

SKAVEN

WARHAMMER

SKAVEN SPECIAL CHARACTERS

Original background by Andy Chambers, new rules by Alessio Cavatore.

We know many Skaven players out there will have the older special characters in their armies, so Alessio has updated the rules for all of them for the latest edition of Warhammer.



LORD SKROLK Plaguelord of Clan Pestilens

Your army may include Lord Skrolk, agent of one of the most infamous Lords of Decay, Arch-Plaguelord Nurglitch of Clan Pestilens. Your army must include at least one regiment of Plague Monks if you want to use Lord Skrolk.

Lord Skrolk is very old and unutterably evil. By the blessing of the Horned Rat, he has lived many times his ordinary lifespan and unleashed unspeakable woes upon the world of Men. At the beginning of his life Skrolk was a simple Plague Monk but his devotion to the Horned Rat aided him in the long struggle for power, eventually leading him to Skavenblight to offer his services to Nurglitch, the seventh Arch-Plaguelord. Nurglitch-who-is-seventh set him many long and arduous trials, including traversing the insanely dangerous Blindwyrms Labyrinth beneath Clan Pestilens' hold in Lustria. Success came to Skrolk in all things.

Lord Skrolk is a powerful warrior well capable of slaying any challengers to his position as the Arch-Plaguelord's favoured agent. Most fearsome of his weapons is the Rod of Corruption, a dreadful rod of

spiderwood which can slay with a single touch. He also bears one of the sacred volumes of the Liber Bubonicus or Books of Woe, a magical tome which contains the secrets of every disease and plague in the world. Lord Skrolk has spent long centuries drawing together the alchemical and occult knowledge hidden in its pages to make himself a potent sorcerer steeped in the ways of death and decay.

Lord Skrolk is terrifying to look upon, his flesh has long since rotted into ragged tatters and he clawed out his own eyes at the sight of the radiant corruption of the Arch-Plaguelord, wishing to see no other creature after witnessing one so glorious. Now diabolic vitality burns through his limbs and by the blessing of the Horned Rat he sees the world again, but only as the purples and greens of corruption and decay. The noisome diseases which cling to Skrolk's putrescent body are so deadly that only his brother Plague Monks can approach him safely.



LORD SKROLK, Plaguelord of Clan Pestilens

M WS BS S T W I A Ld

Lord Skrolk 5 6 3 4 5 4 6 5 7

Lord Skrolk can be taken as a Lord choice, but will use up one of your Hero choices as well. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

Points: 400

Weapons: The Rod of Corruption

Armour: None

SPECIAL RULES

Frenzy: Like all members of Clan Pestilens Lord Skrolk is subject to the psychology rules for *frenzy*. See the psychology rules in the Warhammer rulebook.

Terror: Lord Skrolk is so utterly disgusting and fearsome-looking that he causes *terror* in the enemy. See the description of Terror in the Warhammer rulebook for full details.

Cloud of Flies: The air around Lord Skrolk buzzes with numerous flies and beetles that hamper enemies trying to attack them. Any model in base contact with Skrolk

suffers a -1 modifier to their rolls to hit in close combat.

Putrid Affinity: Lord Skrolk is completely immune to the effects of the Lore of Nurgle.

MAGIC ITEMS

The Liber Bubonicus: See page 39 of the Skaven Army book.

Warpstone Tokens: Skrolk carries three Warpstone Tokens (see page 38 of the Skaven Army book).

The Rod of Corruption: The Rod of Corruption combines the effects of a plague censer (see page 32 of the Skaven army book) and a Blade of Corruption (see page 37 of the Skaven Army book).

Bell of Thousand Poxes: Hung around Lord Skrolk's neck is the unholy artefact known to the Plague Monks as the Bell of Thousand Poxes.

The Bell has no special power until Skrolk is wounded. Then at the end of each player's turn, starting with the turn in which Skrolk is wounded, any model in base contact with Skrolk (friend or foe!) must pass a Toughness test or suffer a wound, with no armour save allowed. Each unsaved wound is passed on to Skrolk, healing one of the wounds he suffered previously in the game.

IKIT CLAW

Chief Warlock of Clan Skryre

Your army may include Ikit Claw, the emissary of Lord Morskittar, one of the infamous Lords of Decay. If Ikit Claw is your army General you must spend 25% of your points on Clan Skryre's troops.

Ikit Claw has dedicated his long life to the study of all forms of magery, including the spells of Men and Elves. Over the decades prior to the second Skaven civil war Ikit Claw travelled secretly to the far flung corners of the Under-Empire. He visited distant Cathay to steal secrets from the ancient human mystics and rifled the buried vaults of Vorshgar in the northern wastes of Naggaroth. He led an expeditionary force to the mysterious island of Albion, in search of the lost secrets of the Old Ones and risked the wrath of Clan Pestilens by journeying through the steaming jungles of Lustria and visiting the monolithic ruins which have stood there since the beginning of time.

