

Cult of the Yellow Fang

The Twin-Tailed Comet ehm Cult: Human is the flesh, Skaven is the faith. All devours.

Above ground, beneath crumbling cities, behind smiling faces and trembling prayers, there is a truth Mankind refuses to chew on: not everything ends in glory...it ends in gnawing. And those who understand this first are the faithful of the Yellow Fang. These faithful of the Yellow Fang are Humans, nothing more than common Imperial folk: laborers and miners, watchmen and guildsmen, merchants and beggars, but who have heard the truth whispered from the sewers below.

Sigmar? Too fashionable. Ulric? Too wolfish. The Dark Gods? Hmmm almost, but not quite. The true religion tolls thirteen times in the name of the Horned Rat, Lord of Ruin & Lord of the World Below. As it has always been, empires rise and empires fall, but when the End Times come, only the devourer will not be devoured! The Cult of the Yellow Fang will be ready to feast upon what remains.

In the shadows of the Old World, far from the watchful eyes of Witch Hunters and Warrior Priests, its cultists do not hide in caves like the Skaven they admire...at least not yet. They are not fanatics of the four Chaos Gods (only the fifth), nor do they pray in marble temples like foolish Man-things. They infiltrate, laughing, preaching and infesting from the inside. In taverns and guildhalls, from poor districts to rich districts, the Yellow Fang is already there, teeth clicking softly in the dark.

Sabotage and assassinations may be their favourite trades, but Mordheim is another story. In the City of the Damned, among Undead and Possessed, one can live their devotion far more openly. The absolute secrecy enforced in other cities and in all Electoral Provinces is no longer necessary here. All that matters is boundless faith, rusty weapons and the will to lay hands - or paus - upon as much warpstone as possible.

Leading a branch of zealots, more filthy fanatics than silent spies, are the few who claim to hear the voice of the Horned Rat itself: the Yellow Seers. They are the ones "blessed" enough to wield Dark Magic and clumsily imitate the Grey Seers of the Under-Empire. But it gets worse, as within the Cult of the Yellow Fang, some preach in Queekish while others dream of becoming Skaven themselves...the pure progeny of the Horned Rat! However, even the less extreme cultists slowly adopt verminous habits. At first it may be something small: the stylized triangle or the curved dagger carved into the skin, heir teeth filed or stained yellow, their robes tattered or draped with rat skins. Soon come the twitching speech and squeaking tones (oh yes-yes). The path finally leads to deliberate mutilations. The most extreme pursue blasphemous rituals and warpstone brews, twisting their flesh. To become less human is not corruption, it is ascension.

No one truly knows whether the Horned Rat is pleased to have a rabble of hairless creatures worshipping him (spoiler: probably not), but as long as the Known World keeps falling apart, it will do. The most direct way the Cult of the Yellow Fang shows its devotion is through sacrifices to the Dark Moon. Each cycle, Morskrit is honoured by slaughtering and devouring some unfortunate unbeliever or sometimes a cultist who has believed too much...or too little. Occasionally something chaotic answers and that is more than enough to keep the faith alive.

Yellow Fang Special Rules

All Cult of the Yellow Fang is subject to the following special rules:

Twin-Tainted. The Cult of the Yellow Fang walks a Weeping Blade-edge between Man and Ratman. Though Human in flesh, its members have surrendered their faith to the Great Horned One. Across the Old World, they have "chosen" to be Twin-Tainted: two stains upon their souls and damned by both. The Cult of the Yellow Fang may only hire Hired Swords or Dramatis Personae normally available to Skaven or Chaos warbands, and are subject to any rules that affect either Skaven or Chaos warbands.

Sacrifice to Morskrit. Known across the Empire as Morrslieb - the Beloved of Morr - but the Cult of the Yellow Fang obviously prefers a more rattish name: Morskrit, the Dark Moon. Queekish beats Reikspiel! In any case, that massive floating ball of warpstone casts its influence over every people of the Old World, inspiring myths and prophecies, rites and offerings. The Cult of the Yellow Fang reveres Morskrit with sacrifices at least once every quarter, and fortunately, the City of the Damned is never short of souls. The Cult of the Yellow Fang follows the rules for the Possessed in the Rulebook when it comes to captives, but the Dark Moon is pleased only by the sacrifice of Humans, Elves, Dwarfs, Halflings or Sacred Verminkin from their own warband.

