

# SPEARHEAD



## SKAVEN

### GNAWFEAST CLAWPACK

This Spearhead army consists of the following units:

#### GENERAL

- ◆ Clawlord on Gnaw-beast

#### UNITS

- ◆ 1 Grey Seer
- ◆ 1 Warlock Engineer
- ◆ 10 Clanrats
- ◆ 10 Clanrats
- ◆ 3 Rat Ogors



When the Skaven swarm across the realms, it is a vision drawn from apocalyptic texts. They are famine and rabid hunger made manifest, a chattering tide that drags down anything in their path. Even a comparatively small pack of Skaven can triumph through weight of frenzied numbers. This is embodied by the Gnawfeast Clawpacks, swarms of ratmen who surge forwards in a manic need to devour, defile and otherwise bring to ruin.

Gnawfeast Clawpacks rely on numbers to carry the day. Clanrats are an eminently disposable force sent to overwhelm foes alongside frenzied Rat Ogors. Their leaders are anything but subtle. The Clawlords that rule the Clanrat swarms are cunning strategists and know just where to sacrifice their warriors to grind down the enemy – before riding in themselves to tip the balance and claim the credit. A Clawlord will be attended to by advisors, both the magic-wielding Grey Seers and the Warlock Engineers of the Clans Skryre, who offer unpredictable but deadly fire support. All these verminous potentates are out to undermine one another, of course, but this only serves to ensure that the sharpest rise to the top.

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*'Man-things die. Short-things die. Aelf-things die. All things die. Our time now, yes-yes. Doom comes to gnaw on the surface world.'*

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- Clawlord Muskrutt of Clan Fang

## BATTLE TRAITS

### ⚙ Once Per Battle, Deployment Phase

#### THE LURKING

**VERMINTIDE:** *What scurries beneath the surface?*

**Declare:** Pick a friendly unit that has not been deployed to be the target.

**Effect:** The target unit is set up in reserve **in the tunnels below**. Units in the tunnels below that have not used the 'Gnawhole Ambush' ability by the end of the third battle round are destroyed.

**KEYWORDS**   **DEPLOY**

### ➤ Your Movement Phase

**GNAWHOLE AMBUSH:** *A pack of Skaven emerges onto the battlefield from a glowing green rift in reality.*

**Declare:** Pick a friendly unit that is **in the tunnels below** to use this ability.

**Effect:** Set up that unit wholly within 6" of a corner of the battlefield and more than 9" from all enemy units.

**KEYWORDS**   **CORE**



*Warlock Engineer*

**REGIMENT ABILITIES:** Pick 1 of the following regiment abilities.

**⚔ Once Per Battle, Your Shooting Phase**

**WARPSTONE-LACED BULLETS:** *Saturated with the energies of ruin, these munitions pack a deadly punch.*

**Declare:** Pick a ranged weapon a friendly unit is armed with.

**Effect:** That weapon has **Crit (Mortal)** this phase.

**⚔ Passive**

**TOO QUICK TO HIT-HIT:** *These skittish ratmen dart and run in all directions, avoiding retribution as they flee from combat.*

**Effect:** No mortal damage is inflicted on friendly units when they use **RETREAT** abilities.

**ENHANCEMENTS:** Give your general 1 of the following enhancements.

**⚔ Reaction: You declared the 'Call for Reinforcements' ability**

**LEAD THE SEETHING HORDE:** *With screeched war cries, this Clawlord directs their vermin underlings to swarm the enemy.*

**Effect:** Instead of using the set-up instructions in the 'Call for Reinforcements' ability, the replacement unit can be set up wholly within 13" of this unit and not in combat.

**⚔ Passive**

**SKRYRE CONNECTIONS:** *This Clawlord has tasked the Skryre engineers under their command to overcharge their ratling pistol.*

**Effect:** Your general's **Ratling Pistol** has an Attacks characteristic of 2D6 instead of D6.

**⚔ Passive**

**WARPSTONE CHARM:** *This foul talisman radiates mutating energy.*

**Effect:** Subtract 1 from save rolls for enemy units in combat with your general.

**⚔ Passive**

**CLOAK OF STITCHED VICTORIES:** *This cloak is made from the stitched pelts of traitors and inflicts a rabid paranoia upon the bearer, making them hard to hit and even harder to stab in the back.*

**Effect:** Your general has **WARD (5+)**.

• SPEARHEAD WARSCROLL •

# CLAWLORD

## ON GNAW-BEAST

	MOVE	
HEALTH	9"	SAVE
7		4+
	CONTROL	
	2	

Clawlords are the tyrannical rulers of the Clans Verminus, the lives of thousands of minions theirs to expend at a moment's notice. It takes both cunning and viciousness to hold their lofty position, and successful Clawlords must be willing to stoop to any foul end and fight like cornered animals in order to keep their star in the ascendant. Accumulating favours from members of the other Great Clans is a fine way to do this, and so the most powerful Clawlords will ride upon a Gnaw-beast bred by the Clans Moulder – a gangly, shrieking abomination whose hunger is even more voracious than that of its Skaven master.

 RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Ratling Pistol	10"	D6	3+	3+	1	1	Crit (Auto-wound), Shoot in Combat
 MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Warpforges Halberd	5	3+	4+	1	2	-	
Gnaw-beast's Chisel Fangs	4	4+	3+	1	D3	Companion	

### Passive

**CORNERED RAT:** *A Clawlord in fear for their life fights with rabid ferocity.*

**Effect:** While this unit is damaged, add 3 to the Attacks characteristic of its Warpforges Halberd.



KEYWORDS

HERO, CAVALRY, WARD (6+)

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# GREY SEER

	MOVE	
HEALTH	6"	SAVE
5	6+	
	CONTROL	
	2	

Grey Seers are marked out from their minions not only by their pale fur and curling horns but also by their ability to wield the withering magics of the Great Horned Rat. They serve as the executors of their terrible god's will amongst the clans – though this does not prevent them from pursuing their own schemes as a matter of course. Able to handle warpstone with greater ease than fellow ratmen, a Grey Seer will use all manner of relics to try and glean an advantage, all while using their sorcery and innate cunning to undermine and drag down enemies and rivals alike.

⚔	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Warpstone Staff	3	4+	4+	1	D3	-

● Your Hero Phase

**WILL OF THE HORNED RAT:** *None among the Skaven clans may defy the commands of a Grey Seer – openly, at least...*

**Declare:** Pick a friendly unit wholly within 13" of this unit to be the target, then roll a dice.

**Effect:** On a 3+, add the roll to the target's control score until the start of your next turn.

⚔ Your Hero Phase

**WITHER:** *The Grey Seer hurls a glowing green globe of magical energy at the foe. Anyone touched by the globe starts to shrivel and wither away.*

**Declare:** Pick a visible enemy unit within 13" of this unit to be the target, then make a casting roll of 2D6.

**Effect:** On a 6+, inflict D3 mortal damage on the target.



KEYWORDS


HERO, WIZARD, INFANTRY

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# WARLOCK ENGINEER

MOVE	6"	SAVE
HEALTH	5	5+
CONTROL	2	

Warlock Engineers are those Skryre artificer-rats who have mastered the various branches of skaven engineering. Skilled in the creation of ingenious and insane weapons, these Skaven take every opportunity to put their latest inventions to the test – even if it means overcharging them to the point of dangerous volatility.

 RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Warplock Musket	24"	2	3+	3+	2	D3	Crit (Auto-wound)
 MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Warpforged Dagger	3	4+	4+	-	2	-	

 **Reaction:** You declared a SHOOT ability for this unit and it has not used a MOVE ability this turn

**MORE-MORE WARP ENERGY!** *The Engineer overcharges their weapon with volatile energy.*

**Effect:** Roll a dice. On a 2+, set the Damage characteristic of its **Warplock Musket** to 3 this phase. On a 1, inflict D3 mortal damage on this unit.

KEYWORDS

HERO, INFANTRY

• SPEARHEAD WARSCROLL •



# CLANRATS

MOVE 6"  
HEALTH 1  
SAVE 5+  
CONTROL 1

Clanrats form the verminous masses of Skavendom, warriors that compensate for their natural cowardice with a vicious spite and overwhelming numbers.

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Rusty Blade	2	4+	5+	-	1	-

## End of Any Turn

**SEething SWARM:** *Sweeping forward in a chattering mass, Clanrats overwhelm their enemies with their seemingly limitless numbers, biting, stabbing, screeching and trampling their own fallen beneath their bloody claws.*

**Effect:** You can return D3 slain models to this unit.



KEYWORDS

INFANTRY, REINFORCEMENTS

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# RAT OGORS

MOVE	6"
HEALTH	4
SAVE	5+
CONTROL	1

Perhaps the most infamous creations of the Clans Moulder, Rat Ogors are flesh-grafted shock troops that fly into a terrifying frenzy when the stench of death fills the air.

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Warpfire Gun	10"	2D6	2+	4+	2	1	Shoot in Combat
MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Claws, Blades and Fangs	5	4+	3+	1	2	-	

*This unit has 2 Rat Ogors armed with Claws, Blades and Fangs, and 1 Rat Ogor armed with a Warpfire Gun and Claws, Blades and Fangs.*

**✘ Any Combat Phase, Once Per Battle**

**UNLEASHED WARP-FURY:** *The warpstone hammered into the flesh of these creatures crackles with volatile energies, driving them into a frenzy.*

**Effect:** Inflict D3 mortal damage on this unit. Then, add 1 to the Attacks characteristic of its melee weapons this phase.

