

Clan Pristekk preview

Once the nomadic Skaven of Clan Pristekk were a minor but serious warrior clan in the Skaven society. The clan's furious and murderous attitude was feared among many Skaven and its stormvermins often served as mercenary forces for other clans. Their bloodthirst was so huge that the clan members dyed cloth and sometimes even their own fur to brighten the stains of shed blood.

But with the years less and less black furred Skaven were born to the clan and their status within the skavenhood decreased more and more. The clan's leaders feared to be assimilated by one of the bigger warrior clans like Clan Mors as happened often before in Skaven history. Finally the clan members barely escaped the usurpation of another clan, fleeing north to the hellpit. After centuries of good trade ties with Clan Moulder, the leaders decided that binding themselves to the will of the clan of breeders would be a way better fate than the extinction of Clan Pristekk's name and heritage.

So they became thralls of Clan Moulder, capturing beasts in hazardous places all over the Old World and beyond. The Clan's structures shifted and soon they began with experiments and breeds on their own, emulating their new protectors' habits. Only the whitish dyed colours remind of the clan's once fearsome history.

Their recent misery began when the clan received the order to explore new hunting grounds in the cold wastelands of Naggaroth. To get there, Clan Pristekk started to restore long abandoned tunnels between Tilea and Lustria, finally digging new ones on the route northwest. There they breached the socket of the Sealed City, using its large depths to establish a bridgehead for their expedition. Unfortunately the city finally rose to the world's surface, obstructing any way back to the tunnels, leaving most of the clan stranded in the city.

Choice of warriors

A Clan Pristekk warband must include a minimum of three models. You have 500 gold crowns to recruit your initial warband. The maximum number of warriors in the expedition may never exceed 15.

Chieftain: Each Clan Pristekk warband must have one Chieftain: no more, no less!

Clan Pristekk Sorcerer: Your warband may include a single sorcerer.

Packmaster: Your warband may include up to two Packmasters.

Underlings: Your warband may include up to two Underlings.

Verminkin: Your warband may include any number of Verminkin.

Giant rats: Your warband may include any number of Giant rats.

Rat Ogres: Your warband may up to two Rat Ogres.

Starting experience

The **Chieftain** starts with 20 experience.

A **Clan Pristekk Sorcerer** starts with 12 experience.

Packmasters start with 8 experience.

Underlings start with 0 experience.

Henchmen start with 0 experience.

Clan Pristekk skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Chieftain	✓		✓	✓	✓	✓
Clan Pristekk sorcerer			✓		✓	✓
Packmaster	✓			✓	✓	✓
Underling	✓				✓	✓

Special skills

Black Hunger: The Skaven can draw upon the dreaded Black Hunger, the fighting frenzy which gives him unnatural strength and speed but can ravage him from inside. The Skaven Hero may declare at the beginning of his turn that he is using this skill. The Hero may add +1 attack and +D3" to the total move to his profile for the duration of his own turn but will suffer D3 S3 hits with no armour save possible at the end of the turn.

Bloated: Models with Black Hunger only. Its hunger has warped the Skaven into a huge, disgusting mass of furred, flabby folds. It gains +1 Wound and +1 Toughness but has its Movement reduced by -1. Additionally it is counted twice when selling moonstone.

Thing handler: This Skaven has a beneficial effect on the animals under his care. Any Giant rats, Rat Ogres and converted Things may use his Leadership provided he is within 6".

Enrage: At the start of your turn, the hero may enrage a number of Giant Rats, Rat Ogres and/or things up to his basic attack value within 4" instead of moving this turn. Those models gain *frenzy* until the end of the turn, but suffer a S2 hit each. Large targets are hit with S4 instead (you have to hit the Ogres hard!). At least one of the hero's weapons must have the special rule *whipcrack* to use this skill.

Breeder: The hero may skavenise a captured 'thing' instead of searching for rare items. Pay one moonstone or D6 orichalcum tokens and roll on the following chart:

- 1 **Volatile**
The thing explodes, erase it from your roster. The Breeder must succeed on an Initiative test to get cover in time, otherwise he has to roll on the Serious Injury Chart.
- 2-3 **Drooling**
The thing is successfully converted, but suffers from *stupidity*.
- 4-5 **Success**
The thing is successfully converted.
- 6 **Monster**
Thing is successfully converted, but suffers from *frenzy & stupidity*.

Converted things count as new animal henchmen with all their normal special rules and characteristics. Things may never use weapons or armour, but suffer no penalty for fighting unarmed.

Mutating Experiment: Chieftain & Packmaster only, may be chosen multiple times. This hero may force any of your heroes (including himself) immediately to roll on the Stygian Mutation Chart. You may re-roll one of the dice involved in the D66 once.

Clan Pristekkk equipment lists

The following lists are used by Clan Pristekkk warbands to pick their equipment.

PACKMASTERS EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free / 2 gc
Club	3 gc
Sword	10 gc
Thinglash	10 gc
Thing-catcher	25 gc
Shock rod	10 gc

Missile Weapons

Sling	2 gc
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Armour

Light armour	20 gc
Shield	5 gc
Helmet	10 gc

Miscellaneous Equipment

Net	5 gc
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CLANRATS EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free / 2 gc
Club	3 gc
Sword	10 gc
Spear	10 gc

Missile Weapons

Sling	2 gc
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Armour

Light armour	20 gc
Shield	5 gc
Helmet	10 gc

Heroes

1 Chieftain

60 gold crowns to hire

Originating in its warrior past, most of the clan's hunting parties are led by a chieftain, a scarred veteran in hunting dangerous beasts and an apprentice to the arts of Clan Moulder. Now the chieftains continue to hunt and experiment with their captured prey to obtain control of the city that imprisoned the clan.

