



# Underworld Alliance



*On occasion the Skaven and Goblins living below all the hated races walking above in the sun team together to form an unlikely alliance. For whatever reason individuals from these races have been shunned by their clans, forces to survive in the grossest part of the undercity or the regular sewers of the manthings. these underdwellers have survived off of eating rotting carcasses and excrement*

*of other races but the real prize of the sewers is Warpstone. Warpstone, the green rock of change, gets below in many ways, some washing in from the sea, others is dropped below by the manthings hiding their stash from witch hunters. In order to gain enough warpstone to fuel their addictions the Forgotten skaven and goblins often make pacts, and some alliances grow large enough to form a warband*

## SPECIAL RULES

**An Alliance of Inconvenience:** The Goblins and Skaven of the sewers need each other, but they don't have to like it! Unlike most warbands, the Underworld has two leaders, though only skaven can use the Slave Kings leadership bonus, and only goblins can use the Bully's Leadership bonus. In addition, when taking rout tests, the Warband calculates whether they are routing as normal (25% of the warband OOA,) but they take two rout tests, one for each leader. If one leader fails, all warband members of his type rout with him. (The Warpstone Troll counts as a member of both factions and will only rout when both sides do)

**Factional Jealousy:** the alliance between the two races is a delicate balance, they need each other, but they also wouldn't mind if the other side dies, as such a warrior of one type may never intercept the charge meant for a warrior of the other type.

**Glory Hogz:** If one of the factions has routed, at the start of your turn you may roll 2D6. If you roll a double then the routed faction re-joins the battle at a random table edge! Any units taken out of action before the initial rout do not re-join the force (meaning that they will re-enter the game already doing rout tests), this may only happen once per battle.

**Power Grab:** though allies the two races live in constant fear of each other, and are always looking for the upper hand. If there is more of one type of race than the other at the start of a match, the race with more warriors Gains +1ld, and the race with less gains -1ld.

**Plenty More Where That Came From:** if one of the two leaders dies, another hero of the same race will take command, earning the title, and special rules of the dead leader (Bully/Slum Lord) meaning you can purchase a new hero of the former type the new leader was.

**Who's da Boss!:** at the end of a game in which your warband was victorious, rather than gain +1xp for your leader, roll on the table below to determine who gains the Experience point:

D6	Result
1	<b>Neither!</b> You were too busy fighting amongst yourselves to learn anything!
2-3	<b>Cunning but Brutal!</b> The Goblin Bully gains the xp.
4-5	<b>Sneaky but Stabby!</b> The Slum Lord gains the xp
6	<b>A rare moment of comradery:</b> both gain +1xp.

**Warpstone for Breakfast:** Underdwellers Warpstone hunger is bottomless, they Eat, Drink, Sleep and bathe in the stuff.

Any Hero may start the campaign with a single mutation (leaders may start with two) from the following gifts and mutations in the 'Corrupted Characters' chapter if they pay the appropriate cost; Poisonous Bite, Extra Arm, Hulking Brute, Regeneration, Suckers, Elastic Arms, Vestigial Twin, Cloud of flies. When rolling for level ups, on any doubles, the warrior may instead purchase one of the above mutations.

## Choice of Warriors

An Underworld warband must include a minimum of four models. You have 500 gold crowns with which you can use to recruit and equip your warband. The maximum number of warriors may never exceed 20.

**Goblin Bully** Each Underworld warband must have one Boss, no more, no less!

**Skaven Slum Lord** Each Underworld warband must have one slave king no more, no less!

**Skaven Slave Champions:** Your warband may include up to two Slave Champions

**Goblin Stinky Gits:** Your warband may include up to two Stinky Gits.

**Skaven Slaves:** your warband may contain up to 5 Skaven Slaves.

**Boglars:** your warband may contain up to 5 Boglars

**Sewer Squigs:** your warband may contain up to 4 sewer squigs

**Giant Rats:** your warband may contain any number of Giant Rats

**Warpstone Troll:** your warband may contain a single Warpstone Troll

## Starting Experience

**Goblin Bully** starts with 20 experience

**Skaven Slum Lord** starts with 20 experience

**Skaven Slave Champions:** start with 0 experience

**Goblin Stinky Gits:** start with 0 experience

**Henchmen Start** with 0 experience.

**Warpstone Trolls, Sewer Squigs and Giant rats** do not gain experience.



## Underworld Alliance Skill List

	Combat	Shooting	Academic	Strength	Speed	Special
Bully	✓	✓	✓*		✓	✓
Slum Lord	✓		✓*	✓	✓	✓
Slave Champ	✓				✓	✓
Stinky Git		✓			✓	✓

\*If one of the leaders chooses an Academic Skill, the other leader must also choose an Academic Skill next skill up out of jealousy.

