

Rat King

100 gold crowns to hire + special upkeep.

More citizens of the empire believe in Rat Kings than Skaven, though in actuality these monstrosities are much rarer. The process for creating one is quite simple; tie the tails of several rats together, either with string or fused with wyrdstone. Whether naturally occurring or a mad experiment of Clan Moulder hardly any survive more than a few weeks, but if their will is strong and their desires aligned, some will thrive and grow to exceptional size, housing dozens of rats in their collective. There is legend among Clan Skurvy of a rat emperor deep below the undercity of Tobar, consisting of thousands of rats, who will consume and absorb even the strongest warrior that stumbles into its lair.

May be hired: Skaven warbands may hire a Rat King

Rating: A Rat King increases the warbands rating by +40 points

Profile	M	WS	BS	S	T	W	I	A	Ld
Rat King	2D6	2	0	*	3	6	5	*	6

Weapons / Armour: A pulsating ball of teeth and claws, a Rat King fights unarmed

SPECIAL RULES

Special Movement: The Rat King moves 2D6 in a straight line ahead in each of its movement phases. Before it does its player may turn it to give the direction. It does not double its movement for charging, instead if its movement takes it into contact with a model it counts as charging and engages that model in close combat

Fear: The Rat Kings are terrifying, twisted creatures and therefore cause fear. See the Psychology section for details.

Immune to Psychology: Rat Kings are not affected by psychology and never leave combat

Animal: Rat Kings are animals of a sort and can never gain experience

Living Mass: The Rat Kings Strength and Attacks are equal to its current wounds

Join the Collective: If a Giant Rat is in base contact with the Rat King its owner can opt to remove it from the board and restore one wound to the Rat King, this may not take it above its maximum wounds. If an opposing warband chooses to add at least 4 wounds to the Rat King, they take control of the Mass for the battle and may add it to their roster post game.

Special Upkeep: A Rat King does not recover wounds between battles and must be fed giant rats to restore its wounds. This may be done outside of battle by purchasing the required amount of giant rats

