

Metal-mongers

Skyre Warp Engineers

"...concerning the scientific sorceries of Warlock Engineers, the Metal-mongers of Clan Skyre"

Skaven alchemists concentrate and purify warpstone which is purified by Skaven sorcerers. Chaos-inspired alchemy allied to a warped and inhuman imagination in the garrison that dwelt in the tunnels beneath the city.

No other race could match the skaven genius when it came to constructing machines. Acquiring new weapons increases Clan Skyre's influence on the Council, their brilliant mechanics improving human and dwarf artifices a million-fold.

Verminous Armada

The hospitality of Clan Skryre Warleader Riskin Tatter-Ear, commander of the skaven burrows under the fish-stinking manwarren the humans called Marienburg, amounted to a single damp room at the far end of an unused tunnel, barely large enough to house Thanquol, let alone all his retinue and Boneripper, and for which the impertinent young pup expected to be paid a fortune in warp tokens! The gross disrespect of it astounded Thanquol. Did he not know who he was? In the old days a mere warleader would have bowed and licked his hind paws in his eagerness to serve a grey seer of his renown.

The cold welcome had done nothing to improve Thanquol's mood, already befouled by the slow, miserable journey that had brought him here. In his day the palanquin-bearers had been speedy and subservient. They had known their place and how to get one to one's destination without colliding with every skaven coming the other way. Now it seemed more than they could do to all move in the same direction at once. It was therefore with little patience that he listened to his overpaid, under-successful assassin make yet more excuses.

'My abject apologies, oh most forgiving of skaven,' said Shadowfang from the floor where he knelt before him. 'But though our sleep-smoke missed them at the drinking place, all is not lost.'

'No?' said Thanquol. 'Have you managed to poison yourself in the process, then?'

Issfet tittered fawningly at that, and Thanquol nodded approvingly. He liked his servants servile and obsequious. 'No, grey seer,' said Shadowfang. 'But we have sneak-followed the pair to a ship, and have tortured one of the sailors to reveal its destination.'

'And...?'

The assassin squirmed uncomfortably. 'They have no destination, sagacious one. They hunt-see something in the stinkswamp, but know not where it is.'

Thanquol turned this information over in his head. It was unfortunate that Shadowfang had once again been unable to capture his two nemeses, but it would not be the most brilliant of plans to follow them into the Wasteland where there would be no one to interfere or come to their rescue. Yes, perhaps it was for the best. Now he only needed some way of following them there.

He turned to Issfet. 'What manners of conveyance does this fool Riskin have at his disposal?' he asked. 'Quick-quick.'

The tailless skaven bowed and once again nearly lost his balance. 'I shall enquire, oh most effluent of masters.'

Skurvey Alliance

The hospitality of Riskin Tatter-Ear is extended only so far as to allies in his armada from Clan Skurvey.

Choice of warriors

A Skaven warband must include a minimum of three models. You have 500 warp tokens which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 20.

Engineer Adept: Your warband must include an Engineer Adept as the leader.

Black Skaven: Your warband may include up to two Black Skaven.

Forge-Rats: Your warband may include up to three Forge-Rats.

Pirate-Rats: Your warband may include any number of Pirate-Rats.

Technicians: Your warband may include up to two Technicians.

Machine-Ogre: Your warband may include a single Machine-Ogre.

Starting experience

An **Engineer Adept** starts with 20 experience.

A **Black Skaven** starts with 8 experience.

Forge-Rats start with 0 experience.

Henchmen start with 0 experience.



A scientific inquest fresh from fish-stinking burrows ruled by the metal-mongers of Clan Skyre decrypted from the mechanical jargon of technologist Kritislik "Frogprince" Hayward-Steele by playwright, street performer and suspected werereature Stuart Cresswell.

Skyre Engineers equipment list

The following lists are used by Skyre Engineer warbands to pick their equipment.

