

# Skaven of Clan Ferrik

## Iron Rats in the City of the Damned: Warpstone yes-yes and more Dawi Slaves

*Deep beneath the Worlds Edge Mountains, where the Dwarfs once toiled in their oh-so-precious forges, the new heavy-metal-metalheads now rocks: hellooo Clan Ferrik! Unlike other Warlord Clans (cheese-chewing, dung-digging, rusty-rotten rabble) these Skaven do not settle for scrappy weapons and tunnels that collapse at every sneeze. NO-NO! (metallic squeak). Ferrik means iron and iron means power for the rattest armor-clanking Clan in all Skavendom!*

*The forges in the ancient ruins of Karak Varn still churn out blades and shields that actually shine. Shocking, right?! The industrial tyranny grinds on coal and warpstone (oh I see you, Mordheim), but also on broken Dawi pride. The very Dwarfs, enslaved and beardless, now toil away in the darkness, hammering out steel under the enthusiastic "encouragement" of their new Ratmen overseers. YES-YES! (metallic happy squeak). Too much grudge to work? Well, the smelteries will work literally with you.*

*So this Clan is not just sitting on more metal than a Dragon's nest and is not just the only one with blacksmiths who don't mistake tails for tongs...it also shook paws with Clan Skryre: clash of steel plus unpredictable explosions. In exchange for a steady supply of high-quality alloys, the Warlock Engineers of Skryre have gifted Ferrik with boom-tested tools of war. Combine "experimental" weapon tweaks, warp-fueled madness and all the Dwarven gunpowder magazine for an unstoppable skittering warmachine (survival rate: nearly 40% in progress). Obviously the result is devastation with warlock gunnery, toxic globes and lightning-powered axes/hammers, all Dawi-plundered or Skryre-perfected (or both) for the big-big overkill.*

*With all these blessings from the Horned Rat, Clan Ferrik doesn't skulk in the shadows...their Stormvermin are many, well-trained and well-bred, marching in glorious daylight, like rattish fortresses in iron-plated armor (yes, actual armor), snarling metal masks and one fearsome insignia of their Clan supremacy: the tail of every Stormvermin is docked like a prized war beast, the pedigree born in battle and for battle...not cowardice, always for Skaven very-low-standards.*

*At the helm of this Iron-Under-Empire stands the all-mice enigma: a masked warlord whose voice, size and even fur color seem to change at the most convenient moments. Perhaps is never the same Skaven thanks to the traditional rat-stab-rat turnover, perhaps is an immortal rodent-liche with warpstone overdose, or why not...the metal-faceless figure is the Horned Rat incarnate. Who cares! He rules with the heaviest metal claw, it works, and Clan Ferrik thrives in absolute prosperity! Too many questions, after all, lead to furnace-friendly answers...*

*And now? Mordheim is the new opportunity! More warpstone (and more slaves) are waiting to further ignite this Skaven machine. While the lesser Clans squabble in the shadows, the elite warbands of Iron Rats have already tunneled into the City of the Damned. If you hear the warped symphony of clanging metal and chattering squeaks...congratulations, you've just run into the best-equipped Ratmen in the game.*

## Clan Ferrik Special Rules

All Skaven of Clan Ferrik are subject to the following special rules:

**Dwarven Grudges** . The beard-brewers never forgot Karak Varn: stolen lands, stolen technologies and stolen kin! The Dwarfs now view every battle against the Iron Rats as an opportunity to avenge old grudges. All Dwarfs hate Skaven of Clan Ferrik (not Dwarf Slaves). If the warband includes Dwarf Slaves, the hatred even has its own paragraph in the Dammaz Kron. Dwarfs may re-roll any misses when they attack in EACH turn of hand-to-hand combat. See the Psychology section of the Mordheim rules for details on the effects of hatred.

**Iron Nose for Treasure** . Clan Ferrik has maxed the skavenest sense for sniffing out any smeltable resources to forge new weapons or shiny-shiny armor. Years of scavenging through heavy metal mines and the endless diggy diggy hole battle with Dwarfs have sharpened a true nose for iron, now ready for Mordheim's treasure. The warband knows how to track the metallic scent in the streets and so when rolling on the Exploration chart, you may modify one die roll by -1/+1.

**Scavengers Assemble** . Any item listed as Looted Equipment in the Clan Ferrik Equipment List is always treated as Looted, whenever it is acquired at warband creation or later during the campaign through Trading Post or Exploration. Once taken by the Iron Rats, such items forever bear the mark of scavenged steel.

