



Clan Pestilens

Jarod glanced down the street... All seemed clear. He could not immediately tell why, but he was sure someone, or something was there. Maybe it was just that strange odour hanging around the ruins here. He shivered, although Mordheim seemed to have its own special smell, this made him think of death.

A sudden noise made him jump up and bring his crossbow to bear on the still empty street. A strange mist started to creep in and soft squeaks could be made out. As Jarod sounded the alarm, two figures rushed towards him. Dressed in tattered cloaks, they wielded what looked like a spiked censer. Almost suffocating in the bellowing smoke, he fired his crossbow. Then, just before the spiked smoking ball smashed his skull, he saw two red gleaming eyes in a disease ridden skaven face.

In the Old World sickness and plague are a fact of life and many people blame rats for spreading contagion. They are more right than they know.

The Skaven of Clan Pestilens revel in filth and foulness. Hardened by exposure to diseases not even imagined by mankind, they use their disgusting knowledge against their enemies.

Choice of Warriors

A Clan Pestilens band must include a minimum of 3 models. You start with 500 warp tokens to form your warband with. The warband can have a maximum of 15 models.

Plague Priest: The warband must include a single Plague Priest as the leader.

Pestilens Sorcerer: The warband may include a single Pestilens Sorcerer.

Plague Monks: The warband may include up to two Plague Monks.

Monk Initiates: The warband may include up to two Monk Initiates.

Plague Novices: The warband may include any number of Plague Novices.

Giant Rats: The warband may include any number of Giant Rats.

Rat Ogre: The warband may include a single Rat Ogre.



Starting Experience

Plague Priest starts with 20 experience.

Pestilens Sorcerer and **Plague Monks** start with 8 experience.

Monk Initiates and **Plague Novices** start with 0 experience.

Clan Pestilens Mordheim Warband by The Magician

Clan Pestilens equipment lists

The following lists are used by Clan Pestilens warbands to pick their weapons:

HEROES EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger	1* free/2 gc
Club	3 gc
Sword	10 gc
Flail	15 gc
Spear	10 gc
Halberd	10 gc
Disease Dagger	15 gc
Censer	40 gc

Missile Weapons

Sling	2 gc
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Armour

Light armour	20 gc
Shield	5 gc
Helmet	10 gc

HENCHMEN EQUIPMENT LIST Hand-to-hand Combat Weapons

Dagger	1* 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



Maximum Profile for Clan Pestilens Skaven

M	WS	BS	S	T	W	I	A	Ld
5	6	6	4	5	3	7	4	7



Clan Pestilens skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Plague Priest	✓	✓	✓	✓	✓	✓
Plague Monks	✓	✓		✓	✓	✓
Pestilens Sorcerer			✓		✓	✓
Monk Initiates	✓	✓			✓	✓

Clan Pestilens Special Weapons

Disease Dagger

15 Warp Tokens

Availability: Rare 8 (Skaven Only)

This dagger is permanently covered with a disgusting and moulderish layer of green ooze that may infect those that are hit with terrible diseases.

Range: Close combat; **Strenght:** -

Special Rules: +1 Armour Save, Infecting

+1 Armour Save: A model wounded by a dagger has a +1 Armour Save bonus, or an Armour Save of 6+ if he has no armour.

Infecting: A natural 6 on an hit roll means that the model hit has been infected with the disease and that he must take a Toughness test. Roll a D6. If the result is higher than the Toughness of the model taking the test, he will suffer an automatic wound in addition to the dagger hit. Models of undead and possessed are immune to this disease and do not take the test. A model wielding two Disease Daggers gains a +1 Attack bonus for wielding two weapons and there is no further effect, except that the chances of rolling an infecting 6 on the hit rolls are higher.

Censer

40 Warp Tokens

Availability: Rare 9 (Skaven Only)

The censer is an hollow spiked metal ball attached to a long chain and is swung like a flail. A plague infested shard of warpstone burns inside the ball and emits pestilential fumes that nauseate the opponents and may turn the wielder of the censer into a difficult target to shoot at.