HEROES EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Wrench (counts as club)	3 gc
Cutlass/Sword	10 gc
Spear	10 gc
Halberd	15 gc
Spike-jawed snatcher	25 gc

Missile Weapons

Poison wind globe	20 gc
Warplock pistol	35 gc (70 for brace)
Warplock rifle (counts as Handgun)	35 gc
Jezzail (counts as Hochland long rifle)	200 gc
Ratling gun	275 gc

Armour

Shield	5 gc
Helmet	10 gc
Light armour	20 gc

Miscellaneous

Gas mask	15 gc
Pneumatic arm	140gc

HENCHMEN EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Wrench (counts as club)	3 gc
Cutlass/Sword	10 gc
Spear	10 gc

Armour

Shield	5 gc
Helmet	10 gc
Light armour	20 gc



"No, grey seer. But we have sneak-followed the pair to a ship, and have tortured one of the sailors to reveal its destination. They have no destination, sagacious one. They hunt-seeek something in the stinkswamp, but know not where it is."

— Shadowfang, Eshin Assassin



Skaven Engineers special skills



Skaven Heroes may choose to use the following skill list instead of the standard skill lists.

Tail Fighting: The Skaven may wield a shield, dagger or a sword with its tail. The model gains an extra attack with the appropriate weapon or a +1 bonus to its armour save.

Infiltration: A Skaven with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model.

If both players have models that infiltrate, roll a D6 for each, and the lowest roll sets up first.

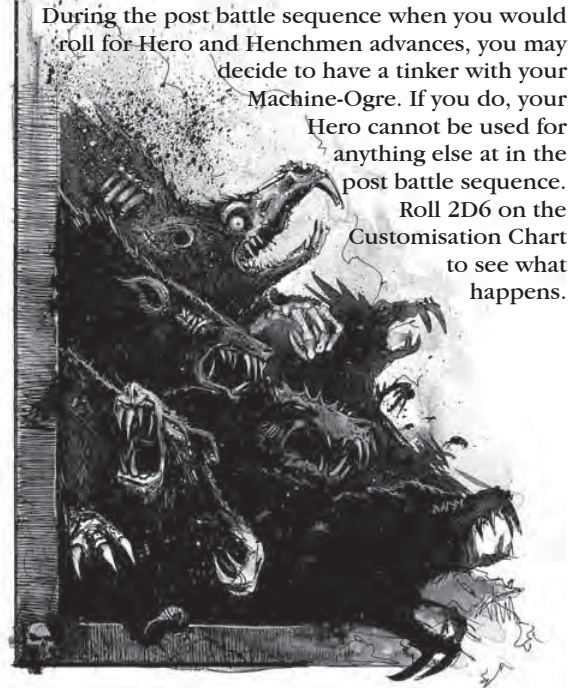
Unblinking Eye: Thanks to the sorcerous devices built by the Warlock Engineers, one of its eyes was replaced with a monstrous telescopic lens. The sharpshooter Hero can spot hidden enemies at twice his Initiative value in inches.

Metallic Body: Elaborate armour encases the Hero, arms and legs locked inside complicated frameworks of pipes and gears. The Hero has a 3+ armour save.

Respirator: A complex pump system of tubes has been fed directly into the skaven respiratory organs. The breathing apparatus means the Hero is able to ignore the effects of gas or soporific based attacks. Furthermore the skaven is immune to poison.

Tinker-Rat: The Hero can't resist making modifications. The beauty of the Machine-Ogre is that, even though it starts off a bit pathetic, battlefield trials are the best way to see what needs to be improved.

During the post battle sequence when you would roll for Hero and Henchmen advances, you may decide to have a tinker with your Machine-Ogre. If you do, your Hero cannot be used for anything else at in the post battle sequence. Roll 2D6 on the Customisation Chart to see what happens.