## Choice of Warriors

A Clan Ferrik warband must include a minimum of three models.  
 The maximum number of warriors in the warband may never exceed 15.  
 You have 500 warp tokens (essentially gold crowns) to recruit your  
 initial warband and purchase items from the Clan Ferrik Equipment Lists.

**Ironmask Adept** . Each Clan Ferrik warband must have 1 Ironmask Adept: no more, no less!

**Engineer Apprentice** . Your warband may include up to 1 Engineer Apprentice.

**Dawi Overseer** . Your warband may include up to 1 Dawi Overseer.

**Stormvermin** . Your warband may include up to 2 Stormvermin.

**Forgerats** . Any number of models may be Forgerats.

**Ratsketeers** . Your warband may include up to 5 Ratsketeers.

**Dwarf Slaves** . Your warband may include up to 5 Dwarf Slaves.\*

**Ferrik Rat Ogre** . Your warband may include up to 1 Ferrik Rat Ogre.

*\* A Clan Ferrik warband may not include Dwarf Slaves if it does not first include a Dawi Overseer!*

### Starting Experience

**Ironmask Adept** starts with 20 experience.

**Engineer Apprentice** starts with 12 experience.

**Dawi Overseer** starts with 8 experience.

**Stormvermin** start with 0 experience.

**Henchmen** start with 0 experience.

### Characteristic Increase

Characteristics for Clan Ferrik Skaven warriors may not be increased beyond the maximum limits shown here:

<i>Profile</i>	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>
<i>Skaven</i>	6	6	6	4	4	3	7	4	7

## Clan Ferrik Skill Tables

	Combat	Shooting	Academic	Strength	Speed
Ironmask Adept	✓	✓	✓	✓	✓
Engineer Apprentice	✓	✓	✓		✓
Dawi Overseer	✓			✓	✓
Stormvermin	✓			✓	✓

# Clan Ferrik Equipment List

The following lists are used by Clan Ferrik warband to pick their equipment:

## Heroes Equipment Lists

### Hand-to-hand Combat Weapons

Dagger	1st free / 2 wt
Mace	3 wt
Axe	5 wt
Halberd	10 wt
Morning Star	15 wt
Double-handed Weapon	15 wt
Dwarf Axe (Looted)	15 wt
Beardwhip (Looted)	25 wt
Maw of Ferrik	30 wt
Warpstorm Condenser	3 times the cost
0-1 Gromril Weapon* (Looted)	3 times the cost

### Missile Weapons

Poisoned-Shard Globe	20 wt
Vermin Bombs	25 wt
Ratling Pistol	35 wt
Warplock Pistol	35 wt (70 for a brace)
Warpmusket	50 wt
Jezzail	120 wt
0-1 Doomrocket	150 wt

### Armour

Buckler	5 wt
Shield	5 wt
Helmet	10 wt
Ironmask	20 wt
Light Armour	20 wt
Heavy Armour	50 wt
0-1 Gromril Armour* (Looted)	100 wt

## Genchmen Equipment Lists

### Hand-to-hand Combat Weapons

Dagger	1st free / 2 wt
Mace	3 wt
Axe	5 wt
Spear	15 wt
Forgehammer (Looted)	15 wt

### Missile Weapons

Crossbow (Looted)	25 wt
Warplock Pistol	35 wt (70 for a brace)
Warpmusket	50 wt

### Armour

Buckler	5 wt
Shield	5 wt
Helmet	10 wt
Light Armour	20 wt
Pavise	25 wt

*\* One weapon and one armor may be bought in Gromril instead. This multiplies the cost of the weapon by 3. Note that this price is only for a starting warband, as it represents the smithing slavery service of Dwarfs, borrowed Gromril pieces from the fallen halls of Karak Varn and the clanking wealth of Clan Ferrik.*

## 1. Ironmask Adept

80 warp tokens to hire

*Some say he is just another wannabe warlord of the heaviest/metallest Clan in all Skavendom, others squeak that he is the true Clan Ferrik Tyrant, the Forgemaster, the Iron Rat with the one & only Ironmask, simply on an "adventure holiday" in the City of the Damned. While this may just be Under Empire conspiracy or Skaven-style paranoia, one thing is sure: an Ironmask Adept commands absolute obedience, as much as one can hope from a species of backstabbing Ratmen. Trapped (voluntarily and comfortably) in a rat-can and hidden behind the snarling Ironmask, he leads his warband not just to survive, but to gnaw through the streets of Mordheim while looting the lootable!*

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

**Weapons/Armour.** The Ironmask Adept may be equipped with weapons and armour chosen from the Clan Ferrik Heroes equipment list. The Ironmask Adept must be equipped with an Ironmask!

### SPECIAL RULES

**Leader.** Any models in the warband within 6" of the Ironmask Adept may use his Leadership instead of their own. Nothing new here, even in a warband from the Iron-Under-Empire.