Choice of Warriors

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

Yellow Seer. Each Yellow Fang warband must have one Yellow Seer: no more, no less!

Queekish Preacher. Your warband may include up to 1 Queekish Preacher.

Great Clan Scholar. Your warband may include up to 1 Great Clan Scholar.

Man-Rats. Your warband may include up to 2 Man-Rats.

Acolytes. Any number of models may be Acolytes.

Sewerfangs. Your warband may include up to 5 Sewerfangs.

Great Clan Novices. Your warband may include up to 3 Great Clan Novices.*

Sacred Verminkin. Your warband may include up to 3 Sacred Verminkin.

Giant Rats. Your warband may include any number of Giant Rats.

Rattish Ogre. Your warband may include up to 1 Rattish Ogre. There isn't enough food for more than one!

* A Yellow Fang warband may not include Great Clan Novices if it does not first include a Great Clan Scholar!

Starting Experience

Yellow Seer starts with 20 experience.

Queekish Preacher starts with 12 experience.

Great Clan Scholar starts with 8 experience.

Man-Rats start with 0 experience.

Henchmen start with 0 experience.

Characteristic Increase

Characteristics for Yellow Fang cultists/rats may not be increased beyond the maximum limits shown here:

Profile	M	WS	BS	S	T	W	I	A	Ld
Human	4	6	6	4	4	3	6	4	9

Yellow Fang Skill Tables

	Combat	Shooting	Academic	Strength	Speed
Yellow Seer			✓		✓
Queekish Preacher			✓		
Great Clan Scholar	*	*	✓	*	✓
Man-Rats	✓			✓	✓

Yellow Fang Equipment List

The following lists are used by Yellow Fang warband to pick their equipment:

Cultists Equipment Lists

Hand-to-hand Combat Weapons

Dagger	1st free / 2 gc
Club	3 gc
Axe	5 gc
Gratehook	10 gc
Spear	10 gc
Sword	10 gc
Double-handed Weapon	15 gc
Rat O' Thirteen Tongues	20 gc
0-1 Rattle Mace*	20 gc
1+ The Yellow Fang	1st free / 20 gc
Morskrit-Tainted Weapon	2 times the cost

Missile Weapons

Sling	2 gc
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Armour

Shield	5 gc
Gutter Leathers	10 gc
Light Armour	20 gc
Pavise	25 gc
Gnawskull	50 gc

Miscellaneous Equipment

0-1 Wyrdstone Wickerman	10 gc
Blessed Ratskin	15 gc
Mutagen Ooze	20 gc
Spittle of the Under-Father	20 gc
Verminfriends	30 gc
Seer Stone Pendulum	50 gc
Panoply of the World Below	Special

Sewerfangs Equipment Lists

Hand-to-hand Combat Weapons

Dagger	1st free / 2 gc
Mace	3 gc
Axe	5 gc
Gratehook	10 gc
Halberd	10 gc
Sword	10 gc
Warlantern**	25 gc

Missile Weapons

Short Bow	5 gc
Bow	10 gc
Pistol	15 gc (30 for a brace)
Throwing Knives	15 gc
Crossbow	25 gc
Blunderbuss	30 gc
Handgun	35 gc

Armour

Buckler	5 gc
Shield	5 gc
Helmet	10 gc
Light Armour	20 gc
Heavy Armour	50 gc

Miscellaneous Equipment

Blessed Ratskin	15 gc
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* Only Queekish Preacher.