From his great journeying Ikit Claw drew together an encyclopaedic knowledge of the spells of the civilised races. When he returned to Skavenblight Ikit Claw found his master and the other Lords of Decay teetering on the brink of civil war after the failure of Clan Pestilens' Red Pox in Bretonnia. Lord Morskittar had withdrawn to the Clan Skryre quarter of Skavenblight and was waiting for the inevitable collapse. Ikit Claw hastened to his side and stood ready. Sure enough Clan Pestilens made an attempt to seize the council chamber and fighting spilled over into Skavenblight.

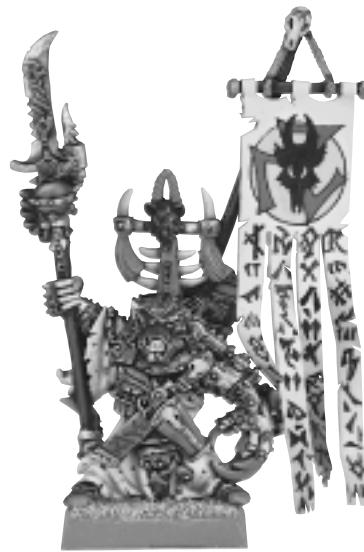
When the time was ripe Lord Morskittar sent Ikit Claw to lead the Warlock Engineers to the temple, ostensibly to restore order. Ikit Claw's spells were unstoppable and he swept the temple precincts clear of the battling factions with fiery blasts and hails of dark blades. Clan Skryre seized the temple in an unshakeable grip and Lord Morskittar emerged to declare himself ruler of

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Skavenblight. However, by this time internecine fighting had spread throughout the Under-Empire and no-one was listening to even the mighty Lords of Decay any more.

Lord Morskittar ruled most of Skavenblight for several centuries, driving out the other clans from the lower tunnels and the other quarters of the city. Ikit Claw was his most trusted servant during this time, overseeing the great works of science and sorcery which Lord Morskittar set into motion. It was from these great experiments that Ikit Claw sensed the rising tide of dark magic that preceded the great Chaos incursion before anyone else in the Under-Empire. So it was that Lord Morskittar was prepared when the Grey Seers declared their intention to invoke the Horned Rat and end the war.

Ikit Claw is tall and white-furred, always a sign of distinction and power amongst the



IKIT CLAW, Chief Warlock of Clan Skryre

	M	WS	BS	S	T	W	I	A	Ld
Ikit Claw	5	4	4	4	4	3	5	2	7

Ikit Claw can be taken as a Lord choice, but will use up one of your Hero choices as well. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

Points: 410

Weapons: Warplock pistol, warp blades, upgraded warp energy condenser, supercharged warp-power accunulator, warpfire projector.

Armour: Warpstone armour (note that Ikit Claw can still cast spells whilst wearing armour).

Magic: Ikit Claw is a level 4 Wizard. He can choose his spells from one of the following lists: Lores of Fire, Shadow, Death, Beasts, Metal, Heavens, Dark Magic and Dark Emissaries magic. This is in addition to his default Warp-Lightning spell, that he can also cast on 11+ for 3D6 Strength 5 hits (see rules for the Warlock Master on page 77 of the Skaven Army book).

SPECIAL RULES

Immune to Psychology: In his quest for arcane knowledge Ikit Claw has conversed

with the greatest of daemons and seen sights which would blast the minds of ordinary mortals. These experiences have rendered him quite immune to the ordinary emotions evoked in other creatures so he is not affected by any psychology.

Ikit's Claw: Ikit Claw's metal arm contains a small warpfire projector. This is treated as a breath weapon in all respects. When this is fired, place the flame template with its narrow end touching Ikit's base. Models hit by the template suffer a S4 hit. Units suffering any casualties must take a Panic test. Roll a D6 after each shot with the warpfire projector: on a roll of 1 or 2 the projector has run out of fuel and cannot be used again during the game.

MAGIC ITEMS

Warpstone Tokens: Ikit Claw carries a total of five Warpstone Tokens (see page 38 of the Skaven Army book), which he can use to power up either his Warp-L'ightning spells or any other spell from the list he is using.

Death Globes: See page 37 of the Skaven Army book.

Warpstone Armour: See page 37 of the Skaven Army book.

Foul Pendant: See page 38 of the Skaven Army book.

Storm-Daemon: See page 38 of the Skaven Army book.