**Secret Stash.** To reflect the secretive rule and the not-so-secretive wealth of Clan Ferrik, and above all, the Skavenest selfishness, only the Ironmask Adept starts off with 50 extra warp tokens. My precious...

## 0-1. Engineer Apprentice

45 warp tokens to hire

*Skaven engineering is a boom-boom discipline about stolen schematics, half-burned notes and the occasional highly explosive hands-on lesson. An Engineer Apprentice is one still-studying (still-lucky) Ratman who will either become a full-time Warlock Engineer or probably a green-smoking pile of warpstone dust. Find out in your Clan Ferrik warband!*

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

**Weapons/Armour.** The Engineer Apprentice may be equipped with weapons and armour chosen from the Clan Ferrik Heroes equipment list.

### SPECIAL RULES

**Skryre-Student Exchange Program.** Once per scenario, an Engineer Apprentice may ignore and reroll a result of 1 for the following special rules: Handle with Haste, Skaven Prototype, Vermin Volatility. However, the Skryre-Student Exchange Program special rule is obviously and completely useless with the Doomrocket. Ok, you're still studying and you're still lucky, but let's be honest...you're not an immortal Ironmasked Warlord!

## 0-1. Dawi Overseer

45 warp tokens to hire

*Where there are slaves, there are masters too! The Dawi Overseer is not unlike any other Skaven Pawleader, save for the Gromril-quality of the slaves! After all, why waste a spineless swarm of Skaven slaves when a single bearded pack pony can suffer ten times as long?*

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

**Weapons/Armour.** The Dawi Overseer may be equipped with weapons and armour chosen from the Clan Ferrik Heroes equipment list. The Dawi Overseer must be equipped with a Beardwhip or a Maw of Ferrik.

### SPECIAL RULES

**Mine-Mine.** The Dawi Overseer may choose a single Dwarf Slave as his favorite (though the fortune is questionable). That model ignores the Broken Beards and Marching Tools special rules, but continues to Hate Skaven instead of Hate Orcs and Goblins.

## 0-2. Stormvermin

40 warp tokens to hire

*The Stormvermin are the black-furred elite warriors in Skaven hierarchy, and Clan Ferrik is no exception. With all the armored abundance, Stormvermin bear the honor and burden of wearing the Ironmask, a sign of both supremacy and submission: all that metal protects as much as binds! For those who survive countless battles and even a full Mordheim campaign, claiming the Ironvermin rank is the ultimate decoration. In this regiment of battle-scarred veterans there are not just warriors, but walking warmachines with the most rustless equipment in all Skaven history.*

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

**Weapons/Armour.** Stormvermin may be equipped only with hand-to-hand combat weapons and armour chosen from the Clan Ferrik Heroes equipment list. Stormvermin must be equipped with an Ironmask!

# Henchmen

(bought in groups of 1-5)

## Forgerats

20 warp tokens to hire

Forgerats are the backbone of the relentless warmachine that is Clan Ferrik, alongside Dwarven slavery, the Skaven workforce of the Mega-Industry in the Iron-Under-Empire. Though most of these rats toil in the furnaces, sooted pelts and smoked lungs, some of the most ambitious or perhaps occupationally diseased may be dragged from the forges and thrown into the battlefield.

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

**Weapons/Armour.** Forgerats may be equipped with weapons and armour chosen from the Clan Ferrik Henchmen equipment list.

## 0-5 . Ratsketeers

30 warp tokens to hire

Among the countless Skaven breaking their tails in the forges, some are "promoted" to the warpstone weapons field testing. One day with Poisoned-shard Globes, one day with Warpmuskets, one day with the last broken-legged rat as target dummy. When adventure calls, they are known as Ratsketeers, both marksmen and surviving firearms testers.

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

**Weapons/Armour.** Ratsketeers may be equipped with weapons and armour chosen from the Clan Ferrik Henchmen equipment list. Ratsketeers may be equipped with Poisoned-shard Globes.

### SPECIAL RULES

**Skittershooting.** Ratsketeers are no deadeye marksmen, but they've spent enough explosive hours testing and dodging every piece of warplack weaponry and its inevitable backfire. So, naturally, they've mastered the hit-and-run tactics with anything that fires/ burps/splatters green-glowing things, while the animal instinct keeps them alive. Very Skaven indeed. Ratsketeers have the Nimble skill from the Mordheim rulebook, but with one "tactical" update: before moving the model, roll a D6. On a 1-2, strange smoke seeps out from the warplack weapon or from the Ratsketeer's ears (Post-Traumatic Skaven Disorder) and for that turn, the model follows the Move or Fire special rule as normal. A Ratsketeer who becomes a Hero and takes the Nimble shooting skill replaces the Skittershooting special rule.