## Underworld Alliance Special Skills

**Toss Me!** If in base contact with the Troll, the Hero may choose to be thrown 2D6 inches in a direction of your choosing, the warrior must pass an initiative test to land safely on the ground. You may choose to be thrown at an enemy warrior, this counts as a diving charge, but if you fail the initiative test both you and the target suffer a S3 Hit. If you roll double 1s for the distance the troll has taken a bite out of the trusting warrior and he is taken OOA

**Ha! watch this:** if in the same combat as a Hero from your warband that is a different race than you and they make a failed attack, you gain an extra attack with a weapon of your choice (Limit once per round)

**Infiltration:** same as the skaven skill.

**Wyrystone addict:** the warrior may eat a Wyrystone shard after the battle to roll on the Warp Touch Chart. Also the warrior is immune to attacks from Tainted weapons.

**Stuff em with green.** The Hero may feed 1 Warpstone to 1 squig or giant rat in the post-game. during the next battle, secretly nominate a squig/giant rat. When the model is Charged or charges you may choose to have them explode in a shower of Wyrystone. all models within 2" are wounded on a 4+. Due to the corrosive stomach acids, bone, teeth fragments this explosion also affects undead and counts as a tainted attack. The detonated animal may never be used again as it is splattered in a million pieces!

## Underworld Alliance Weapon List

### GREENSKIN EQUIPMENT LIST

#### Hand-to-hand Combat Weapons

Dagger .....	1st free/2 gc
Club .....	3 gc
Sword.....	10 gc
Spear.....	10 gc
Squig Prodder .....	15 gc
Ball and Chain*.....	15 gc
Man Catcher**.....	25gc

#### Missile weapons

Short bow.....	5 gc
Blowpipe .....	25 gc
Throwing stars* .....	15 gc

#### Armor

Light Armor .....	20 gc
Shield.....	5 gc
Helmet .....	10 gc

### SKAVEN EQUIPMENT LIST

#### Hand-to-hand Combat Weapons

Dagger .....	1st free/2 gc
Sword .....	10 gc
Flail .....	15 gc
Spear .....	10 gc
Halberd .....	10 gc
Weeping Blades* .....	50 gc
Man Catcher**.....	25gc

#### Missile Weapons

Sling .....	2 gc
Throwing stars* .....	15 gc
Blowpipe .....	25 gc

#### Armour

Light armour .....	20 gc
Buckler .....	5 gc
Helmet .....	10 gc

#### Miscellaneous Items (available to all heroes)

Madcap Mushrooms.....	15gc
Black Lotus.....	10gc
Warpstone Amulet.....	10gc

\*Heroes only

\*\*Leader only



## 1 Goblin Bully

50 Gold Crowns to Hire

*All goblins dream of being Number 1 and if they can't find it among their equals they will seek out their lessers. Down in the sewers they almost achieved their goal, if it wasn't for the damn skaven!*

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

**Weapons/Armour:** The Goblin bully may choose weapons and armour from the Greenskin Equipment list.

### SPECIAL RULES

**Leader:** Any Goblin Warrior within 6" of the Bully may use his Leadership value when taking Leadership tests.

**One upmanship;** The Goblin Bully may reroll all to hit rolls when fighting in the same combat as the Skaven Slave King.

## 0.2 Goblin Stinky Git

25 Gold Crowns to Hire

*The life of a Stinky Git is disgusting, often times they go their whole lifetime without ever seeing sunlight, eating excrement and the mushrooms on top, but if you can get used to all the mutations, it's never a dull one!*

Profile	M	WS	BS	S	T	W	I	A	Ld
Stinky Git	4	2	4	3	3	1	5	1	6

**Weapons/Armour:** Stinky Gits may choose weapons and armour from the Greenskin Equipment list.

### SPECIAL RULES

**Disgusting:** a life of wyrdstone abuse and eating whatever floats to the bottom of the city have made Stinky Gits immune to pretty much all disease and poison. This warrior is not affected by poison attacks, and can shrug off any disease on a 4+ (only test when first contracted).

## 1 Skaven Slum Lord

50 Gold Crowns to Hire

*In Skaven society there's many ways to fall from grace, betrayal being the most common, and most result in the former warlord dead with a knife in his back! A few survive and scurry into the sewer to lick their wounds. Others down here have never had power, born a slave rat, but rose up against their masters and escaped taking his slave comrades with him. whatever the reason, the slave king knows he needs these goblins to survive, not that he would admit it.*

Profile	M	WS	BS	S	T	W	I	A	Ld
Slave King	6	4	3	4	3	1	5	1	7

**Weapons/Armour:** The Slave King may choose weapons and armour from the Skaven Equipment list

### SPECIAL RULES

**Leader:** Any Skaven Warrior within 6" of the Slave King may use his Leadership value when taking Leadership tests.

**Sneaky Snark:** When fighting in the same combat as the Goblin Bully, if the Bully takes someone out of action roll a D6. On a 4+ the Slum lord actually jumped in at the last second and stole the kill! Any XP for the OOA goes to the Slum lord .