Range: Close combat; **Strenght:** +2

Special Rules: Heavy, Two-Handed, Fog of Death

Heavy: The +2 Strenght bonus applies only to the first turn of hand to hand combat.

Two-handed: A censer requires two hands to be used and the wielder cannot use a shield, buckler or additional weapon in close combat.

Fog of Death: A model hit by the censer must take a Toughness test. Roll a D6. If the result is higher than the Toughness of the model taking the test, he will suffer an automatic wound in addition to the censer hit. A result of 6 always inflicts a wound. Also the model wielding the censer must take the test and will suffer a wound with a result of 6. Models of undead and possessed are immune to the fog of death and do not take the test. If the model wielding the censer also has the fog-enhancing warpstone shards, he becomes a difficult target to shoot at, and models targetting him with missile weapons suffer a -1 penalty to hit.

Clan Pestilens Special Skills

Members of the Clan Pestilens may choose these skills instead of the standard ones.

Black Hunger

See Skaven Warband

Censer Bearer

Only a Clan Pestilens member with the Black Hunger special skill may choose the Censer Bearer special skill. A Clan Pestilens member with this skill is called Censer Bearer. He gains the special rule *Frenzy* and the only weapon he may use in close combat is a censer.

Rotten Body

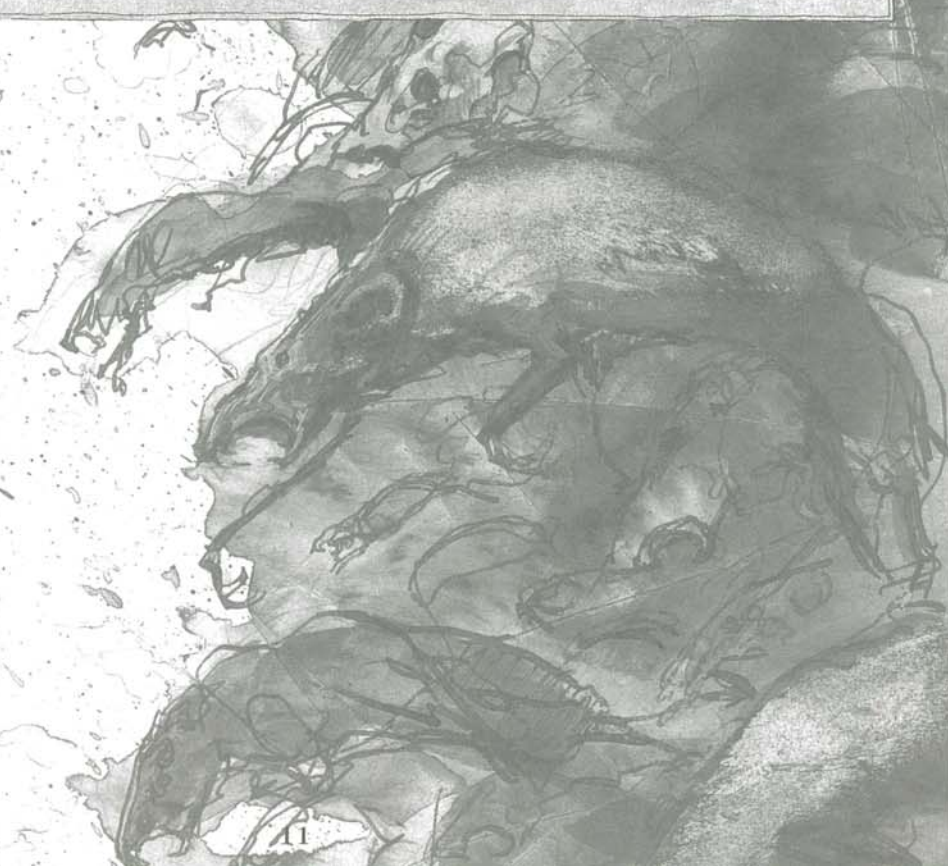
A Clan Pestilens member with this skill has grown accustomed to poisons, diseases and the fog of death emanated by censers. He is now immune to poisons and diseases and, if taken out of combat because of a failed test for wielding a censer, he will not have to roll for injuries at the end of the battle, recovering automatically.