## 0-5 . Dwarf Slaves

30 warp tokens to hire

Slaves are not exclusive to Clan Ferrik, but no one has a supply of Dwarven ones like the Iron Rats! A lone Dwarf Slave indeed outmatches many Skaven slaves in any crafting/prospecting/fighting skill. Even in chains, he remains a smith, a miner and a warrior beyond rattish compare. Silence! No word to other Clans (ironmasked wink).

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	3	3	3	4	1	2	1	7

**Weapons/Armour.** Dwarf Slaves may be equipped only with hand-to-hand combat weapons and armour chosen from the Clan Ferrik Henchmen equipment list.

### SPECIAL RULES

**Hard as Stone.** Despite a life of slavery under the Skaven, a Dwarven body is still as hard as stone...endurance of the Stoutfolk! Dwarf Slaves ignore movement penalties from armour and have the Hard Head and Hard to Kill special rules, as described for the Dwarf Treasure Hunters.

**Broken Beards.** Sure, the Dwarven body is strong, but no stone is unbreakable: therefore -1 Leadership penalty, already in the profile stats. Even with countless greenskin grudges, Dwarf Slaves no longer have the Hate Orcs and Goblins special rule, but instead Hate Skaven. Additionally, Dwarf Slaves earn experience at half the normal rate, and if they roll Lad's Got Talent, the leader executes the Slave (remove the model from the warband).

**Marching Tools.** Dwarf Slaves are...slaves and thus expendable. Nothing more than working tools with stubby legs. Skaven models in a Clan Ferrik warband may shoot at models engaged in hand-to-hand combat, if there are only enemies and Dwarf Slaves. Randomize hits. Additionally, when a Clan Ferrik warband must take a Rout test, each Dwarf Slave taken out of action only counts as half a model.

## 0-1 . Ferrik Rat Ogre

300 warp tokens to hire

*Nothing too strange here: the rat-headed behemoth and pet project of Clan Moulder. When muscles on muscles aren't just protein shakes, but breeding, alchemy, surgery, carpentry and so on...but Clan Ferrik? More metal, yes-yes!*

<i>Profile</i>	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>
	6	3	3	5	5	3	4	3	4

**Weapons/Armour.** Besides the jaws, claws and brute force, a Ferrik Rat Ogre comes already equipped with Light Armor and may choose one single Clan Ferrik upgrade in the special rules below. Ferrik Rat Ogres can never use any other weapons or armour.

### SPECIAL RULES

**Still a Rat Ogre.** A Ferrik Rat Ogre has the same special rules as a Skaven Rat Ogre: Large Target, Fear, Stupidity and of course does not gain experience!

**Now a Ferrik Rat Ogre!** To become a true example of the Iron Rats, extra-large edition, the model may choose one single Clan Ferrik upgrades:

• **Heavy Metal Plating.** As said before: moore metal, yes-yes! Bolted and welded straight into the Rat Ogre's flesh, even more armor slabs to create the ultimate Ferrik Rat Tank! The model replaces Light Armor with Heavy Armor and treats Stunned results on the Injury Table as Knocked Down instead. The weight is now so comically cumbersome that Movement and Initiative are both reduced by 1 point. It' an Old World Dreadnought, not an Elven Steed...

• **Warpstone Bladeclaws.** Why should your fleshcraft masterpiece have arms when you can replace them with two warpstone-edged blades?! Just like Eshin Weeping Blades, a Ferrik Rat Ogre with Warptone Bladeclaws gains an additional attack and these weapons count as being permanently coated in Black Lotus.

• **Warpfire Projector.** Like the hulking Stormfiend cousins, a Ferrik Rat Ogre can have a greenflame-thrower grafted anywhere: into its belly like a blast furnace or say goodbye to a few limbs...maybe as a new sulphurous tail? Replacing its head is a project for the End Times! A Ferrik Rat Ogre may choose a Warpfire Projector as single Clan Ferrik upgrade, following the rules described below:

*Range.* 6"

*Strength.* 4

### SPECIAL RULES

*Greenflames, Prepare Shot*

**Greenflames.** When a Ferrik Rat Ogre fires with the Warpfire Projector, draw a line 6" long and 1" wide in any direction from the over-muscled brute (the line must be absolutely straight). All models in its path are automatically hit with a Strength 4 warpstream of Fire damage, like the Brazier Iron in the Mordheim 2002 Annual.

# Clan Ferrik Special Skills

Clan Ferrik Heroes may choose these skills instead of the standard ones.