Customisation chart

2D6 Result

- | 2D6 Result | Result |
|------------|--|
| 2 | That didn't go well! Over-enthusiastic tinkering coupled with a wobbly ladder means that something important has been sliced off! Roll again on this chart (re-rolling any further instances of 'That didn't go well!' and 'Breakthrough!') but instead of increasing the characteristic rolled, decrease it! |
| 3 | Warpfire Projector. A smaller version of the dreaded warpfire thrower has been built into the machines arm. |
| 4 | Every Gear and Gizmo. For some reason, the engineer decided that more gizmos were needed! Although it may seem illogical, the extra gears give the Machine-Ogre +1 Movement. |
| 5 | Warp-powered Skeleton. A stroke of genius on the engineer's part has hardened the bones with warpstone dust resulting in +1 Weapon Skill. |
| 6 | Faster Pistons. New rumbling pistons with faster moving joints lets the Machine-Ogre react faster meaning it gains +1 Initiative. |
| 7 | More Reliable. The engineer has tuned the skeletal automaton. The result of the D6 roll to activate and work the Machine-Ogre can be re-rolled each turn. |
| 8 | Extra Arm. Drawing inspiration from a passing mutant, the engineer decides more arms are a great idea! The Machine-Ogre gains +1 Attack. |
| 9 | Bigger Claws. Welding bigger, heavier claws to the Machine-Ogre means that it can grip with more force! The Machine-Ogre gains +1 Strength. |
| 10 | Reinforced Cavity. Chest plates of steel, wire and tubing running from machinery behind the ribs to sink into metal rods bolted to each arm and leg make the skeletal bulk more durable. The Machine-Ogre gains +1 Toughness. |
| 11 | Steel Spine. A new sub-frame gives the Machine-Ogre a more durable design. The Machine-Ogre gains +1 Wound. |
| 12 | Breakthrough! If by accident or by design, the tinkering has worked brilliantly! Roll a further D3 times on this chart, ignoring any further rolls of 'Breakthrough!' |

Heroes

1 Engineer adept

55 warp tokens to hire

Wires winding round his head are one of the nautical engineers doing the bidding of Warleader Riskin Tatter-Ear. Leather-coated tinkerers, with faces masked with leather visors. Elaborate armour is worn by ingenious schemers, arms and legs locked inside complicated frameworks of pipes and gears.

Profile	M	WS	BS	S	T	W	I	A	Ld
Engineer	5	3	4	3	3	1	5	1	7

Equipment: The Engineer Adept may be equipped with weapons and armour chosen from the Engineer Heroes equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Engineer may use his Leadership value instead of his own when taking Leadership tests.

02 Black Skaven

40 warp tokens to hire

Black Skaven with cutlasses.

Profile	M	WS	BS	S	T	W	I	A	Ld
Black Skaven	6	4	3	4	3	1	5	1	6

Equipment: A Black Skaven may be equipped with weapons and armour chosen from the Engineer Heroes equipment list.

03 Forge-rats

20 warp tokens to hire

Lab-rat mechanics... Weaponeers of Clan Skyre.

Profile	M	WS	BS	S	T	W	I	A	Ld
Mechanic	5	3	3	3	3	1	4	1	5

Equipment: Forge-rats may be equipped with weapons and armour chosen from the Engineer Heroes equipment list.

Skyre Engineers skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Engineer Adept	✓	✓	✓	✓	✓	✓
Black Skaven	✓	✓		✓	✓	✓
Forge-Rat	✓	✓	✓		✓	✓





Henchmen (bought in groups of 1-5)



Pirate-rats

20 warp tokens to hire

Water-rats of Clan Skurvy are instantly recognisable by their enlarged ears, webbed digits and barnacled extremities. Their affinity to wet environments makes Skurvy the most dependable of all candidates among underfolk when conscripting crew for an evacuation voyage.

Profile	M	WS	BS	S	T	W	I	A	Ld
Pirate-Rat	5	3	3	3	3	1	4	1	5

Equipment: Pirate-rats may be equipped with weapons and armour chosen from the Engineers Henchmen equipment list.

SPECIAL RULES

Water-Rat: Water-rats from Clan Skurvy are among the few skaven with an affinity for water and the lunatic capacity for braving the subterranean rivers of the Under-Empire. Pirate-Rats are aquatic.