## 0.2 Skaven Slave Champion

25 Gold Crowns to Hire

*Slave rats are the frontline of any skaven army, usually starved and weak, some are given special treatment and made strong to fight in fighting pits, or to move massive contraptions war, still rarer, some of these revolt with a leader, or escape by chewing off their arm and disappearing into the night.*

Profile	M	WS	BS	S	T	W	I	A	Ld
Slave Champ	6	3	2	3	3	1	5	1	6

**Weapons/Armour:** Slave Champions may choose weapons and armour from the Skaven Equipment list

### SPECIAL RULES

**Tunnel Rat:** Slave Champions are at home beneath the city. They pick their way along the ledges as surefooted as a cat. Any characteristic-based tests being taken for scenarios set in sewers or elsewhere underground can be re-rolled.





# Henchmen



## 0.5 Boglars

25 gold crowns to hire.

*It is unknown if Boglars are related to their ogre following cousins or whether they are some strange offshoot of trolls, they share characteristics of both and are often found following the strange one eyed beasts of the cursed marsh. Some find their way below the city and end up following whoever's down there telling them what to do.*

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

**Weapons/Armour:** Boglars may use Weapons and Armour available to greenskins.

### SPECIAL RULES

**Largely Insignificant:** Boglars count towards the number of warriors in a warband but are not considered for Rout tests - neither for determining the initial warband size nor as lost models.

**Bicker:** Roll a D6 at the beginning of the turn for each Boglar within 2" of another Boglar and not engaged in close combat. On a result of 1 the Boglar starts to bicker, insult and/or bully the other Boglar and may do nothing else this turn.

**Regeneration:** Boglars have unique physiology that allows them to regenerate wounds. Whenever an enemy successfully inflicts a wound on a Boglar roll a D6, on a result of 5 or more the wound is ignored and the Boglar is unhurt. Boglar may not regenerate wounds caused by fire or fire based magic.



## 0.5 Sewer Squigs

15 gold crowns to hire

*Cousin to the Cave Squig, Their bardy constitution allow them to grow anywhere even (or maybe especially?) in the horrible depth of the sewers. These creatures are a curious blend of animal and fungus and are composed mostly of teeth, horns, and a nasty temperament.*

Profile	M	WS	BS	S	T	W	I	A	Ld
Sewer Squig	2d6	4	0	4	3	1	4	1	5

**Weapons/Armor:** Big gob and brutality! Squigs never use or need weapons or armour.

### SPECIAL RULES

**Movement:** While not drastically different than normal Squigs, Sewer Squigs are flippered cousins to the Cave Squig. They move 2D6-1" each turn on land. However, when in water, they are able to swim 2D6" each movement phase, which is not reduced by penalties for water. They do NOT, however, count as Aquatic.

## Skaven Slaves

10 gold crowns to hire

*Skaven slaves, sometimes called Clanrat Slaves, form the very bottom rank of society. They occupy a cruel and miserable position, but an essential one, for Skaven society is run by their unceasing labour. They carry out all menial labour, including mining, tunnelling and food production. The slave class is made up of Skaven born into bondage, along with the remnants of a fallen Skaven clan enslaved by the victorious rival, and even non-Skaven.*

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

**Weapons and armour:** Skaven Slaves may use weapons and armour available to the Skaven.

## Giant Rats

15 gold crowns

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

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

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

### SPECIAL RULES

**Pack size:** You can recruit as many Giant Rats as you wish.

**Experience:** Giant Rats are animals and do not gain experience.



# 1 Warpstone Troll

250 Gold Crowns to hire

*Being the stinkiest thing in a sewer is not an easy task, but Warpstone Trolls are leagues above other creatures with their stench. Overexposure to Warpstone have mutated these creatures to almost the level of a Chaos Spawn. Trolls care nothing for the goals of chaos, nor do they understand the worth of gold. A troll's upkeep represents the copious amounts of food that must be fed to the Troll in order to keep him loyal to a warband.*

Profile	M	WS	BS	S	T	W	I	A	Ld
Warpstone Troll	6	3	2	4	4	3	2	4	7

**Weapons/Armour:** Warpstone Trolls do not require weapons to fight but usually carry a big club.

## SPECIAL RULES

**Fear:** Warpstone Trolls are frightening monsters which cause fear.

**Stupidity:** A Warpstone Troll is subject to the rules for stupidity.

**Regeneration:** Warpstone Trolls have unique physiology that allows them to regenerate wounds. Whenever an enemy successfully inflicts a wound on a Warpstone Troll roll a D6, on a result of 4 or more the wound is ignored and the Chaos Troll is unhurt. Warpstone Trolls may not regenerate wounds caused by fire or firebased magic.

**Mutates:** if wounded 3 or more times roll on Random Mutation Chart unless taken out of action

**Vomit Attack:** Instead of his normal attacks, a Warpstone Troll can regurgitate its highly corrosive digestive juices on an unfortunate hand-to-hand combat opponent. This is a single attack that automatically hits with a Strength of 5 and ignores armour saves.

**Large Target:** Warpstone Trolls are Large Targets as defined in the shooting rules.