## Black Metal Hunger

Only model with Heavy Armor or Gromril Armour. The Skaven of Clan Ferrik can draw upon a more clanking echo of the Black Hunger, a forgeborn frenzy that grants ferocity like a Rat Ogre, but pushes even their iron-bound bodies and iron-bound minds to the breaking point. At the beginning of his turn, the Clan Ferrik Hero may declare to fall into Black Metal Hunger. The Hero gains +1 Attack and causes Fear until the end of his turn. However, at the end of the turn, he suffers 1 Strength 3 hit with no armour save possible and is subject to Stupidity for the next turn.

## Warplate is the New Fur

Armor is like a second (plated) skin for a warrior of Clan Ferrik. So used to ironclad fighting, they scurry and strike, strike and scurry with the instinctive quick-quick rodent reflexes. A Skaven of Clan Ferrik never suffer movement penalties for wearing armour.

## Green Greedy Gluttony

A Skaven of Clan Ferrik knows well-well that drowning in tyranny and slavemastery with heaps (truly heaps!) of shining steel and warpstone is the only way to rule like an Iron Rat! Perhaps it's the ancestral enmity with the greediest folk of the Old World or perhaps it's simply that living this way is less miserable than the sewer rats existence throughout the Under-Empire. Thanks to all this Green Greedy Gluttony, at the end of a game, when checking for wyrdstone shards (or "warpstone" for an loathsome scholar), roll a D6. On a 4+, the Hero adds one more piece of wyrdstone/warpstone.

## Ironmask Legacy

Only model with Ironmask. The faceplate of the shadowed Tyrant, the Ferrik Forgemaster, chains an immortal leadership even in a desperate warband in Mordheim. Whoever wears it carries on the legacy of the Clan! When a model equipped with an Ironmask is reduced to 0 Wounds, it may reroll on the Injury chart, but the result of the second roll must be accepted. Additionally, if the warband's leader is slain, the new Hero in command, if equipped with an Ironmask, gains this special skill for free.

## Slave Mastery

Some Skaven crave power over their own kind: Clan against Clan, rat backstabbing rat or maybe a cushy seat at the Council of Thirteen...Clan Ferrik craves (well, that too) but also the absolute subjugation of the bearded pickaxe-swingers in all Karaks! A Clan Ferrik Skaven with the Slave Mastery special skill knows one thing or two about keeping thralls in line. If the model is a Dawi Overseer, the 0-5 limit on Dwarf Slaves is removed, allowing the warband to dump more of them, but never more than 15 total models! If the model is not a Dawi Overseer, it may also be equipped with a Beardwhip or a Maw of Ferrik and allows the warband to recruit up to 0-5 Dwarf Slaves, even without a Dawi Overseer. You can't handle the thralls, me yes-yes!

# Clan Ferrik Special Equipment

**This equipment is only available to Clan Ferrik and no other warbands may purchase it.  
See the Trading section for full rules on acquiring Rare Items.**

## Looted Equipment

*Cost.* 1x price

*Availability.* Common, Clan Ferrik only

*Take the rusted-rattish-rubbish or take the masterpiece of grudgebearing kings...but choose wisely: with one you rule the City of the Damned, with the other you are THE damned. The Clan Ferrik has a "honored tradition" of scavenging both the most minable mines and the craftsmanship of their archenemies. So, looting equipment or politely negotiating for new forgeries is just part of the Iron Rats' business plan. These weapons and armor snatched from the hands of enslaved smiths or from forgotten armories come with a price...but oh, what a rune-touched price. While Dwarven craftsmanship might be legendary, the weight of ancestral grudges & vermin venom lingers in every creation. Stormvermin, Ratsketeers or even Forgerats of the metallest warlord Clan don't care about a little malfunction...only bad luck, gnaaah! After all, with some unfortunate surprises, it's just everyday life for a Skaven.*

### SPECIAL RULES

*Looted*

**Looted.** Any Looted Equipment has been infused with unrepeatable swearwords and pints of bitterness or just inscribed with hidden runes of sorrow, almost invisible for rodent brains, yet enough to throw warbands off track. The cursed words & runes might occasionally backfire: at the start of each scenario, every model with Looted Equipment (except for Dwarf Slaves) must roll a D6. On a roll of 1, a Looted Weapon suffers -1 to hit or a Looted Armor suffers -1 to armor saves. The penalty lasts only for that scenario and is not cumulative for the rest of the campaign. Dwarven malus come and go, only Gromril is forever!