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

Weapons/Armour: The Chieftain may be armed with weapons and armour chosen from the Packmasters equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Chieftain may use his Leadership instead of his own.

0-1 Clan Pristekkk sorcerer

45 gold crowns to hire

The Sorcerers of Clan Pristekkk are black magicians who empower the breeding experiments with their vile magic. Though their power is slight compared to the mighty Grey Seers, their mutating sorcery is still potent.

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

Weapons / Armour: A Clan Pristekkk sorcerer may be armed with weapons and armour chosen from the Clanrats equipment list.

SPECIAL RULES

Wizard: A Clan Pristekkk Sorcerer is a wizard and uses the Magic of the Horned Rat. See the Magic section for details.

0-2 Packmasters

45 gold crowns to hire

Packmasters are experts at the lash and at goading their pets into combat against enemies. While their breeding skills are still marginal, the clan's specialists already mastered the handling of their current and future creations.

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

Weapons/Armour: A Packmaster may be armed with weapons and armour chosen from the Packmasters equipment list.

0-2 Underlings

20 gold crowns to hire

Those Clanrats who show a gift for handling beasts and their breeding will soon find themselves as the packmasters' assistance on the way to rise above their former unimportant lives.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	2	3	3	1	4	1	5

Weapons / Armour: Underlings may be armed with weapons and armour chosen from the Clanrats equipment list.



Henchmen

0-5 Clanrats

20 gold crowns to hire

Clanrats are the common warriors of Clan Pristekk, forming the bulk of their armies since their warrior days. Lone Clanrats are cowardly and no formidable opponents but banded together, however, they become ferocious warriors.

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

Weapons/Armour: Clanrats may be armed with weapons and armour chosen from the Clanrats equipment list.

Giant rats

15 gold crowns to hire

Giant rats are creations of the twisted genius of the Skaven. They are mutated monstrosities the size of dogs and fight alongside the Skaven, overpowering any opponents by sheer weight of numbers.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	2	0	3	3	1	4	1	4

Weapons/Armour: None. Giant Rats never use any armour or weapons.

SPECIAL RULES

Countless: Giant rats may increase the Clan Pristekk warband's numbers up to 20.

Animals: Giant rats are animals and do not gain experience.

0-2 Rat ogres

210 gold crowns to hire

Rat Ogres are the greatest creation of Clan Moulder and a product of its mad research into beasts and mutations. During their years of servitude Clan Pristekk acquired many of these monsters, trying to reproduce them on their own with varying success.

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

Weapons/Armour: Jaws, claws and brute force! Rat Ogres can never use weapons or armour.

SPECIAL RULES

Fear: Rat Ogres are so frightening they cause *fear*.

Stupidity: A Rat Ogre is subject to *stupidity* unless a Skaven Hero is within 6" of it.

Experience: Rat Ogres do not gain experience.

Large Target: Rat Ogres are Large Targets as defined in the shooting rules.

Special equipment

This equipment is only available to Clan Pristekk, and no other warbands may purchase it. See the Trading section for full rules on acquiring rare items.

thinglash

10 gold crowns

Availability: common, Clan Pristekk only

Every Packmaster uses the whip to ensure that his protégés go after the enemy and not accidentally after him.

Range	Strength	Special rules
Close Combat	As user	+1 Enemy armour save, Whipcrack, Cannot be parried, Infuriate

SPECIAL RULES

+1 Enemy armour save: Thinglashes are not the best weapons to use for penetrating an enemy model's armour. An enemy wounded by a thinglash gains a +1 bonus to his armour save, and a 6+ armour save if he has none normally.

Cannot be parried: The thinglash is a flexible weapon and the Packmasters use it with great expertise. Attempts to parry its strikes are futile. A model attacked by a thinglash may not make parries with swords or similar equipment.

Whipcrack: When the wielder charges they gain +1A for that turn. This bonus attack is added after any other modifications. When the wielder is charged they gain +1A that they may only use against the charger. This additional attack will *'strike first'*. If the wielder is simultaneously charged by two or more opponents they will still only receive a total of +1A. If the wielder is using two whips at the same time then they get +1A for the additional hand weapon, but only the first whip gets the whipcrack +1A.

Infuriate: If the wielder is not in Close combat, any Giant Rats, Rat Ogres & Things within 4" *hate* all enemy warriors.

thing-catcher

25 gold crowns

Availability: Rare 9, Clan Pristekkk only

Used to put down their precious prey, thingcatchers often resemble oversized mancatchers and sometimes just a long stick with a wire snare on one end.

<u>Range</u>	<u>Strength</u>	<u>Special rules</u>
Close Combat	As user	Two-handed, Capture

SPECIAL RULES

Capture: A model taken *out of action* by a Thing-catcher becomes captured. Do not roll for Serious Injuries. Only animals and large models, such as Ogres and Duskcats may be captured this way

shock rod

15 gold crowns

Availability: Rare 6, Clan Pristekkk only

Another tool of the trade to contain mutated and captured things is the shock rod with its unnerving electric crackling.

<u>Range</u>	<u>Strength</u>	<u>Special rules</u>
Close Combat	As user	First Strike, Shock, Two-handed

SPECIAL RULES

Shock: The rod's top is crackling with electricity which is able to overload the victim's nerve system, sending them unconscious or flinching in the dirt. When using a shock rod, a roll of 1-4 is treated as *stunned* when rolling to see the extent of a model's injuries.

