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BATTLETOME SUPPLEMENT

SKAVEN ESHIN

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THE ESHIN KILL-PACKS

The Eshin are one the Great Clans of the Skaven, providing any ratman warlord who dares to hire them with expert assassins, spies and espionage agents. They venerate the Horned Rat as the Shadow of Murder, a secretive entity who compulsively topples the powerful and spreads destabilising anarchy and confusion. They are most often deployed at the behest of the Masterclan, leading some to believe that they are direct servants of Skavendom's rulers. Certainly, this is what the Grey Seers like to claim.

But the Eshin are no one's vassals, and the Nightlords – masters of the shadow clans – have no qualms about reminding the Horned Rat's prophets of this. While the Eshin habitually stay aloof from the grand civil wars that wrack the under-empire, they have also mercilessly ended such conflicts in single nights of murder. While no Great Clan is truly of one mind, the Eshin appear to possess a unity unseen in any ratmen except perhaps the Clans Pestilens during their grand crusades of filth. They are watchful and patient where other Skaven are manic, traits that render them even more unsettling to their many rivals.

While the Nightlords still consider their underlings disposable, even the least Eshin warrior is given a modicum of training so they might be of use. That said, despite the shadow clans projecting an appearance of unity, their internal hierarchy is just as duplicitous and back-stabbing as the other Great Clans – simply more subtle in its nature. The elders of the clans actively work to maintain this, for if their minions cannot prosper in such an environment, how can they successfully spread the discord that the Shadow of Murder craves? As an Eshin agent climbs the ranks, more secretive death-dealing arts are taught to them: the Way of the Fiendish Claw, the Stance of the Throttling Tail and the dreaded Thirteen Claws, to name a few. Many possess a sinister mystical aspect, blending forms of shadow sorcery that grant Eshin assassins all manner of uncanny abilities, from killing with a mere touch to rendering themselves all but invisible.

It is rare for Eshin clans to deploy en masse. More often their agents join war-swarms in fulfilment of some claw-pact. There are times, however, when entire kill-packs are dispatched, striking under cover of darkness in a lethal flurry of knives, slings and throwing stars. Opponents can rarely discern who leads such a force, for assassins do not so much command as use the pandemonium to close on their targets. Eshin kill-packs are not armies of conquest but rather serve the shadowy aims of their Nightlords. Failure is not excused or tolerated.

Death's stink clung around the entrance to the shrine-cave. The corpses of the Khainite defenders had been taken to be burned; the ratmen filth lay where they'd perished. Within the cave, Tathelia knelt before an idol of the Bloody-Handed One, mouthing the ritual observances of death.

A shadow detached itself from the cavern roof. Like water it descended, spilling bonelessly and with perfect silence through the statue's raised arm. It paused, before leaping – cloak billowing, twin blades dripping poison. At the last moment Tathelia's eyes snapped open. The aelven murder-priestess rose, drawing her own sword to narrowly deflect the blow. After a blinding, echoing cyclone of steel, their blades locked. Tathelia grinned.

'Too slow, vermin.'

The assassin's eyes blazed. There came a whipcord hiss, before Tathelia gasped, bloody froth spilling over her lips. She collapsed, bones snapping from her convulsions, as the Skaven withdrew the blade clutched in its tail and that it had driven into her side. Her last sight was the ratman reaching down to flay her face.

VEILT

Like all the Greater Clans, the Eshin maintain a stronghold in the wasteland of the Gnaw. Veilt cannot be found on any map; it is a fortress of shadow, its location kept so secret that some say it moves around at the will of its lords. These are Eshin elders so immersed in the shadow arts they are no longer believed to be fully corporeal. Within their shifting halls and trap-laden chambers, they subject the most promising assassins from across the clans to gruelling training regimes and teach them their most secret techniques. Here also are vaults hoarding the most wicked tools of assassination, as well as trophy halls containing the silently screaming heads of those who offered personal insult to the skills of famed Deathmasters.





DEATHMASTER CRIXXIT

Even by the standards of cold-blooded Eshin killers, Deathmaster Crixxit possesses a notoriously extensive death count. He is an assassin of dread and legendary skill, a wraith who stalks unseen until the moment he drives a warpstone-poisoned dagger into his unsuspecting prey. Crixxit has murdered every sort of target imaginable: daemons, undead tyrants and Azyrite lords have all fallen to his blades, and the Deathmaster is ever eager to test his skills against a new foe.

Few Eshin assassins reveal their true identity. Crixxit, however, wishes his prey to know his name and the heinous acts attributed to him. He maintains that this is a tool of psychological warfare, compelling his quarry into panic and blunder; its satiating of his ego is simply a side-effect. While Crixxit is technically an agent of Clan Nictus, his fame has far outstripped theirs, and he now offers his blades to any who can meet his exorbitant fees. Unusually for Skaven, he also seems to lack any desire to rule, and so the masters of Clan Nictus tolerate such 'freelancing' in exchange for Crixxit eliminating potential rivals from within and without.