## Warpstorm Condenser

*Cost.* 3x price

*Availability.* Rare 9, Clan Ferrik and Clan Skryre only

*This is what happens when a Warlord Clan strikes deals with a Great Clan, the most metal-obsessed Clan Ferrik and the most spark-obsessed Clan Skryre: weapon upgrades to zzzap everyone (literally everyone) with warp-lightning. Safety is optional in Skavendom.*

### SPECIAL RULES

*Greensparks*

**Greensparks.** A Hero in a Clan Ferrik warband may purchase the Warpstorm Condenser enhancement for any weapon with the Two-handed special rule. The cost is the price of the Two-handed Weapon plus three times the base cost of that weapon for the Warpstorm Condenser. For example an Halberd: 10 wt + 30 wt = 40 wt for a Heavy Metal Thunder Staff! During each Close Combat phase, roll a D6. On a roll of 6, the capacitor is supercharged with warp-warp energy! If the model with a Warpstorm weapon hits the enemy, the target suffers an additional D6 Strength hit (no armor saves allowed). The attacking model also suffers a D6 Strength hit (armor saves allowed). The results are as unpredictable as Warplock Skaven engineering, but damage is a guarantee.

## Ironmask

*Cost.* 20 warp tokens

*Availability.* Rare 8, Clan Ferrik only

*Many warriors of Clan Ferrik wear the fearsome Ironmasks, clumsily copying the head-encompassing helmet of the Forgemaster-Tyrant. This snarling face is more than just protection, it's copying (clumsily again) the extreme longevity of the Clan Warlord. Not bad in the streets of Mordheim!*

### SPECIAL RULES

*Blessing of the Forgemaster, Avoid Stun*

**Blessing of the Forgemaster.** The unnatural resilience blesses not only the Tyrant of the Iron Rats, but anyone who locks themselves behind the hallowed Forgemaster visage. The first time a model with an Ironmask is hit in battle, roll a D6. On a 4+, the hit is ignored, and no damage is suffered. This rule does not stack with other protective items, such as the Lucky Charm.

**Avoid Stun.** After all, snarling heavy metal faceplate protects the head quite well...so a model equipped with an Ironmask has a special 4+ save on a D6 against being Stunned. If the save is made, treat the Stunned result as Knocked Down instead.

## Beardwhip

*Cost.* 25 warp tokens

*Availability.* Rare 8, Clan Ferrik only

*Beardwhip, Braidlash or Barbedbeards...whatever you call it, this weapon is fashioned from the precious Dwarven facial hair in captivity, the cruelest combination of physical and psychological Skaven malevolence. The Beardwhip strikes with Eshin Sensei precision, slicing through flesh and pride, leaving wounds and grudges.*

*Range.* Close Combat

*Strength.* As User -1

## SPECIAL RULES

*Cannot Be Parried, Whiskercrack*

**Cannot Be Parried.** The Beardwhip is a hairy flexible weapon and any attempts to parry its strikes are futile. A model attacked by a Beardwhip may not make parries with Swords or Bucklers.

**Whiskercrack.** As the special rule Whipcrack, but with the following modification: as long as a Dawi Overseer is not engaged in close combat, all Dwarf Slaves within 4" gain +1 Movement. This effect does not stack from multiple Beardwhips. It is expected that they can at least keep pace with a limping rat...

## Maw of Ferrik

*Cost.* 30 warp tokens

*Availability.* Rare 10, Clan Ferrik only

*The (grotesque) work of art in Ferrik industry - bearing the infamous Clan's very namesake - is a not-so-friendly contraption with a spring-loaded/pole-mounted maw designed to "discipline" even the most stubborn slave. Unlike the monotonous man-catchers, some slavemasters improve the Maw of Ferrik with warp-lightning treats for extra motivation. Now, back to the forges!*

*Range.* Close Combat

*Strength.* As User

## SPECIAL RULES

*Workforce, Two-handed*

**Workforce.** A model taken Out of Action by a Maw of Ferrik becomes captured. Do not roll for Serious Injuries. Large models, such as Ogres, Trolls and Minotaurs, cannot be captured this way, and neither can animals. If the model captured is a Dwarf, the warband includes a Dawi Overseer and the warband does not already include five Dwarf Slaves, the model may be added as a new Dwarf Slave. Life as workforce in Clan Ferrik is miserable...so use the standard Dwarf Slave stats.

## Forgehammer

*Cost.* 15 warp tokens

*Availability.* Rare 5, Clan Ferrik and Dwarfs only

*A Forgehammer at its core is a sturdy smithing tool, but it is still a hammer and it is still Dwarven-crafted! It is worthy in the heat of the forges and in the heat of battle too, slamming on anvil/skull/buckler makes no difference.*

*Range.* Close Combat

*Strength.* As User

## SPECIAL RULES

*Concussion, Hammerfall, Smithing Tool*

**Concussion.** Forgehammers, just like any other bludgeoning weapons are excellent to use for striking your enemy senseless. When using a Forgehammer, a roll of 2-4 is treated as Stunned when rolling for Injuries.