KEYWORDS

INFANTRY



# SPEARHEAD



## SKAVEN

### WARSPARK CLAWPACK

This Spearhead army consists of the following units:

#### GENERAL

- ◆ Grey Seer

#### UNITS

- ◆ 3 Stormfiends
- ◆ 1 Warp Lightning Cannon
- ◆ 10 Clanrats
- ◆ 10 Clanrats



Skaven society is formed of competing clans, each believing that they possess the finest means of destroying the surface dwellers – and that every other clan is out to undermine them. On this latter assumption, they are entirely correct. It takes the Grey Seers, prophets of the Great Horned Rat, to bind the forces of competing clans into something approaching a unified force. Of course, Grey Seers inevitably have their own nefarious agendas, but the retinues and clawpacks they command remain immensely dangerous.

Warpspark Clawpacks are formed when the teeming multitudes of the Clans Verminus are wielded alongside the volatile war machines of the Clans Skryre. Clanrats emerge from hidden caverns and gnawholes, making up for their natural cowardice with a violent frenzy. The Clanrats, however, ultimately serve to die at a Grey Seer's discretion and provide an opportunity for devastating Skryre technology to be brought to bear. Stormfiends are towering warbeasts with weapons grafted to their limbs, able to bludgeon foes up close or blast them apart at range. For raw power, however, nothing can match the Warp Lightning Cannon. Amongst the most feared weapons of the Skryre clans, they are unreliable tools – but should one discharge a crackling bolt at full power, the target's doom is assured.

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*'Remove the limiters! Blast-kill them all, now-now!'*

– Grey Seer Snikskreech

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## BATTLE TRAITS

Once Per Phase, Enemy Movement Phase

**ALWAYS THREE CLAWSTEPS AHEAD:** *The best-laid plans of the Skaven never go awry (or so they claim).*

**Declare:** Pick a friendly unit that is not in combat.

**Effect:** That unit can use the 'Normal Move' ability as if it were your movement phase.



Stormfiend with Shock Gauntlets

**REGIMENT ABILITIES:** Pick 1 of the following regiment abilities.

Once Per Battle, Reaction: Opponent declared an ATTACK ability and targeted your Stormfiends unit

**WARPSTONE-LACED ARMOUR:** *Lurid green lightning begins to crackle across the armour of the Stormfiends, momentarily deflecting any blows levelled at them.*

**Used By:** Your Stormfiends unit.

**Effect:** Your Stormfiends unit has WARD (5+) for the rest of the turn.

Passive

**ENDLESS SWARM OF RATS:** *From the many gnawholes that encircle the battlefield, more and more verminkin swarm forth without cease.*

**Effect:** When a friendly Clanrats unit uses its 'Seething Swarm' ability, you can return D6 slain models to that unit instead of D3.

**ENHANCEMENTS:** Give your general 1 of the following enhancements.

**U Passive**

**SKILLED MANIPULATOR:** *This Grey Seer is particularly devious and self-serving, deftly ensuring that their minions are always conveniently positioned between themselves and potential threats.*

**Effect:** Your general has **WARD (4+)** while they are within 1" of any friendly **Clanrats** units.

**⚡ Your Hero Phase**

**SKITTERLEAP:** *The Grey Seer vanishes in a puff of foul-smelling smoke, reappearing elsewhere on the battlefield an eye-blink later.*

**Declare:** Make a casting roll of 2D6.

**Effect:** On a 6+, remove your general from the battlefield and set them up again on the battlefield more than 6" from all enemy units. They cannot use **MOVE** abilities in the following movement phase.

**U Once Per Battle, Any Combat Phase**

**CAGE OF WARP LIGHTNING:** *A 'gift' to the Grey Seer from the Clans Skryre, when this unstable device works correctly, it can momentarily trap its victims in a prison of thrashing galvanic tendrils.*

**Declare:** Pick a visible enemy unit within 6" of your general and roll a dice.

**Effect:** On a 2+, the enemy unit has **STRIKE-LAST** this phase. On a 1, inflict 1 mortal damage on your general.

**⚡ Any Combat Phase**

**SCURRY AWAY:** *This Grey Seer is a staunch believer in the Skaven philosophy that prudent cowardice is a virtue, and they do not think twice about scampering to safety when things look to be going south.*

**Effect:** Roll a dice. On a 3+, this unit can immediately use the 'Retreat' ability as if it were your movement phase. If it does so, no mortal damage is inflicted on it.

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# GREY SEER

	MOVE	
HEALTH	6"	SAVE
5	6+	
	2	
	CONTROL	

Grey Seers are marked out from their minions not only by their pale fur and curling horns but also by their ability to wield the withering magics of the Great Horned Rat. They serve as the executors of their terrible god's will amongst the clans – though this does not prevent them from pursuing their own schemes as a matter of course. Able to handle warpstone with greater ease than fellow ratmen, a Grey Seer will use all manner of relics to try and glean an advantage, all while using their sorcery and innate cunning to undermine and drag down enemies and rivals alike.

