

SCOURGE OF AQSHY

FACTION RULES: SKAVEN

HEROIC TRAITS

You can pick a heroic trait from this table instead of from other Heroic Traits tables available to this faction.

DEVOUS MACHINATIONS (HERO only)

⚙️ **Reaction:** You declared a **SPELL** or **UNBIND** ability for a visible **SKAVEN** unit wholly within 13" of this unit

MASTERCLAN CONNECTIONS: *This Skaven's obsequious nature has allowed them to curry favour with a member of the sorcerous Masterclan.*

Effect: Add D3 to that casting roll or unbinding roll.

🏳️ **Passive**

MASTER OF THE SWARM: *This warlord understands the importance of numbers, ensuring their burrows are teeming with fresh warriors.*

Effect: Each time an ability returns 1 or more slain models to a friendly **SKAVEN** unit wholly within 13" of this unit, after that ability has been resolved, you can return 1 additional slain model to it.

⚔️ **Any Combat Phase**

ESSENCE OF THE GNAW: *A cursed combination of warpstone and daemonic power allows this rodent to twist reality.*

Declare: Pick another visible friendly **SKAVEN** unit wholly within 13" of this unit and in combat to be the target.

Effect: For the rest of the turn, this unit has **STRIKE-FIRST** and the target has **STRIKE-LAST**.



MOULDER MUTATIONS

Moulder Mutations are unique enhancements that can be given to non-**HERO** non-**WAR MACHINE** **SKAVEN** units. A unit can only have 1 Moulder Mutation.

⚙️ **Any Hero Phase**

TRANSPLANTED BRAINS: *The grey matter of various 'willing' Moulder volunteers has been grafted onto these mutants' brains, allowing them to change their personalities in an instant.*

Effect: Pick 1 of the following brains. Its effects apply for the rest of the turn:

Warpstone Addict's Brain:

- Add 1 to hit rolls for this unit's combat attacks.
- This unit has a maximum control score of 1.

Warlock Whelp's Brain: Add 10 to this unit's control score.

➦ **Your Charge Phase**

ANABOLIC ACCELERATORS: *The limbs of these mutants have been injected with a serum that promotes rapid tissue growth, giving them a monstrous – if short-lived – burst of speed.*

Effect: If this unit was set up this turn, when making charge rolls for this unit, add 1 to the number of dice rolled, to a maximum of 3, then remove 1 dice of your choice and use the remaining dice as the charge roll.

⚔️ **Passive**

SERRATED BONE PROTRUSIONS: *The jagged shards of bone that jut out from these abominations can inflict nasty injuries on careless attackers.*

Effect: For each unmodified hit roll of 1 for a combat attack made by an enemy unit that targets this unit, inflict 1 mortal damage on the attacking unit after the **FIGHT** ability has been resolved.

SCOURGE OF AQSHY

• SCOURGE OF AQSHY WARSCROLL •

GREY SEER ON SCREAMING BELL



Riding across the Great Parch atop a rickety wheeled altar known as a Screaming Bell, the Grey Seer unleashes dark magics in the name of the Horned Rat. The ruinous peals of the bell invigorate nearby Skaven even as the sonic assault enervates the foe.

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Warpstone Staff	3	4+	4+	1	D3
Rat Ogor's Tearing Claws	5	4+	3+	1	2
Crushing Bulk Charge (+1 Damage), Companion	6	4+	2+	1	2

Passive

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of its **Crushing Bulk** is 4.

Passive

THE BELL TOLLS: *With a swing and a clang, the bell doth peal; Skaven march and man-things squeal!*

Effect: If the current battle round number is odd, add 2" to the Move characteristic of friendly **SKAVEN** units while they are wholly within 13" of this unit. If the current battle round number is even, subtract 1 from hit rolls for attacks made by enemy units that target a friendly **SKAVEN** unit while it is wholly within 13" of this unit.

Your Hero Phase

PEALING PORTAL: *The Grey Seer channels dark sorceries to rip open a gnawhole at the base of their hellish contraption.*

Declare: Make a casting roll of 2D6.

Effect: Until the start of your next turn, this unit counts as a friendly **Gnawhole** for the purposes of the 'Gnawhole Ambush', 'Tunnels Through Reality' and 'The Endless Vermintide' abilities.

KEYWORDS SPELL

Once Per Turn (Army), End of Any Turn

ECHOES OF THE VERMINDOOM: *As the bell rings in time with one of its counterparts in sacred Blight City, it releases a pulse of ruinous energies that invigorate the swarm.*

Declare: Pick up to 3 visible friendly **SKAVEN** units wholly within 13" of this unit to be the targets.

Effect: Heal (D3) each target.

KEYWORDS

HERO, WAR MACHINE, WIZARD (2), WARD (5+)

CHAOS, SKAVEN, MASTERCLAN

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VERMINLORD CORRUPTOR



Venerated as sacred beings by the Clans Pestilens, Verminlord Corruptors are foul avatars of disease, and each vile daemon has its preferred plagues and poxes. The Seething Blight is particularly virulent in Aqshy, causing already irascible victims to enter an unending rage-filled mania.

 RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg
Plague Breath Shoot in Combat	10"	6	2+	4+	2	1
 MELEE WEAPONS	Atk Hit Wnd Rnd Dmg					
Plaguereapers Crit (Auto-wound)	8	3+	2+	2	2	

Once Per Battle (Army), Deployment Phase

FOETID FEATURES: *No two Corruptors are alike; each has its own repulsive attributes that further augment its noxious presence.*

Effect: Pick 1 of the following effects to apply for the rest of the battle:

Noisome Halitosis: Add 1 to the Damage characteristic of this unit's **Plague Breath**.

Pestilential Seepage: While this unit is damaged, you can re-roll chanting rolls for friendly **PESTILENS PRIESTS** while they are wholly within 13" of this unit.

Curdled Miasma: While they are within 6" of this unit, enemy units are not visible to other enemy units more than 3" from them.

Once Per Turn (Army), Your Hero Phase

SEETHING BLIGHT: *This plague sees victims enter an apoplectic frenzy that cannot be quelled; howling with rage, they lash out again and again until the sheer exertion causes their hearts to give out.*

Declare: Spend 1 **rage dice**. If your opponent's **fury level** is lower than yours, they must increase their **fury level** by 1, to a maximum of 7. Then, pick a visible unit (friendly or enemy) wholly within 13" of this unit to be the target.

Effect: For the rest of the battle:

- Add 1 to the Attacks characteristic of the target's melee weapons.
- If an ability would heal or return any slain models to the target unit, that ability does not heal any damage points or return any slain models to it.
- If the target is replaced and the replacement unit has 1 model, allocate damage points to that replacement unit equal to half X (rounding up), where X is its Health characteristic minus the number of damage points allocated to it (if any).
- If the target is replaced and the replacement unit has more than 1 model, half the models in that replacement unit (rounding up) are automatically slain.

KEYWORDS RAMPAGE

KEYWORDS

HERO, MONSTER, PRIEST (1), WARD (5+)

CHAOS, SKAVEN, DAEMON, PESTILENS