Crixxit's primary weapon is his unnatural agility. Calling upon decades of training and shadow-twisting abilities, he wreathes himself in darkness so completely that even the most sharp-eyed ranger would struggle to spy his slinking form. His cloak is a sentient artefact woven from the stolen essence of a shadow daemon. It was a gift from Be'lakor, the dreaded Dark Master, for the assassin's services in all but destroying one of the Silver Towers of Tzeentch. Crixxit earned the commission by murdering other assassins seeking Be'lakor's favour in the moment they brought him tribute, amusing the daemon lord.



Crixxit's cloak greatly enhances already formidable skills, allowing him to leap between pools of blackness and emerge within striking distance of his foe. The Deathmaster's weapons, meanwhile, are laced with a blend of exotic poisons to ensure that even a scratch in his opening flurry of strikes will fester, blacken and eventually kill. Still, Crixxit prides himself on thoroughness, stabbing again and again until the target bleeds from a score of mortal wounds.

GUTTER RUNNERS

Gutter Runners are ratmen that have survived enough assassination missions to advance through the cut-throat ranks of the Clans Eshin. In the course of their careers, they have learned many death-dealing techniques: how to paralyse foes with a single stab, how to melt into the shadows and become almost invisible, and how to blend various esoteric preparations capable of slaying any target.

Gutter Runners are armed with specialist tools from their clans' armouries. Amongst these are deadly weeping blades that drip warpstone-based toxins and injector-blades – weapons developed using stolen Skryre technologies and that deliver a blend of crushed warpstone and Eshin-speciality toxins into the target's bloodstream with one scratch. While the precise effects of these concoctions can vary, all are designed to inflict especially gruesome deaths to break the spirit of onlookers.

For all their skill in combat, it is the Gutter Runners' ability to move unseen that is most disturbing to their enemies. They have trained in the strange shadow arts of their clans, able to squeeze through the tightest gaps and skitter up sheer walls with astounding ease. Countless foes have thought themselves safe, only to realise their folly as a poison-laced dagger opens their throat. At other times, the Gutter Runners are claw-pacted to act as saboteurs and spies. These services are especially valuable in the tumultuous power struggles of Blight City, and they cause just as much havoc when plied in the darkness of the surface dwellers' domains.



Bomb Rats



NIGHT RUNNERS

Vicious thugs who delight in ganging up on their victims, Night Runners are the lowest-ranking Eshin foot soldiers. Their business is honourless murder, and they rarely attack without ensuring they have at least a two-to-one advantage in numbers. Mobs of these cruel ratmen take on the dirtiest jobs amongst the Eshin kill-packs, whether finishing off stragglers, undermining defensive positions, or serving as distractions whose deaths allow more valuable agents to complete their missions unimpeded.

A single Night Runner, though apparently scrawny, is a match for a human soldier, and in groups they possess a focus that is unfamiliar to those used to fighting the warriors of the Clans Verminus. They are armed with a variety of crudely effective death-dealing tools. Daggers and blunt weapons are preferred for face-to-face killing. Slings offer a ranged alternative, easy to conceal and capable of shattering a jaw or temple with a well-aimed shot.

One of the more insidious tools in the Night Runners' arsenal is the common rat. These ubiquitous creatures are trained as spies, spreaders of disease and agents of sabotage, fed with scraps of rotten flesh to keep them loyal. When less subtle methods are required, or a target demands more creative means of elimination, Eshin saboteurs will let loose Bomb Rats, vermin that unwittingly carry various explosive devices. They are trained to scamper towards the enemy before detonating in a spray of deadly shrapnel or toxic gas that rapidly melts internal organs.

BATTLETOME SUPPLEMENT

SKAVEN ESHIN

This battletome supplement adds three new warscrolls and a new battle formation to the Skaven faction. The Night Runners warscroll in this supplement replaces its equivalent in *Battletome: Skaven*.

BATTLE FORMATION

Add the following battle formation to those you can pick from in the Skaven faction rules.

KILL-PACK

Once Per Turn (Army), Deployment Phase

KILL-KILL! SCURRY-FLEE!: *A kill-pack has one purpose: slay the target. Once this goal has been achieved and the element of surprise lost, the Eshin agents must see to their own survival…*

Declare: Pick an enemy **Hero** to be the target.

Effect: For the rest of the battle, if the target has been destroyed, add 2" to the Move characteristic of friendly **Eshin** units.



• SKAVEN WARSCROLL •

DEATHMASTER CRIXXIT



Rumours abound regarding Crixxit's ability to haunt any shadow, breach any chamber and reach any quivering target. Most of these are spread by Crixxit himself, for when a mark is afraid, they are vulnerable. His superlative skills are further enhanced by his semi-sentient Shadowblood Cloak, a gift earned from Be'lakor for services rendered. A legendary assassin, Crixxit stalks his enemies with seemingly preternatural ability then bloodying his blades before moving on to his next victim.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
The Blades of Thirteen Cuts Anti-**Hero** (+1 Rend), Crit (Mortal)	13	2+	4+	1	1

Passive

MASTER OF ASSASSINS: *Crixxit is one of the most feared assassins of the Clans Eshin, if not the realms entire.*

Effect: Double the Damage characteristic of this unit's melee weapons for attacks that target an enemy **Hero**.