⚔	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Warpstone Staff	3	4+	4+	1	D3	-

● Your Hero Phase

**WILL OF THE HORNED RAT:** *None among the Skaven clans may defy the commands of a Grey Seer – openly, at least...*

**Declare:** Pick a friendly unit wholly within 13" of this unit to be the target, then roll a dice.

**Effect:** On a 3+, add the roll to the target's control score until the start of your next turn.

⚔ Your Hero Phase

**WITHER:** *The Grey Seer hurls a glowing green globe of magical energy at the foe. Anyone touched by the globe starts to shrivel and wither away.*

**Declare:** Pick a visible enemy unit within 13" of this unit to be the target, then make a casting roll of 2D6.

**Effect:** On a 6+, inflict D3 mortal damage on the target.





KEYWORDS	HERO, WIZARD, INFANTRY
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# STORMFIENDS



Stormfiends represent the flesh-crafting arts of the Clans Moulder and the warped weaponsmithing of the Clans Skryre brought together in dreadful symbiosis. They are hulking brutes implanted with all manner of weapons, from rotary ratling cannons and windlaunchers that hurl globes of poison gas to wrecking-ball clubs and shock gauntlets capable of sparking fierce chain reactions. To operate these devices is beyond the intellect of the typical Rat Ogor, and so each Stormfiend has grafted to them a ghoulish and withered 'brain-rat' that makes up the difference. Yet the Stormfiends' duties are simple enough – bring blasting, crushing death to the enemies of the Skaven.

	RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
	Ratling Cannons	15"	3D6	4+	3+	1	1	-
	Windlaunchers	15"	3	4+	3+	2	D3	-
	MELEE WEAPONS		Attacks	Hit	Wound	Rend	Damage	Ability
	Shock Gauntlets		4	4+	2+	1	2	-
	Clubbing Blows		4	4+	2+	-	2	-

*This unit has 1 Stormfiend armed with Shock Gauntlets, 1 Stormfiend armed with Windlaunchers and Clubbing Blows, and 1 Stormfiend armed with Ratling Cannons and Clubbing Blows.*

### Passive

**SHOCK GAUNTLETS:** Sometimes the electrical discharge created by a pair of shock gauntlets triggers a series of linked explosions.

Each time an attack made with this unit's Shock Gauntlets scores a critical hit, that attack scores **D6 hits** instead of 1 (make a wound roll for each hit).



KEYWORDS

INFANTRY

• SPEARHEAD WARSCROLL •

# WARP LIGHTNING CANNON

	MOVE	
HEALTH	3"	SAVE
8	4+	
	CONTROL	
	2	


Warp Lightning Cannons are perhaps the most infamous wonder-weapons of the Clans Skryre. Channelling volatile energies through a chunk of potent warpstone, they unleash blasts of ruinous energies that can reduce targets to ash.

Warp Lightning Cannons are unpredictable creations, prone to shorting out or catastrophically overtaxing themselves at inopportune moments. When operating at maximum capacity, however, a Warp Lightning Cannon can stop a gargant in its tracks.

 RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Warp Lightning Blast	20"	2D6	4+			See below	-

 MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Crew's Teeth and Knives	D6	4+	5+	-	1	-

** Passive**

**WARP LIGHTNING BLAST:**  
*A Warp Lightning Cannon fires massive bolts of warp lightning that disintegrate any who are struck by them.*

**Effect:** Each attack made with this weapon in a single phase must target the same enemy unit. Each hit inflicts 1 mortal damage on the target and the attack sequence ends.



**KEYWORDS** WAR MACHINE



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# CLANRATS

MOVE	6"	SAVE
HEALTH	1	5+
CONTROL	1	

Clanrats form the verminous masses of Skavendom, an endless sea of filthy fangs, rusty blades and red eyes filled with malice. They are spite made manifest, seeking to advance their own position while leaving rivals – which is everyone – to a grisly fate. Clanrats are utterly expendable to their masters, herded forwards in chittering swarms to slow an enemy and die upon their blades. Yet though Clanrats are craven by nature, they can be overcome by a terrible frenzy in battle – and should one fall, there are always more where they came from...

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Rusty Blade	2	4+	5+	-	1	-

**End of Any Turn**

**SEETHING SWARM:** *Sweeping forward in a chittering mass, Clanrats overwhelm their enemies with their seemingly limitless numbers, biting, stabbing, screeching and trampling their own fallen beneath their bloody claws.*

**Effect:** You can return D3 slain models to this unit.



**KEYWORDS**

INFANTRY, REINFORCEMENTS