Contagious

Only a Clan Pestilens member with the Rotten Body special skill may choose the Contagious special skill. A model who inflicts an injury in close combat that send the contagious member of the Clan Pestilens out of combat must take a Toughness test. Roll a D6. If the result is higher than the Toughness of the model taking the test, he will suffer an automatic wound. A result of 6 always inflicts a wound. Models of undead and possessed never take this test.

Ignore Pain

Only a Clan Pestilens member with the Resilient strenght skill may choose the Ignore Pain special skill. A Clan Pestilens member with this skill treats "Stunned" injuries as "Knocked Down".



Heroes

1 Plague Priest

85 Warp Tokens to hire

The Plague Priest is one of the most disgusting disciples of the corrupted Clan Pestilens brotherhood. As leader of a small band of devoted to the Clan, the contagion and the widespreading of diseases are his main goals in the streets of Mordheim.

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

Weapons/Armour: The Plague Priest may be equipped as desired from the Clan Pestilens equipment list.

SPECIAL RULES

Leader: Any Warrior within 6" of the Plague Priest may use his Leadership when taking Ld tests.

0-1 Pestilens Sorcerer

45 Warp Tokens to hire

The Pestilens Sorcerer is a twisted alchemist, always looking for new and more terrible forms of contagion, under the vigilant supervision of his dreadful master, the Horned Rat.

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

Weapons/Armour: The Pestilens Sorcerer may be equipped as desired from the Clan Pestilens equipment list.

SPECIAL RULES

Spelleaster: The Pestilens Sorcerer is a spellcaster and may cast spells from the Horned Rat spell list.

0-2 Plague Monks

45 Warp Tokens to hire

The Plague Monks are among the most fanatic and dangerous members of Clan Pestilens, to them is usually given the honour to chant the Liturgicus Infecticus in combat.

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

Weapons/Armour: Plague Monks may be equipped as desired from the Clan Pestilens equipment list.

0-2 Monk Initiates

20 Warp Tokens to hire

The Monk Initiates are young skavens devoted to the Clan Pestilens discipline, waiting to be promoted as true Plague Monks.

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

Weapons/Armour: Monk Initiates may be equipped as desired from the Clan Pestilens equipment list.



Henchmen

(Brought in groups of 1-5)



Plague Novices

20 Warp Tokens to hire

They are the lower rank of Clan Pestilens. They infest the Mordheim streets, coming just before the terrible Plague Monks and their clouds of pestilential fumes. Dream of every Plague Novice is to be chosen someday to be a Monk, and to be given the privilege of chanting the Liturgicus Infecticus.

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

Weapons/Armour: Plague Novices may be equipped as desired from the Henchmen equipment list.

Giant Rats

15 Warp Tokens to hire

Giant contagious rats follow the Clan Pestilens during its battles.

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

Weapons/Armour: None.

SPECIAL RULES

Animals: They are animals, therefore they cannot gain any experience.

0-1 Rat Ogre

210 Warp Tokens to hire

These terrible monsters are often chosen as personal bodyguards by Skaven of higher ranks

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

Weapons/Armour: Claws and ferocity.