**Hammerfall.** If something is forged only to crush against an anvil, metal vs metal, there's little hope of parrying...What better way to hammer down bars or enemies with the same smithing force? The Strength of the attack is considered one higher for parry attempts, so a S3 model may not parry attacks by a S5 warpstone-boosted Stormvermin.

**Smithing Tool.** A model with a Forgehammer may not use a second weapon, as it's more of a weapon of opportunity, requiring all the focus in the forge, but in close-combat too! Shields may still be carried as normal.

## Poisoned Shard Globe

*Cost.* 20 warp tokens

*Availability.* Rare 6, Clan Ferrik only

*While the Poisoned-Wind Globes are a well-known Skryre weapon in their uber-insane arsenal, the Ferrik warlike twist with Poisoned-Shards is the more battle-ready edition...a glass grenade, de facto. Like the classic winded versions, these fragile spheres are loaded with poison, along with metal shavings and crushed warpstone. Upon impact, the globe shatters, releasing a toxic barrage of fragments and splinters in all directions!*

*Range.* 6"

*Strength.* Special

## SPECIAL RULES

*Poisoned-Shards, Handle with Haste, Thrown Weapon*

**Poisoned-Shards.** The shards are (obviously) poisonous, as if they were permanently coated with Black Lotus. If a Poisoned-Shard Globe lands on the target, all models, friend or foe, within 1 inch of the target suffer D3 Strength 3 hits each, with saves allowed as normal.

**Handle with Haste.** If a model rolls a 1 to hit with a Poisoned-Shard Globe, the fragile glass shatters! Just like the special rule "Poisoned-Shards" above, but with the model equipped with the Poisoned-Shard Globe at the center of the explosion. Additionally, a model in base-to-base contact may voluntarily (!) smash the globe with a squeaky smile, bypassing the weapon attack in close combat and unleashing all the razor-sharp toxicity in the area.

## Vermin Bombs

*Cost.* 30 warp tokens

*Availability.* Rare 8, Clan Ferrik only

*Stockpile of Karak-stolen gunpowder, quintals of corrupting warpstone, swarm of a thousand scurry tails: ok, let's make a vermin bomb! If those so-called "Master Engineers" of the Imperial Colleges can do it with a pigeon (literally a rat with wings), then why can't a Clan Ferrik Engineer do the same?! Ratmen stuffed with more rats, more bombs and no common sense.*

*Range.* 30"

*Strength.* Special

## SPECIAL RULES

*Poisoned-Shards, Squeaking Nest, Vermin Volatility, Move or Fire*

**Squeaking Nest**. Once a Hero buys Vermin Bombs, he has enough of this twisting & poisonous supply for the full game. The Squeaking Nest gets replenished at the start of each new game.

**Vermin Volatility**. When launching a Vermin bomb, do not use the Hero's BS to hit the target. Instead, roll a D6. On a 5-6, the Vermin Bomb detonates with ridiculous accuracy, a vermintide of poisoned splinters and well-cooked flesh. On a 2-4 a scrambling bombed-rats scurry away in true Skaven chaos. Draw a straight line between the Hero with the Vermin bomb and the target. At halfway, the Vermin Bomb scatters 2D6" in a random direction, using the Warhammer directional die. On a result of 1, the Horned Rat has pointed at you and the Vermin Bomb explodes in the Hero's hands as the special rule Handle with Haste.

## Ratling Pistol

*Cost.* 35 warp tokens

*Availability.* Rare 9, Clan Ferrik and Clan Skryre only

*The Ratling Gun is the ultimate weapon in all Skavendom, a large multi-barrelled death-dealing machine with the insane payload of 100 warpstone bullets per minute. Now...forget it. The Ratling Pistol, despite the miniaturization, still delivers a micro-ratling-like carnage, sometimes upon anyone and anything downrange, sometimes upon the fool who pulls the trigger. While nowhere near the leadstorm of its big brother, the Ratling Pistol is the compact chaos of Skaven ingenuity, excessive rate of fire and absolute zero self-preservation.*

*Range.* 6"      *Strength.* 4

### SPECIAL RULES

*Scurry Strafe, Skaven Prototype,  
(Delicate) Skaven Prototype, Prepare Shot*

**Scurry Strafe**. When your model fires with the Ratling Pistol, draw a line 6" long and 1" wide in any direction from the flawless marksman (the line must be absolutely straight). All models in its path are automatically hit with a Strength 4 salvo.