0.2 Technicians

30 warp tokens to hire

Small shooting teams of specialists, corps of weaponeers, machine-obsessed traitors... Artificers... Technologists wear heavy coats of leather and ratgut and strange bug-like masks with respirators.

Profile	M	WS	BS	S	T	W	I	A	Ld
Warp Corp	5	3	3	3	3	1	4	1	5

Equipment: Technicians may be equipped with weapons and armour chosen from the Engineers Henchmen equipment list.

SPECIAL RULES

Globadier: Technicians are specially selected from broods with high intelligences to be the assistants for Forge rats and engineers, as such they are trained to use both Poison Wind Globes and Gas Masks, and may buy them when being recruited.

0.1 Machine Ogre

100 warp tokens to hire

Having seen the success that Clan Moulder had with the rat ogre, Clan Skyre decided that they wanted in on it. The top engineers of the clan met in an almost unprecedented display of co-operation (by which I mean they only tried to backstab each other a little bit!). The result was the Machine-Ogre; A walking, clanking fusion of wood, metal and warpstone. In the field, a technician may attempt to construct a similar engine. The results are usually less impressive than the original Machine-Ogre, but still far better than any number of skaven.

In battle it is a terrifying if somewhat unreliable beast. Bone-ogre, mechanical brute, automaton's skull, armoured machinery, techno-sorcery.

"You told-say the machine-ogre to start trouble-fear so you could look-sniff."

— Ikit Claw, Skyre Chief Warlock Engineer

Profile	M	WS	BS	S	T	W	I	A	Ld
Machine-Ogre	4	3	3	5	5	3	1	3	10

Equipment: Jaws, claws and brute force! A Machine-Ogre can be customised by a Skaven Hero with the Tinker-Rat special skill.

SPECIAL RULES

Large: Machine-Ogres are huge creatures and therefore a tempting target. Any model may shoot at the Machine-Ogre, even if it is not the closest model.

Fear: The Rat Ogre is a fearsome, monstrous beast that causes *fear*.

Bio Machinery: The Machine-Ogre is simply a mindless fusion of materials animated by warpstone. The Machine-Ogre is immune to psychology and never leaves combat.

Immune to Poison: Machine-Ogres are not alive as such, being a monstrous combination of dead flesh, arcane Skaven technology and dark sorcery they are not affected by any poison.

May Not Run: The Machine-Ogre is a lumbering mechanical brute! It lacks the sheer animal speed of a living Rat Ogre. It may not run.

Warpstone Heart: The Machine-Ogre is a mindless machine requiring Wyrystone shards to power it. It requires a single piece of Wyrystone before each game to be 'powered-up'.

Warptooth: The Machine-Ogre is designed to obey all commands given to it by its master and creator, the Engineer Adept using a 'warptooth'. This precaution dissuades any ambitious apprentices seeking advancement, knowing that a Machine-Ogre can easily be used as a fast track to the top! Should the Machine-Ogre ever find itself more than 18" from the Engineer Adept at the start of the Movement phase, it 'powers down' reducing its Movement and Weapon Skill characteristic to 0. If the Engineer Adept is taken *out of action* the same thing happens.

No Pain: Machine-Ogres treat a *stunned* result as *knocked down*.

No Brain: Machine-Ogres never gain experience.

Unreliable: The technology of biometrics is still in its infancy and as with most Clan Skyre experiments is neither safe nor entirely reliable! At the beginning of each turn, the Skaven player may roll a D6 to activate and work the Machine-Ogre. On a roll of 2-6 everything is fine and the Rat Ogre may be moved normally. On a roll of 1, something has gone drastically wrong – roll again on the Malfunction Chart.