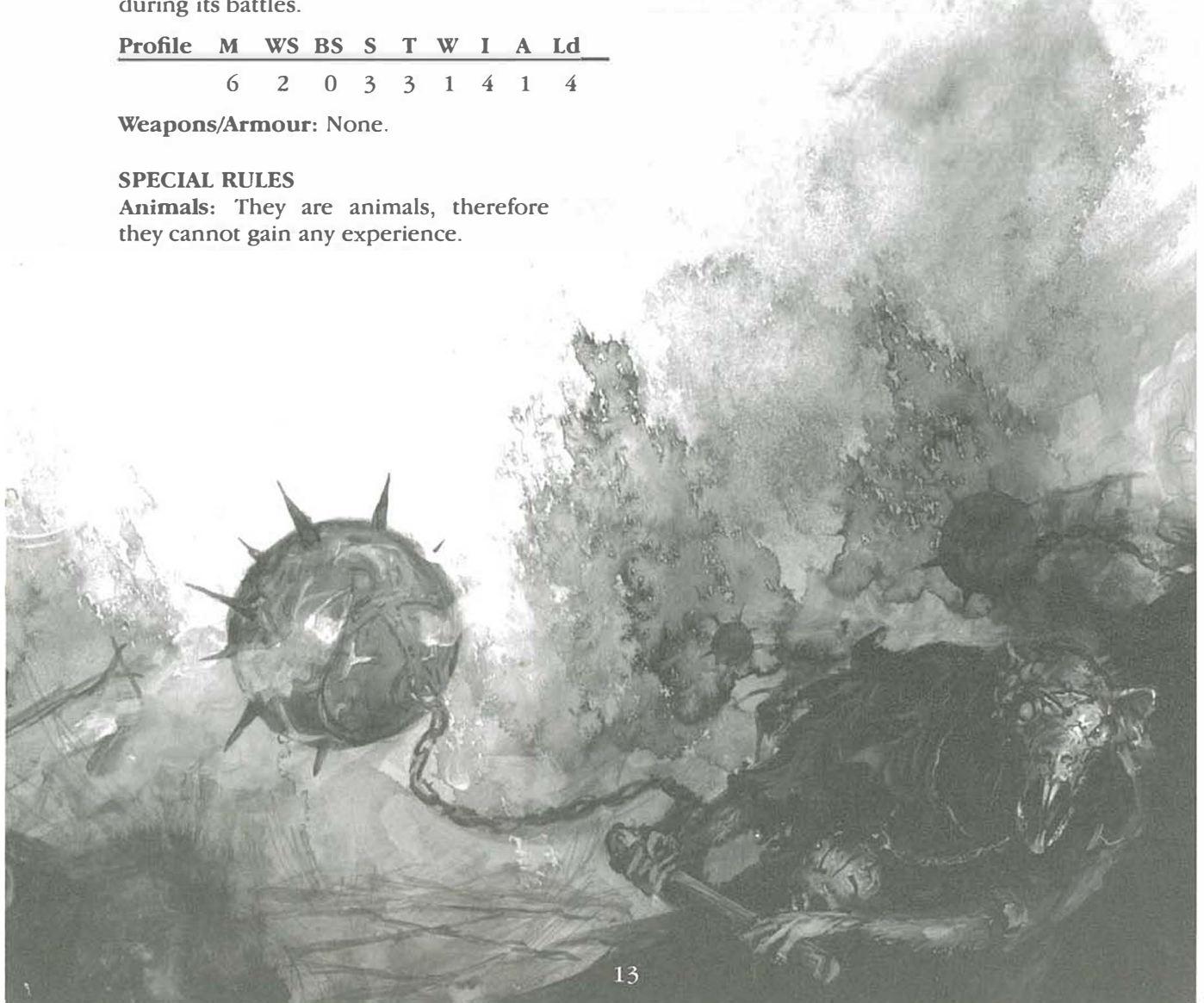
SPECIAL RULES

Fear: The Rat Ogre causes *fear*.

Stupidity: The Rat Ogre is subject to the *Stupidity* rules, unless within 6" of an allied Skaven hero.

No Experience: The Rat Ogre cannot gain any experience.

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



Additional Equipment

Item	Cost	Availability
Warpstone Amulet	10 wt	Rare 5
Fog-enhancing warpstone shards	100+D6 x 10 wt	Rare 9
Liber Bubonicus	200+D6 x 25 wt	Rare 12
Liturgicus Infecticus	30+2d6 wt	Rare 8
Scroll of the Rat Familiar	25+1d6 wt	Rare 8
Clan Pestilens Banner	10 wt	Rare 5

Warpstone Amulet

The owner of a warpstone amulet may reroll a single die during the battle or, if not out of combat at the end of the game, a single die when looking for wyrdstone shards (Clan Pestilens members use this item instead of the Rabbit's Foot).