Skaven. Like all the members of Clan Skryre he constantly tinkers and experiments with new weapons and devices, delighting in anything which brings harm to the foe. Latest amongst his many inventions is the Warp Lightning Cannon, a terrifying engine of destruction which has carved trails of death through the serried ranks of Dwarf, Orc and Human regiments with lethal precision.

Ikit's face and arm were badly burned in a failed experiment long ago. He has constructed an intricate mask to cover his mutilated and hairless skull and a cunningly-made skeletal claw of iron, crystal and brass to give strength to his withered arm. The claw contains several of his more successful inventions including a small warfire projector. Ikit Claw also bears Storm-daemon, a hellish weapon he created in his own warpstone forges deep in the Under-City.



WARLORD QUEEK HEAD-TAKER

Your army must include the unit of Stormvermin if you want to use Warlord Queek.

WARLORD QUEEK HEAD-TAKER

M WS BS S T W I A Ld

Warlord Queek 5 7 4 4 4 3 8 4 7

Warlord Queek can be taken as a Lord choice, but will use up one of your Hero choices as well. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

Points: 300

Weapons: The Gouger, Dwarf Slayer.

Armour: Warpstone Armour.

SPECIAL RULES

Challenge-challenge!: Queek is supremely confident in his own capabilities. Whenever Warlord Queek is in hand-to-hand combat he will always issue a Challenge to single combat against any enemy characters, whether you want him to or not (see page 66 of the Warhammer rulebook for more details on Challenges) and accept it if the enemy declares the challenge first. When Queek is fighting in a challenge he fights with the fury of the deeply conceited, so can re-roll any failed

rolls to hit and to wound.

Hatred: Warlord Queek is quick to anger and develops a deeply psychotic hatred of anyone and anything that stands in his way. Dwarfs, Orcs and Goblins stand in his way a lot – so he hates them all! See the Psychology rules for the effects of hatred, but remember that Warlord Queek only *hates* Dwarfs, Orcs and Goblins.

Two weapons: Warlord Queek is extremely adept at fighting with his two magic weapons, in a blinding-fast flurry of blades. He uses both the Gouger and Dwarf Slayer at the same time, obtaining a total of 5 Attacks in close combat. All these attacks allow no armour save, as well as wounding Dwarfs on a 2+.

MAGIC ITEMS

The Gouger: See page 36 of the Skaven Army book.

Dwarf Slayer: See page 36 of the Skaven Army book.

Warpstone armour: See page 37 of the Skaven Army book.

The Foul Pendant: See page 38 of the Skaven Army book.

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Warlord Queek Head-taker is the right claw of Warlord Gnawdwell, the ruler of Clan Mors and the City of Pillars. Gnawdwell is one of the Lords of Decay and without doubt one of the most powerful Warlords in the Under-Empire. Warlord Gnawdwell has groomed Queek as his lieutenant since his birthing, supplying him with the best armour and weapons, protecting him from the other Lords of Decay and staging attempted assassinations to keep Queek on his toes.

Warlord Queek has led several armies into battle against the Dwarf strongholds of the Worlds Edge Mountains and against the notorious Night Goblin Warlord Skarsnik, who holds the upper levels of Karak Eight Peaks in an iron grip.

Queek has enjoyed considerable success in these forays to date, most notably in the Battle of the North Stair where he led Clan Mors warriors in a surprise raid on unprepared Night Goblin guards through an old sewer outlet. The Clanrats quickly swarmed over the surprised Goblins, killing most of them and enslaving the rest. Warlord Queek personally slew the Night Goblin chief, shattering the Goblins' resistance and enhancing his own fearsome reputation in the process.

Queek's vitriolic temper and immense ego are well known amongst the Skaven and greatly admired. He takes the greatest pleasure in challenging opposing leaders and heroes to single combat and slaying them. The severed heads on Queek's trophy rack are kept as mementoes of the more challenging fights, making him an unmistakable sight on the battlefield – his collection includes the head of



Krug Ironhand of Karak Drazh, Ikit Slash of Fester Spike and the hands of Albrecht Kraus.