Your Charge Phase

DIVERSIONARY ASSAULT: *At a swift signal, be it a twitch of his tail, a deft claw-swipe or a hissed threat, Crixxit directs a group of his agents to launch a blistering diversionary attack to distract the guard of his intended target.*

Declare: Pick a visible friendly **Gutter Runners** unit wholly within 13" of this unit to be the target.

Effect: Add 2 to charge rolls for the target for the rest of the turn.

Any Combat Phase

SHADOWBLOOD CLOAK: *Crixxit's cloak grants him the ability to melt into the darkness and instantly strike wherever a pack of his many agents cast their slinking shadows.*

Declare: Pick a visible friendly **Eshin** unit that has 2 or more models and that is wholly within 18" of this unit to be the target.

Effect: Roll a dice. On a 3+, remove this unit from the battlefield and set it up again wholly within 6" of the target. This unit can be set up in combat.

KEYWORDS	Unique, Infantry, Hero, Ward (5+)
	Chaos, Skaven, Eshin

• SKAVEN WARSCROLL •

GUTTER RUNNERS



Gutter Runners are shadowy killers and saboteurs in service to the Clans Eshin. Trained in unique combat arts, they are fearsome close-quarters opponents, wielding lethal poisons and an array of rat-borne explosives to disorient and devastate foes.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Saboteur Bombs Anti-Infantry (+1 Rend), Shoot in Combat	10"	2	4+	2+	-	D3
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**
Punch Dagger and Blade Crit (Mortal)		3	3+	4+	1	1

Each model in this unit is armed with a Punch Dagger and Blade. 1/10 models in this unit can be armed with Saboteur Bombs in addition to their other weapons.
The champion cannot be armed with Saboteur Bombs.

Once Per Turn (Army), Any Combat Phase

BOMB RATS: *Bomb Rats skitter amidst the enemy lines, largely unnoticed in the confusion of battle.*

Declare: This unit's **Bomb Rats** are tokens. If there are fewer than 2 friendly **Bomb Rats** next to enemy units, pick an enemy unit in combat with this unit that does not have a friendly **Bomb Rat** next to it to be the target.

Effect: Place this unit's **Bomb Rat** next to the target.

End of Any Turn

DETONATE: *Many Gutter Runners are experts in the use of improvised explosives, deploying skittering Bomb Rats to rush the enemy and detonate amongst them in a burst of warpstone-fuelled fury.*

Declare: This unit can use this ability even if it has been destroyed. Pick each enemy unit that has a friendly **Bomb Rat** token to be a target.

Effect: Roll a D3 for each enemy unit within a target's combat range. On a 2+, inflict an amount of mortal damage on that enemy unit equal to the roll. Then, remove the target's **Bomb Rat**.

KEYWORDS	Infantry, Champion (1/10), Ward (6+)
	Chaos, Skaven, Eshin

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NIGHT RUNNERS



Night Runners are the lowliest acolytes of the Clans Eshin, seen as disposable assets by their masters. Although their fate is often to be hurled at the enemy to provide a distraction for their more skilled brethren to perform their subtler missions, Night Runners are still trained and equipped with deadly poisoned weapons and for stealthy assaults.

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Slings and Poisoned Stars Crit (Auto-wound), Shoot in Combat	10"	2	4+	4+	-	1
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**
Poisoned Blades Crit (Mortal)		2	4+	5+	-	1

Once Per Turn (Army), Your Movement Phase

GRAPPLING HOOKS: *Night Runners are experts at scaling vertical terrain with their grapnels, either to ambush an unwary foe or retreat to where the enemy cannot follow.*

Declare: If this unit was not set up this turn, pick a terrain feature within 3" of this unit to be the target.

Effect: Remove this unit from the battlefield and set it up again wholly within 3" of the target and more than 3" from all enemy units.

Once Per Turn (Army), Any Combat Phase

SMOKE BOMBS: *The Clans Eshin use smoke bombs to cause confusion and disorientate the enemy.*

Declare: If this unit is in combat or charged this turn, this unit can make a pile-in move. Then, if this unit is in combat, you must pick 1 or more enemy units to be the target(s) of this unit's attacks.

Effect: Resolve combat attacks against the target unit(s). Then, if this unit is in combat, roll a dice. On a 3+, this unit can move a distance up to its Move characteristic. It can pass through the combat ranges of enemy units but can only end that move in combat with units it was in combat with at the start of that move. It does not have to end the move in combat.

KEYWORDS	Core, Attack, Fight

KEYWORDS	Infantry, Champion, Ward (6+)
	Chaos, Skaven, Eshin