member can control a pack of up to 5 of these monsters, acting as their unit commander.



The **Grey Seers** are extremely important and influential Skaven and would only rarely involve themselves in anything other than the most important conflicts. A force comprising 100 or more warriors might include a single Grey Seer. Often they will be the leaders of the whole army, and all other personalities are under their command.

Clan Eshin are adept at assassination and all manner of undercover work. They are equipped with their special assassin weapons and all members of this clan have stats of at least champion status. On the battlefield they form small units of deadly fighters, usually no more than 1 assassin for every 5 normal warriors. In their own field, of course, they operate alone, and any small assassin skirmish might involve a force made up entirely of these individuals.



Clan Pestilens members are devoted members of the Horned Rat cult, and always have warpstone charms in some form or other. Sometimes they may be concealed. A member of this clan with hero status or more may also use the dread warpscroll (25% chance of a minor hero and 50% chance of a major hero having such a weapon). Any member of this clan may use a plague censer, and these may be bought at an additional cost of 10 points each. This is not a large clan, and, on the battlefield, there should be no more than 1 member for every 5 normal warrior rats.

Slaves are sometimes drummed into military service to make up the numbers. They are poorly armed and equipped, and, to make matters worse, they are hobbled together with chains. This helps stop them running away and becoming a nuisance, but reduces their movement to half rate. Routed units suffer double casualties because of this.