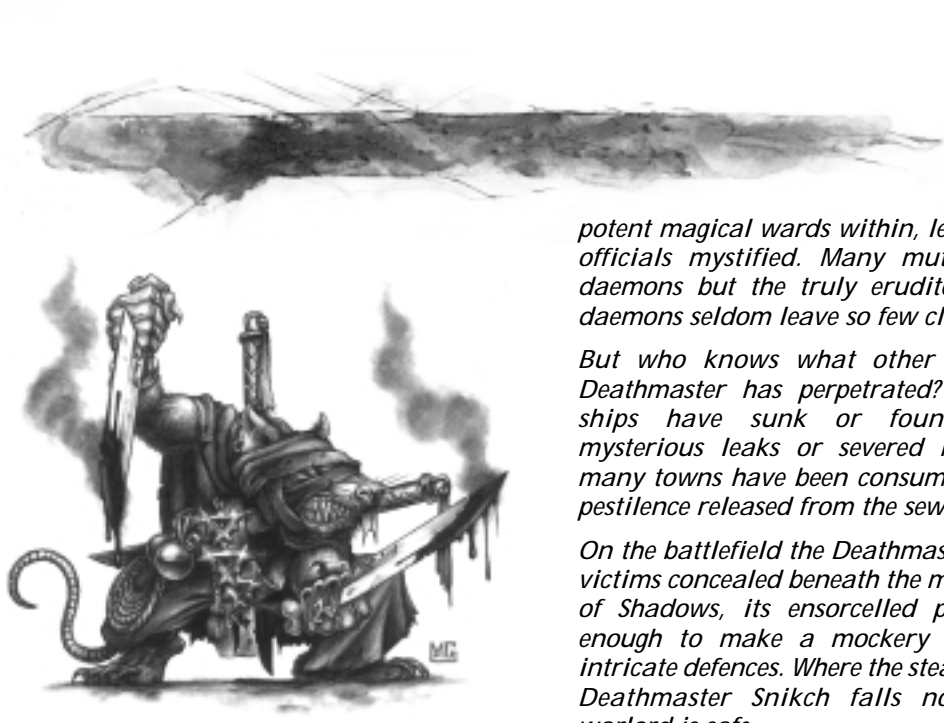
The patronage of Warlord Gnawdwell means that Queek is very well equipped for a Warlord. He usually wears warpstone armour and carries both the Gouger and Dwarf Slayer, a potent ancient weapon forged long ago when the Skaven started their long and bitter wars with the Dwarfs of the Worlds Edge Mountains.



DEATHMASTER SNIKCH Chief Assassin of Clan Eshin

Deathmaster Snikch is the chief assassin and prime agent of Lord Sneek, Lord of Decay and Nightlord of Clan Eshin. His infamy is only exceeded by the mystery which surrounds his whereabouts at any particular time. Lord Sneek ensures that this is the case – as long as no one knows the location of his chief assassin no one can feel safe. Deathmaster Snikch has appeared all over the Old World at one time or another, seldom being seen but always leaving his distinctive symbol traced in blood beside the decapitated heads of his victims.

Of course such gory rituals are only enacted when the Nightlord feels that an example should be made, usually to other defiant Skaven. In the lands of Men, Elves and



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potent magical wards within, left city watch officials mystified. Many muttered about daemons but the truly erudite know that daemons seldom leave so few clues.

But who knows what other horrors the Deathmaster has perpetrated? How many ships have sunk or foundered with mysterious leaks or severed rigging, how many towns have been consumed by fire or pestilence released from the sewers below?

On the battlefield the Deathmaster stalks his victims concealed beneath the magical Cloak of Shadows, its ensorcelled power strong enough to make a mockery of the most intricate defences. Where the stealthy tread of Deathmaster Snikch falls no prince or warlord is safe.

Dwarfs it is harder still to divine the Deathmaster's presence, save perhaps by effect and implication only. For example, the bizarre deaths of Frederick Hasselhoffen and his entire retinue during the Emperor's Grand Ball in Altdorf have never been explained to this day. And the fate of the Celestial Wizard Heinrich Frisen, found flayed within his sanctum at the Celestial College of Magic, the only entrance triple locked from the inside and protected with



DEATHMASTER SNIKCH, Chief Assassin of Clan Eshin

M WS BS S T W I A Ld

Snikch 7 9 6 4 4 3 10 4 9

Deathmaster Snikch can be taken as a Lord choice, but will use up one of your Hero choices as well. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

Points: 515

Weapons: Weeping blades, smoke bombs.

Armour: None.

SPECIAL RULES

Assassin Supreme: The following rules for Master Assassins (see page 76 of the Skaven army book) apply to Deathmaster Snikch: Scout, Hidden, Leadership. In addition he has the Killing Blow special rule.

Dodge: Deathmaster Snikch is preternaturally quick and agile to the point where he can pluck speeding arrows out of the air. Whether this is due to his extraordinary training or some controlled mutation is unknown. Because of his exceptional speed and agility the Deathmaster can dodge hand-to-hand combat blows, spells and missiles. This is represented by a 4+ Ward save.

MAGIC ITEMS

Weeping Blades: Deathmaster Snikch carries three Weeping Blades (see page 36 of the Skaven Army book), wielding one with each hand and one with his tail! In close combat this adds two extra attacks to the ones shown on his profile, for a total of 6!

Warpstone stars: See page 36 of the Skaven Army book.

The Cloak of Shadows: See page 38 of the Skaven Army book.

Bands of Power: See page 39 of the Skaven Army book.