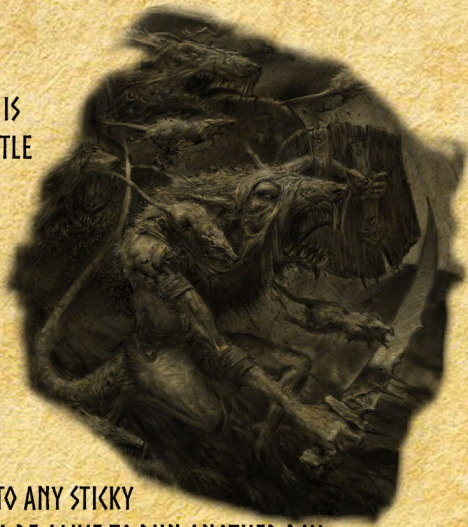




KAVEN SLAVE UPRISING

COUNTLESS ARE THE SLAVE OF THE UNDEREMPIRE IT IS SUCH THEIR NUMBER THAT IF THEY ROSE AS ONE LITTLE COULD DO THEIR OVERSEERS TO STOP THEM. THE SLAVE REVOLS HAVE BEEN FEW IN KNOWN HISTORY BUT EACH ONE HAS MADE THE WHOLE OF SKAVEN SOCIETY TREMBLE.



SPECIAL RULES

ESCAPISTS

THESE SLAVES ARE SPECIALISTS OF GIVING THE SLIP TO ANY STICKY SITUATION AND KNOW THAT TO RUN TODAY MEANS TO BE ALIVE TO RUN ANOTHER DAY. THEY CAN NEVER BE CAPTURED AND ANY INJURY RESULT LIKE SOLD TO THE PITS OR CAPTURED BY SKAVEN ARE TREATED AS FULL RECOVERY. ADDITIONALLY ANY SLAVE CAN RUN FROM A HAND TO HAND COMBAT AT THE END OF ANY COMBAT ROUND BY PASSING AN I TEST, IF IT'S PASSED PLACE HIM 12" AWAY FROM HIS OPPONENT.

HATE SKAVEN: AFTER YEARS OF MISTREATMENT THE WARBAND'S MEMBERS HATE ALL SKAVEN.

SLAVES EQUIPMENT LIST

HAND TO HAND COMBAT WEAPONS

DAGGER: 1ST FREE, 2ND 2G

MAKE: 3G

HAMMER: 3G

AXE: 5G

SWORD: 10G

SPEAR: 10G

HALBERD: 10G

MISSILE WEAPONS

SLING 2 G

SHORTBOW 5G

ARMOUR

BUCKLER 5G

HELMET 10G

CHOICE OF WARRIORS

YOUR WARBAND MUST INCLUDE 1 DEMAGOGUE

YOUR WARBAND MAY INCLUDE UP TO THREE UNDERLINGS

YOUR WARBAND MAY INCLUDE UP TO ONE GOBLIN LEADER

YOUR WARBAND MAY INCLUDE UP TO ONE HUMAN LEADER

YOU CAN INCLUDE ANY NUMBER OF RABBLE

YOU CAN INCLUDE UP TO FIVE HUMAN SLAVES

YOU CAN INCLUDE UP TO FIVE GOBLIN SLAVES

THE DEMAGOGUE STARTS WITH 10 EXPERIENCE

UNDERLINGS, HUMAN AND GOBLIN LEADERS BEGIN WITH 4 EXPERIENCE

HEROES

DEMAGOGUE

30 ⚔ TO HIRE

TO BEGIN AN SLAVE REVOLT THERE HAS TO BE ONLY A SMALL SPARK, CAPABLE OF IGNITING ALL THE ROTTEN KINDLING UNDER THE SKAVEN CLANS, THOSE SPARKS ARE OFTEN CHARISMATIC SLAVES THAT RALLY AROUND THEM THE DISPOSSESSED IN A CRUSADE AGAINST THE UPPER ECHELONS.

PROFILE M WS BS TS W A I LD

6 3 3 3 3 11 5 7

WEAPONS/ARMOUR: THE DEMAGOGUE CAN PICK ANY ITEMS FROM THE SLAVE LIST.

SPECIAL RULES

LEADER: ANY SLAVE CAN USE HIS LEADERSHIP IF WITHIN 6"

UNDERLINGS

25 ⚔ TO HIRE

TO ORGANIZE A REVOLUTION THE DEMAGOGUE WILL HAVE NEED OF TRUSTY (AS TRUSTY AS A SKAVEN CAN BE) APPOINTEES, TO STRIKE AT SEVERAL POINTS AT ONCE AND ORGANIZE THE MOVEMENTS OF THOUSANDS OF FORCED LABOUR.

PROFILE M WS BS TS W A I LD

6 3 3 3 3 11 5 6

WEAPONS/ARMOUR: THE UNDERLINGS CAN PICK ANY ITEMS FROM THE SLAVE LIST.

GOBLIN LEADER

25 ⚔ TO HIRE

GREENSKINS HAVE A DEEP MISTRUST OF SKAVEN AND THIS IS DOUBLY TRUE IN THE CASE OF GOBLINS SO THEY RALLY AROUND ONE OF THEM WITH WHOM THE DEMAGOGUE'LL HAVE TO DEAL.

PROFILE M WS BS TS W A I LD

4 3 3 3 3 11 3 6

WEAPONS/ARMOUR: THE GOBLIN LEADER CAN PICK ANY ITEMS FROM THE SLAVE LIST.

SPECIAL RULES: HATES DWARFS.

HUMAN LEADER

25 ⚔ TO HIRE

HUMANS ARE QUITE LOST IN THE UNDEREMPIRE AND SO KEEP TOGETHER, ONE OF THEM IS THEN MANIPULATED BY THE DEMAGOGUE TO ADD NUMBERS TO THE FIGHT.

PROFILE M WS BS TS W A I LD

4 3 3 3 3 11 3 7

WEAPONS/ARMOUR: THE HUMAN LEADER CAN PICK ANY ITEMS FROM THE SLAVE LIST.

HENCHMEN

RABBLE

15 ⚔ TO HIRE

MILLIONS OF SKAVENSLAVES TOIL UNDER THE LASH, HAVING ENDURED THE SAME TREATMENT FOR YEARS THEY ARE QUITE USED TO THE CONDITIONS OF THE WARRENS AND SO FORM THE BULK OF ANY UPRISING, HAVING SURVIVED MORE THAN OTHER, LESS HARDY RACES.

PROFILE M WS BS ST W I A LD

5 2 2 3 3 1 4 1 4

WEAPONS/ ARMOUR: RABBLE CAN PICK ANY ITEM FROM THE SLAVES LIST.

◆-5 GOBLIN SLAVES

15 ⚔ TO HIRE

PROFILE M WS BS ST W I A LD

4 2 2 3 3 1 3 1 5

WEAPONS/ ARMOUR: GOBLINS CAN PICK ANY ITEM FROM THE SLAVES LIST.

SPECIAL RULES: HATE DWARFS

◆-5 HUMAN SLAVES

15 ⚔ TO HIRE

PROFILE M WS BS ST W I A LD

4 2 2 3 3 1 3 1 7

WEAPONS/ ARMOUR: HUMANS CAN PICK ANY ITEM FROM THE SLAVES LIST.