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Clan SKRYRE ENGINEER - Hired Sword V2.0

The Warlock-Engineers of Clan Skryre spend their days tinkering with arcane machinery that is powered by a combination of magic, Warpstone fuel and Warplightning. They construct machinery for various tasks but they all have in common that they are unreliable and break down or explode all too often. The holds and workshops of Clan Skryre are therefore a constant workplace as sections need to be constantly repaired or enlarged to fit the new machineries. Engineers scuttle around hectically making makeshift repairs or adjustments to machines that make awful noises, supervisors try to overvoice the noise of the machines to give orders and at the same time perform complex calculations.



Hire: 40GC to hire + 15GC upkeep

May be Hired: Only Skaven warbands may hire a Clan Skryre Engineer.

Rating: A Clan Skryre Engineer increases the warband Rating by 15 + 1 point for each experience point he has.

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

Weapons and armour: The Engineer starts with a Warplock Pistol, a Trained Rat familiar (see below), and a Warp-Glaive (see below). The warband can buy "upgrades" for him (this is an exception to the rule).

Skills: The Clan Skryre Engineer may choose skills from Academic, Shooting and Speed tables

Special Rules

Tinkerer - The Skryre clan is well known as excellent weaponsmith, and for their constant tinkering with weapons to perfect them. Often than not these "calibrations" are not an improvement at all. The engineer is constantly tinkering with the warband's weapons to "upgrade" them. The downside is that the improvements are not always of the best quality, and thus likely to break under the stress of firing.

When the warband has hired a Clan Skryre Engineer than it **must** use the misfire rules from the back of the Mordheim rulebook. A Clan Skryre Engineer can tinker with the following weapons: pistols (all kinds), handguns and jezzails. Each time a warrior in the warband fires such an "upgraded" weapon (see UPGRADES below) and rolls an 1 on the To Hit table the "upgrade" has caused a problem. Do not roll on the normal Misfire chart but instead roll on the table below to find out the effect:

D6 Effect

- 1 Boom! The shot explodes in the barrel and the shooter suffer a S4 hit (this does not cause critical hits) and the weapon is destroyed.
- 2-3 Jammed. The bullet is stuck in the barrel and the weapon may not be fired anymore this battle. It is cleared in time for the next battle.
- 4-5 Phut. Something interfered with the firing mechanism and the blackpower fails to ignite. The warrior may try to fire again next turn.
- 6 Ka-Boom! The "upgrade" works even better than planned and the Strength of the shot is increased by an additional +1.

SPECIAL ENGINEER EQUIPMENT

WARP-GLAIVE

Cost 45 GC, Rare 10 (Engineer Only)

The Electro-Glaive is a halberd with a chamber at the base of the blade, coils originates from the chamber and connects with the blade itself. Lightning Bolts are generated by letting a shard of Warpstone react with corrosive acids, the electricity that is generated is led by the coils to the blade and is unleashed the tip of the blade connect with an enemy - or so is the plan.

Range: Close Combat

Str: As user+2

Special Rules: Two-handed, Unstable

SPECIAL RULES

Two-handed: The Warp-Glaive requires two hands to use and a models using a Warp-Glaive may not use a shield, buckler or additional hand weapon in close combat. If the model has a shield he still gets a +1 bonus to his armour save against shooting.

Unstable: The barely suppressed warppower is planned to unleash as soon as it connects with an enemy, though this is not always the case. If the "To wound" roll is a natural "1" then the Skaven wielding the Warp-Glaive is hit by warp-feedback and he is hit by a S3 hit that ignores armour saves. In addition the coils are burnt out and the is treated as a halberd for the rest of the battle (IE S+1).

UPGRADES AND EQUIPMENT

A warband with a Clan Skryre Engineer can purchase the following "upgrades" for their weapons (see "Tinker" rule above):

Targeter

Cost 15 GC, Rare 9

The targeter gives the shooter +1 BS.

New and improved extra strong Warpstone ammunition!!

Cost 25 GC, Rare 10

This dangerous ammunition gives the weapon +1S, but this upgrades creates a problem a roll of 1-2.

Trained Rat familiar

Cost 30 GC, Rare 10

The trained rat can quickly recharge the weapon. The warrior can shoot each turn with his weapon (like a brace). The familiar can be used with all weapons that need reloading. If the warrior already has a brace than the familiar gives no benefit.

Increased barrel

Cost 40 GC, Rare 9

The weapon's range is increased with D6". Roll once per battle to see how far the range is increased.

Ratling Gun

Cost 200 GC, Rare 11

Range: 12"

Strength: 4 (-2 save modifier)

Special Rules: Move or Fire. Multiple Shots, Barrel-carrier



Barrel-carrier: A Ratling Gun must be handled by two warriors. One that holds the gun and another that holds the barrel.

Multiple Shots: When a warrior fires the ratling gun you nominate the target and roll a dice. The result is the amount of shots you get . You can then decide whether to roll another dice. If you do you get that many shots extra, and you can keep rolling extra dice as many times as you like. However, there is a catch. If you roll the same result twice, you consult the Ratling Gun Misfire chart (see below) and find out what went wrong.

Ratling Gun Misfire chart:

double 1s or 2s: no shots fired. Double 3s or 4s: shoot in random direction. Roll 2D6 for distance and the artillery dice for the direction. The first model in its path is hit. double 5s or 6s: boom. No more gun. Both warriors that handled the rattling gun are automatically OOA, all other warriors within 2" take a S4 hit.