Malfunction chart

D6 Result

- 1 Explodes!** Something has gone horribly wrong with the Machine-Ogre's warpstone heart and it has overloaded, exploding in a bright green flash! All models within 6" of the Machine-Ogre receive a single Strength 5 hit. The Machine-Ogre is completely destroyed. Do not roll for injuries after the game.
- 2 Malfunctions!** From now until the end of the game, the Machine-Ogre is out of control. At the start of each of the Skaven player's turns, the Machine-Ogre will move randomly (use the Artillery Scatter dice from Warhammer to determine the distance and direction moved). If there are any warriors within charge range (of either side) it will count as charging them.
- 3 Shuts Down!** The warpstone generator fizzles out and the Machine-Ogre comes to a halt for the rest of the battle. It is hit automatically if engaged in close combat.
- 4 Temporary Loss of Control!** The Machine-Ogre moves in a random direction and if it comes into contact with any warriors (of either side) it attacks and counts as charging. If it does not move into contact with a warrior but there are warriors within range of its warpfire projector (if it has one!), it will fire at them instead.
- 5-6 Freezes!** The Machine-Ogre freezes up for this turn. It is hit automatically if engaged in close combat.

warpfire projector

Availability: Machine-Ogre only

The technology of biomechanics is still in its infancy and as with most Clan Skyre experiments is neither safe nor entirely reliable!

Range: 6" **Strength:** 4

Special Rules: Save Modifier -1, Jet of Flame, Refuel

SPECIAL RULES

Jet of Flame: Draw a line 6" long and 2" wide. All models in its path are hit on a 4+ with no modifiers. In addition, the warpfire projector causes fire damage (see the rules for the Brazier Iron from page 85 of the Mordheim 2002 annual).

Refuel: The warpfire projector must be refuelled using D3 wyrdstone shards between battles.

Ratling gun

X gold crowns (Forge-Rats and Technicians only)

Availability: Rare 14

Text here...

Range: 6"-16" **Strength:** 3

Special Rules: Save Modifier -1, Move or fire, Unwieldy, Jeopardous, Metal storm!

SPECIAL RULES

Metal Storm! The ratling gun fires a great hail of bullets in a single devastating salvo. When firing the ratling gun nominate the target model then roll 2D6. This is the number of shots the ratling gun fires. Once you have determined the number of shots, you must spread the number of shots evenly between the target model and another model within 6" (friend or foe!), after this is done, roll to hit and to wound as normal for each shot. Once the weapon has been fired, it cannot be used for the rest of the game.

Unwieldy: The ratling gun is a heavy and bulky piece of equipment. It takes two models to carry it. The ratling gun may not be fired if there are any enemy models within 6" of the firer as he will be more concerned with getting ready for battle. In addition, you may never move and fire with the ratling gun, regardless of special rules such as the Nimble skill.

Jeopardous: If a double is rolled for the number of shots, the gun misfires! Roll on the following chart.

Ratling gun misfire chart

D6 Result

- 1 Boom!** The weapons feed mechanism fails in a catastrophic manner! The weapon explodes in the firer's paws sending bits of metal and skaven everywhere! The firer is automatically taken out of action and every model within 6" of the firer takes a Strength 4 hit on a roll of a 4+. Roll a D6-1 on the Experimental weapon chart.
- 2 Blam!** The weapons feed mechanism tries to load two bullets into the same chamber! This causes the ammunition to explode. The firer takes a Strength 4 hit on a 4+. Roll a D6 on the Experimental weapon chart.
- 3 Boing!** Something important inside the weapon goes Boing! The failure tears the weapon apart. Roll a D6 on the Experimental weapon chart.
- 4 Ping!** The weapon makes a number of strange pinging noises and bits of the firing mechanism come loose within its casing. The weapon is unusable for the rest of the game.
- 5 Clunk!** The handle that rotates the barrels comes off in the firer's hand! You miss the turns shooting phase as you try to stick it back on. Try again next turn!
- 6 Roar!** The weapon overheats and cooks off all the ammunition inside! The force of the recoil spins the bemused rat on the spot as he tries to wrestle control of the out of control weapon. Each model (friend or foe!) within 16" of the firer and in line of sight takes 2 automatic hits from the weapon.