Fog-enhancing warpstone shards

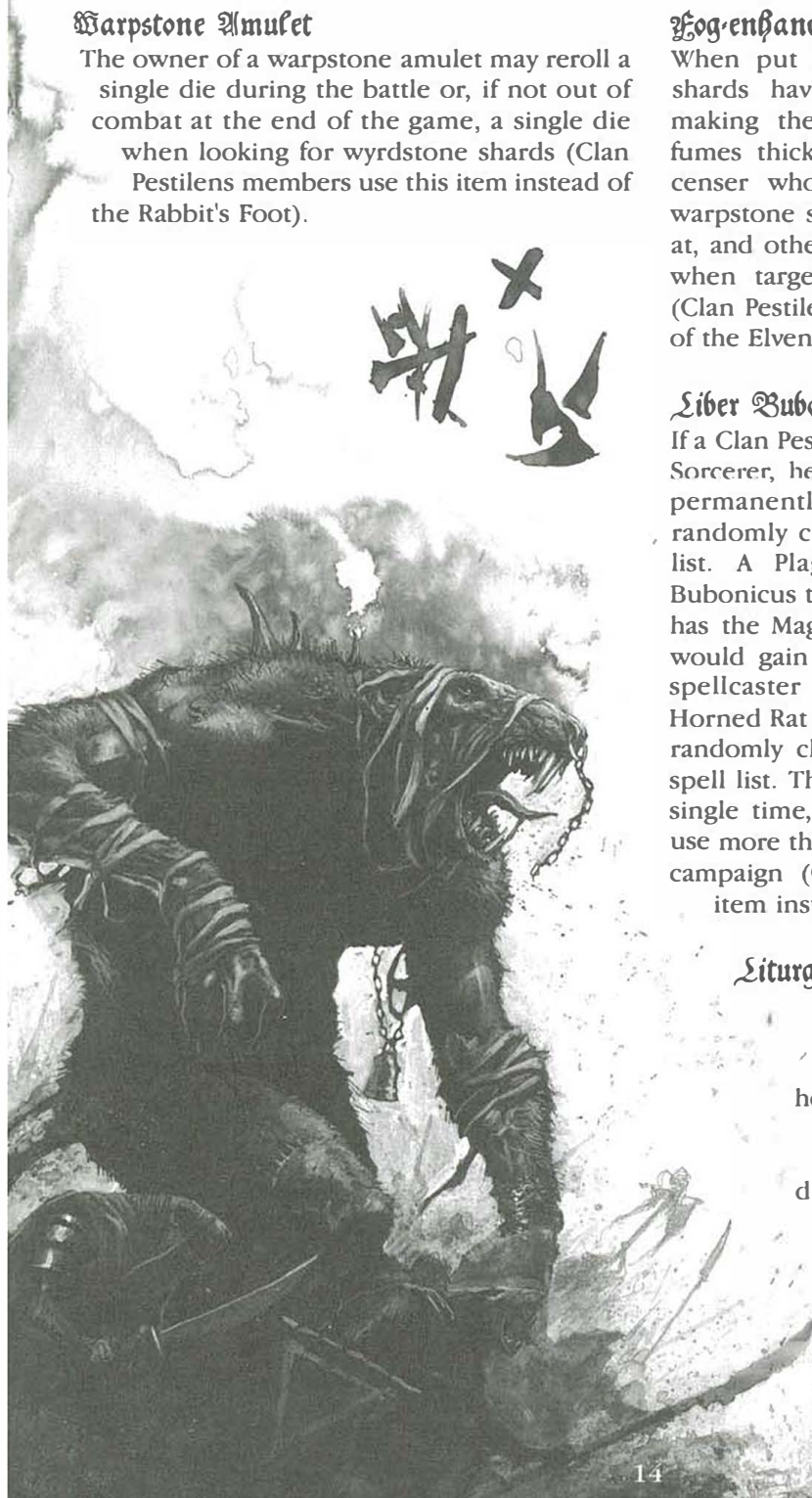
When put inside a censer these warpstone shards have the peculiar characteristic of making the resulting clouds of pestilential fumes thicker than usual. The wielder of a censer who also have some fog-enhancing warpstone shards is a difficult target to shoot at, and other models suffer a -1 penalty to hit when targetting him with missile weapons (Clan Pestilens members use this item instead of the Elven Cloak).