**Skaven Prototype**. Even if the Ratling Pistol hits automatically, the model must still roll to hit to determine if the "fine" mechanism jams or (more likely) explodes. The Ratling Pistol is always subject to the optional Blackpowder Weapons rules from the Mordheim rulebook. However, the opponent may choose to force a re-roll on the Blackpowder Weapon Misfires chart. The second result must be accepted.

**(Delicate) Skaven Prototype**. The Ratling Pistol may be used as a normal Pistol in the first round of combat. A model armed with a Ratling Pistol and another close combat weapon gains +1 Attack, which automatically hit with a Strength 4 salvo. After that, it no longer counts as an additional hand weapon...the adjective "delicate" in a such Skaven Prototype only refers to the volatile nature, too unstable and definitely not a Mace!

## Warpmusket

*Cost.* 50 warp tokens

*Availability.* Rare 9, Clan Ferrik and Clan Skryre only

*If "Warplock Pistols are terrifying weapons, testimony to the mad genius of Clan Skryre Engineers" and blah blah...then Warpmuskets are, as the name suggests, the Handgun warp-edition. Same devastating damage from "ammunition made of magically treated warpstone" with even more range.*

*Range.* 24"      *Strength.* 5

### SPECIAL RULES

*Warpmammo, Move or Fire, Prepare Shot*

**Warpmammo**. The Warplock technology channels all destructive and magical power into every shot. Each round is crafted with only the best warpstone powder and artificers' insanity, turning armor into nothing more than melted cheese against chaotic fire. Weapons with the Warpmammo special rule impose a -3 armor save modifier, such as the Warplock Pistol.

## Jezzail

*Cost.* 120 warp tokens

*Availability.* Rare 11, Clan Ferrik and Clan Skryre only

*Nothing more than the pinnacle of Skaven long-range weaponry. This warpstonepowder firearm is ideally operated with a crew of two, one marksman and one flesh-tripod. Anyone can be sacrificed to the gun-dragging-cause: Clanrats, Skavenslaves, not-Skavenslaves (hello there, Beardlings) or even a bunch of bubonic furballs. The oversized sniper rifle can somehow fire with only one Ratman, but accuracy is a joke. Always spews smoke and noise, but hits? Good luck-luck! However, if the Horned Rat approves and the shot actually strikes, the warplock bolt punches through the thickest armor, leaving behind a greenish trail, the deadly signature of the Skaven Jezzail.*

*Range.* 36"      *Strength.* 5

### SPECIAL RULES

*Gunner Minion, Warpmammo, Move or Fire, Pick a Target, Prepare Shot*

**Gunner Minion**. A model equipped with a Jezzail requires (normally) another desperate crew member from the warband: usually a Forgerat, but also Dwarf Slaves. Without a Gunner Minion, the Jezzail shooter suffers a -1 penalty to hit and move only at half pace, as the weapon is too heavy and cumbersome for only one miserable Ratman. With a Gunner Minion instead, the penalties do not apply as long as the models are base-to-base. The Gunner Minion cannot be equipped with any weapon, only a Pavise! Even the shielding is heavy and cumbersome, it can still wear armor, miscellaneous equipment and fight with fists, claws, tails or teeth. In this case, the movement of both models is once again halved. You can choose between speed or defense, but attack always strong-strong!

# Doomrocket

*Cost.* 150 warp tokens

*Availability.* Rare 11, Clan Ferrik and Clan Skryre only

*The line between genius and madness is blasted skywards in an incinerating mushroom cloud. With stolen secrets from the mysterious East and Warlock-Engineers tweaking (read: improvising & praying), behold the Doomrocket! It is a Skaven-made BAZOOKA and if you've chosen to hire a Clan Ferrik warband, you've probably realized that accuracy and survivability are overrated. Boom-or-Doom in the City of Damned!*

*Range.* 12-36"      *Strength.* 5

## SPECIAL RULES

*Skaboom! Skaven Prototype, Fire Once, Move or Fire*

**Skaboom!** When a reckless Clan Ferrik Hero finally launches a Doomrocket, a safe place is...anywhere but here! If the Doomrocket lands directly on target, the model suffers D3 Strength 5 hits with no saves allowed and all models, friend or foe, within 1½ inches of the target suffer 1 Strength 5 hit each, with saves allowed as normal. Gneheheh but if the attack misses, roll 2D6" and scatter the Doomrocket in a random direction, using the Warhammer directional die. All models, friend or foe, within 1½ inches of final landing spot suffer 1 Strength 5 hit each, with saves allowed as normal. Well, this is just one more reason they call it the City of the Damned!



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