Poison wind globe

20 gold crowns (Skaven only)

Availability: Rare 6

These fragile spheres of glass are filled with toxic warpstone-derived fumes produced by the insane Warlock Engineers.

Range: 6" **Strength:** Special

Special Rules: Thrown weapon, Poison wind, Drop

SPECIAL RULES

Poison Wind: Obstacles do not affect the deadly gas inside the globes. Ignore penalties to cover when rolling to hit. This also means that the globes ignore armour saves. A globe deals D3 wounds to the target on a 3+ and a single wound to anyone else within 2" on a 4+. The warpstone poison is magical so it also affects undead.

Drop: If a model rolls a 1 to hit with a poison wind globe, he has dropped it or the fragile sphere has broken in its hands. Resolve a hit against the model that dropped it. A model may voluntarily drop a globe on a model in base-to-base contact instead of using a weapon in close combat.

Spike-jawed snatcher

25 gold crowns (Skaven only)

Availability: Rare 10

Skaven-snatchers as semi-circular prongs mounted on pole-arms, ready to catch an enemy between the spike-jawed snapping steel claw. Popular among the Chaos Dwarfs this non-lethal spring loaded mancatcher can ensnare the most violent of prisoners.

Range: Close Combat **Strength:** As user

Special Rules: Capture, Two-handed

SPECIAL RULES

Capture: A model taken *out of action* by a spike-jawed snatcher becomes *captured* unless the warband is routed. Do not roll for Serious Injuries. Large models, such as Ogres or Trolls cannot be *captured* this way, and neither can animals meaning roll for Serious Injuries as normal.

Gas mask

15 gold crowns

Availability: Rare 6

Protectively-coated visors crafted from leathery human skin are worn almost exclusively by the artificers of Clan Skyre. A skaven wearing the grisly mask receives a 3+ save against any gas or soporific based attacks. Any non-skaven Hero wearing the stinky facial apparel will receive a -1 modifier to hit in close combat, shooting missiles or casting spells.

"You put your face in there? Might as well kiss a skaven on the lips. You'll be dressing like them next, won't you?"

— Vabur Nerinson, Dwarf Reckoner

Pneumatic Arm

140 gold crowns (Engineer Adept only)

Availability: Rare 13

Pneumatic arms fastened to harnesses allow Adept to wield weapons well beyond his strength. An Engineer Adept equipped with this harness counts as having two extra arms. Furthermore they may equip the harness to hold Missile Weapons with the Unwieldy Trait (Ratling Gun, Warpfire Thrower etc, with the power of the arms ignoring the two model requirement.

SPECIAL RULES

Experimental Technology: Weapons that are manufactured by Skyre Warp Engineers are prone to malfunction. Should a 1 be rolled to hit with any missile weapons something has gone wrong! Roll a D6 on the Experimental Weapon Chart.

If the weapon malfunctions resolve the hit against the firer instead of the target, hitting on a 4+. If the firer should be taken *out of action* by the shot then roll D6+1 on the Experimental Weapon Chart.

Experimental weapon chart

D6 Result

- 1 **Scrap:** The weapon is mangled beyond repair. The only use left for it is as a fancy club or as scrap metal. The weapon must be removed from the warbands roster. They may choose to either add 1 club to the warbands roster or add 3 gold crowns for the scrap metal value.
- 2-4 **Badly Mangled:** The weapon is just a pile of bits at the moment. The engineer thinks he can fix it, but wouldn't like to guarantee it. You can either not risk it add and the bits to the warbands parts pile, counting as gaining 1 wyrdstone shard more than normal in the post battle sequence, or you can try to repair it. Roll a D6, on a 3+ the weapon is repaired and can be used as normal from now on. Any other result means that the engineer was being more optimistic than realistic, the weapon is useless and there are not enough bits to even make an eggcup out of! The weapon is removed from the roster.
- 5-6 **Few Bits Missing:** The weapon is damaged, but the engineer has just the right parts to fix it! The weapon is fine, apart from a bit of cosmetic damage, and can be used as normal from now on.