

WARHAMMER ARMIES

SKAVEN



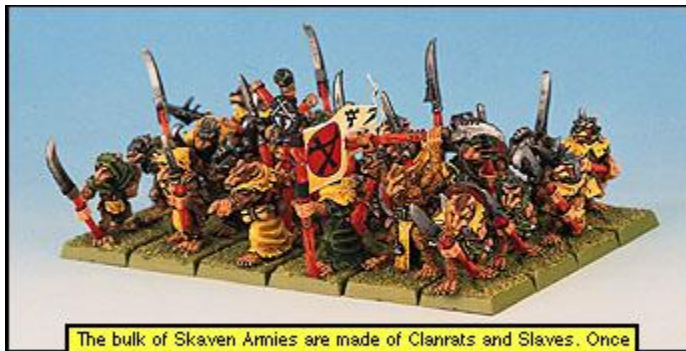
Scholars debate the origins of the Skaven, but on one point they all agree. The mutating influence of Chaos has run rampant! Skaven are man-sized bipedal rats with a burning urge for conquest. Predominately Skaven live underground, only emerging topside for battles.

Skaven are a rank-driven society, with the larger and more powerful members constantly overthrowing each other for more power, and the weak are cast into toil-filled slavery. Ambition, backstabbing, civil war amongst the clans, and intricate plots are all part of the Skaven way of life.

Somehow, through all the in-fighting and subtle betrayals, the Great Horned Rat, the dark god of the Skaven, guides his children to their ultimate destiny of complete mastery of the entire world!

THE WARLORD CLANS

Skaven Clanrats and Slaves make up the bulk of most Skaven armies. In battle they form vast hordes which scamper forward to bury the foe in a tide of chattering rat-warriors. It is true that individually Skaven can be ill-disciplined and cowardly. In large packs, however, Skaven become fanatically over-confident and well-nigh unstoppable. In game terms the deeper the Skaven unit is in ranks, the better its leadership is.



The bulk of Skaven Armies are made of Clanrats and Slaves. Once the enemy is bogged down in a massive melee with the large blocks of troops, the more insidious Skaven units can move into position and attack. Very sneaky!

Using a time-honoured, if somewhat callous tactic most Skaven Warlords drive enormous units of Skavenslaves at the front of their battle formations. This "living wall" of vermin will hopefully absorb and exhaust the foe's missile weapons, cannon balls, and sorcery, before the main Skaven force arrives.

FIGHTING ELITE



Plague Monks have disease-toughened hides and they are subject to frenzy! When led by a Plague Priest and outfitted with a few back ranks and a standard, they are quite a ferocious unit.

The hand-picked warrior elite of the Warlord clans are the Stormvermin. These rats are black-furred, heavily muscled, and far better trained than ordinary Clanrats.

The Plague Monks of Clan Pestilens have dedicated their lives to the spread of disease and corruption in the name of the Horned Rat. Toughened by disease, bony growths, and fluid-filled blisters these fanatical Skaven hurl themselves into the fray, fighting to the death with

a weapon in each hand. Making the Plague Monks even more dangerous are the Plague Censer Bearers that often accompany them. These deranged rat-men swing great two-handed censers in death-dealing arcs. Not only can the great spiked ball crush an opponent, but the foul fumes are deadly to breathe.

DIRTY, LOWDOWN, SNEAKING RATS...

To set up and launch their sneak attacks, the Skaven rely on Clan Eshin. The Clan Eshin Gutter Runners are used to scout ahead of the main forces, using poison and arson to throw the enemy into disarray. In battle small packs of Gutter Runners infiltrate the foe and leap out to attack vulnerable war machines and exposed flanks.



Skaven Assassins are highly feared throughout the Warhammer World.

The black-clad Clan Eshin Assassins are highly feared murderers. Using deadly Weeping Blades, swords with a constant drip of highly toxic poisons, the Assassins hide amongst the ranks until the time to leap out and deal death is right.



Most players field one or two Warfire Throwers attached to fighting units. Here however, the teams are massed for serious firepower!

CLAN SKRYRE

The diabolical Clan Skryre has mastered the art of mixing foul warp magic with the cunning technological advances of the Skaven to produce insanely powerful (and slightly chaotic) war machines.

The warpfire thrower has been (almost!) perfected in the cramped tunnel warfare of the Skaven's constant battle with the Dwarfs. When fired it hurls a blast of warpflame - a mixture of molten chemicals and powdered warpstone. While prone to slight malfunctions (such as catastrophic blow ups!) the warpfire thrower can melt through any armour!

Some of the other fearsome Clan Skryre creations are the Warplock Jezzail, a long-ranged rifle that shoots the poisonous warp shells, the Doomwheel, a giant mechanized killing machine, and the Screaming Bell, the pride of the Warlock Engineers as it is potentially the most dangerous device of all, capable of razing whole cities with the sickening peal of its deadly bells.

SPECIALLY BRED MUTANTS

The Skaven of Clan Moulder are best known for their hideous genetics experiments. Using warpstone to mutate their own breeds of fighting beasts, the Beastmasters of Clan Moulder lead packs of rabid Giant Rats or the powerful Rat Ogres into battle.



GATHERING A RAT HORDE

If you want to rule the world, and don't mind sacrificing your slaves or doing a little backstabbing along the way, then the Skaven are clearly the choice for you. If you are interested in collecting and playing with your own Skaven Army the place to start is the Warhammer Armies Skaven book. Not only will you find the history of the Skaven and their vast Under-empire, but you will find a complete army list and a bestiary for all the troop types available. Also included are special characters so you can play with some of the most infamous Skaven Warlords of all time.