Liber Bubonicus

If a Clan Pestilens warband includes a Pestilens Sorcerer, he may use the Liber Bubonicus to permanently learn an additional spell randomly chosen from the Horned Rat spell list. A Plague Priest may use the Liber Bubonicus to learn the Horned Rat magic if he has the Magical Aptitude skill: that means he would gain the special rule "Spellcaster: is a spellcaster and may cast spells from the Horned Rat spell list." and permanently learn a randomly chosen spell from the Horned Rat spell list. The Liber Bubonicus may be used a single time, and a warband cannot have and use more than one Liber Bubonicus in a given campaign (Clan Pestilens members use this item instead of the Tome of Magic).

Liturgicus Infecticus

A Clan Pestilens member, usually a Plague Monk, may carry with him a scroll with the holy Liturgicus Infecticus inscribed on it. This is the Clan Pestilens chant in favour of diseases and contagion. At the beginning of a turn, or just before taking a Route Test, the warband may



chant the Liturgicus Infecticus, and benefit of a +1 Leadership bonus until the end of the turn. (Clan Pestilens members use this item instead of the Warhorn).

Clan Pestilens Banner

A model within 12" of the standard bearer of the band, usually a Plague Monk or a Monk Initiate, may reroll once every failed All Alone test. The staff of the Clan Pestilens banner counts as a two-handed weapon. A warband may have a single Clan Pestilens banner at any one time. (Clan Pestilens members use this item instead of the normal Banner).

Scroll of the Rat Familiar

The Scroll of Familiar Rat has a spell inscribed on it, usable by a Pestilens Sorcerer as many times as he wants. If the warband includes at least a Giant Rat, the spell may be cast on it before the combat begins, transforming it in a Rat Familiar. If his Rat Familiar is within 6", the sorcerer may reroll once in a game the dice to overcome the difficulty of a spell. A sorcerer may only have one Rat Familiar at any one time, it is an henchman and it counts normally toward the maximum number of models permitted to the warband. If the sorcerer dies, his Rat Familiar turns back to Giant Rat form. (Clan Pestilens members use this item instead of the normal Familiar).

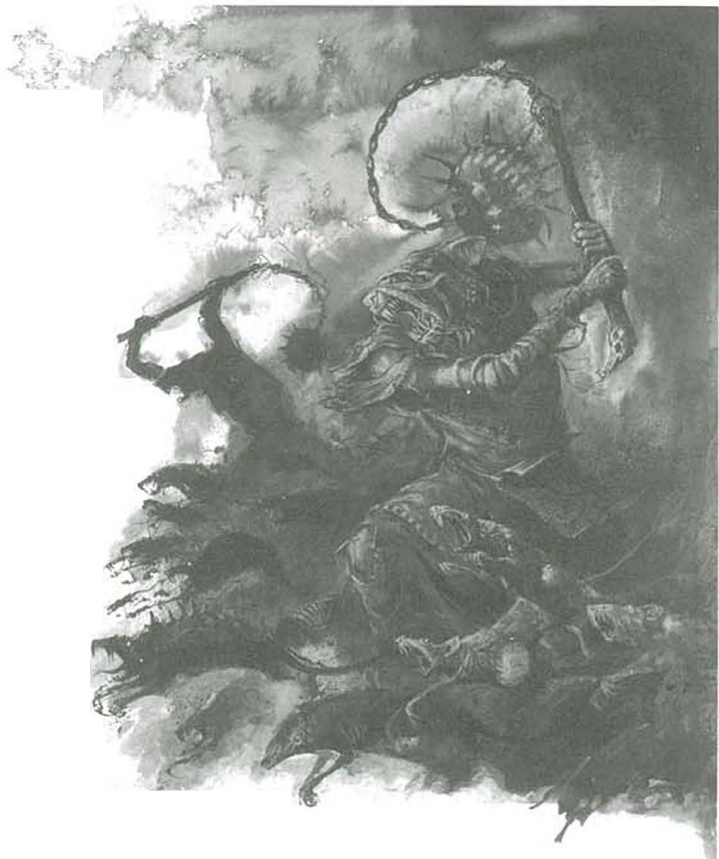
Rat Familiar

The Rat Familiar is a Giant Rat enchanted with the Scroll of the Rat Familiar.

Profile

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

Weapons/Armour: None.

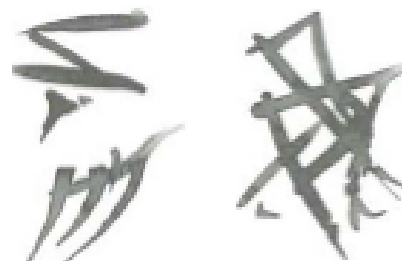


SPECIAL RULES

Enchanted Animal: The Rat Familiar earns experience as an henchman. A result of 10 - 12 on the henchmen advancement table, instead of the promotion to hero status gives as a result "Improved spellcasting: if the sorcerer is within 6" of the Rat Familiar, he gain a +1 bonus when rolling dice to overcome the difficulty of a spell. This ability is cumulative."

Maximum Profile Rat Familiar

M	WS	BS	S	T	W	I	A	Ld
6	3	0	4	3	1	5	2	5



Magic of the Horned rat

This brand of sorcery is used by the Skaven. It is a sinister form of magic which calls upon the Skaven deity, a loathsome daemonic god known as the Horned Rat.

D6 Result

1 Warpfire

Difficulty 8

A green flame leaps from the outstretched paw of the Sorcerer and burns its victims with indescribable agony.

The spell has a range of 8", hitting the first model in its path. The spell causes D3 Strength 4 hits on its target, and one Strength 3 hit on each model within 2" of the target.

2 Children of the Horned Rat

Difficulty Auto

The Sorcerer raises his paws and calls upon the Father of the Skaven to send forth his servants.

This spell must be used before the game, and may only be used once. When cast, the spell summons D3 Giant Rats, which are placed within 6" of the Sorcerer. The Sorcerer may cast this spell successfully only once per battle, and the rats disappear after the battle. They do not count towards the maximum size of the Skaven warband.

3 Gnawdoom

Difficulty 7

The target is attacked by rats and soon is covered from head to foot in small, bleeding wounds.

The Gnawdoom causes 2D6 Strength 1 hits on a single model within 8" of the caster.

4 Black Fury

Difficulty 8

With a chattering incantation the Sorcerer turns into a monstrous rat-like creature, which attacks with an insane fury.

The Sorcerer may immediately charge any enemy model within 12" (ignoring any terrain and interposing models) and gains 2 extra Attacks and +1 Strength during this turn's hand-to-hand combat phase only.

5 Eye of the Warp

Difficulty 8

Gaze into the eye of the warp and despair!

All standing models in base contact with the Sorcerer must take an immediate Leadership test. If they fail, they each suffer a Strength 3 hit and must run 2D6" directly away from the Sorcerer, exactly as if they had lost their nerve when fighting against more than one opponent.

6 Sorcerer's Curse

Difficulty 6

The Sorcerer points a claw towards one of his enemies and curses him in the name of the Horned One.

The spell has a range of 12" and affects a single model within range. The target must re-roll any successful armour saves and to hit rolls during the Skaven hand-to-hand phase and his own next shooting and hand-to-hand combat phases.