** Coming soon - the rules were lost in the sewers.

Great Clans Equipment List

The following lists are used by Great Clan Scholar, Great Clan Novices and Rattish Ogre to pick their equipment:

Eshin Clan Equipment Lists

Hand-to-hand Combat Weapons

Dragon Sword	20 gc
Fighting Claws	35 gc
Weeping Blades*	50 gc

Missile Weapons

Throwing Stars	15 gc
Blowpipe	25 gc
Crossbow Pistol*	35 gc

Rattish Ogre Equipment

Pair of Iron Fists	30 gc
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Miscellaneous Equipment

Rope and Hook	30 gc
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Moulder Clan Equipment Lists

Hand-to-hand Combat Weapons

Steel Whip	10 gc
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Armour

Fleshcrafted Armour*	65 gc
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Rattish Ogre Equipment

Steel Whip	10 gc
Ogre Ooze	25 gc
Great Thingcatcher	30 gc

Miscellaneous Equipment

Net	5 gc
Refined Ooze	25 gc
Rat Hound Bodyguard*	30 gc

Pestilens Clan Equipment Lists

Hand-to-hand Combat Weapons

Disease Dagger	15 gc
Flail	15 gc
Morning Star	15 gc
Censer*	40 gc
Sewerdrinker Weapon	3 times the cost

Armour

Rotten Leathers	10 gc
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Rattish Ogre Equipment

(Heavy) Rattle Mace	30 gc
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Miscellaneous Equipment

Fog-Enhancing Shards*	100 gc
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Skryre Clan Equipment Lists

Hand-to-hand Combat Weapons

Warpstorm Condenser*	3 times the cost
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Missile Weapons

Poisoned-Wind Globe*	25 gc
Warplock Pistol	35 gc (70 for a brace)
Warpmusket	50 gc

Armour

Helmet	10 gc
Gas Mask	25 gc
Heavy Armour	50 gc

Rattish Ogre Equipment

Wyrdbelcher	100 gc
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* Only Great Clan Scholar.

1. Yellow Seer

70 gold crowns to hire

"There can be only one Seer of the Great Horned One. Only one who can bend the Lore of Ruin to his will. And he does not share power!" so spoke Onnorik, the Whitefurred, disgusted by the vision of the Yellow Fang and by this pathetic imitation of the magical caste. But when a warband needs a leader, when one bears the triangular signs of the Under-Father, doubt has no place. Whatever all the Grand Intermediaries to the Council of Thirteen and all the Prophets of the Great Horned Rat may mutter, the Yellow Seer rises as the divine and divinatory force of the Cult of the Yellow Fangs.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	8

Weapons/Armour. The Yellow Seer may be equipped with weapons and armour chosen from the Cultists equipment list.

SPECIAL RULES

Leader. Any models in the warband within 6" of the Yellow Seer may use his Leadership instead of their own. Nothing new here, even in a warband from the tunnels sworn to the Rodent God.

Magic User. The Yellow Seer has the ability to use magic and casts spells like any other Magicians, and the Yellow Seer starts with one spells generated at random from the Magic of the Horned Rat. In addition the Yellow Seer may learn a new Spell instead on a new skill.

Growing Horns. Probably just the unnatural fumes of Mordheim and the steady diet of warpstone (hardly harmless), yet at times some mutations truly do seem like a useful blessing. The first time a Yellow Seer rolls a natural 12 when casting a spell, he gains the Horns of the Horned One from the Yellow Fang Mutations list.

0-1 . Queekish Preacher

45 gold crowns to hire

If the fools of Sigmar and Ulric may boast their Warrior Priests, why should the Yellow Fang be denied the same?! A fair question. The difficulty, however, is that the Horned Rat rarely listens even to His own children...let alone to furless Imperial pretenders. Yet the Cult of the Yellow Fang sees no problem at all. If anything, the silence only pushes them to shout louder and claw harder for the attention of their Under-Empire brethren. And so, for this trial of faith, enter the Queekish Preacher. This not-so-Warrior Priest believes (truly believes) that if he speaks loudly enough, squeaky enough and rings his bell often enough, the Horned Rat will eventually take notice of the Yellow Fang. The Queekish Preacher serves as the voice of the Yellow Seer, reads the omens of the Dark Moon and speaks in a tongue that is almost Skaven.

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

Weapons/Armour. The Queekish Preacher may be equipped with weapons and armour chosen from the Cultists equipment list. The Queekish Preacher must be equipped with a Rattle Mace for all the tolling through the streets of Mordheim.

SPECIAL RULES

Screaming Bellringer. All the clattering of a Rattle Mace and some shrieked prayers are company enough - even in the City of the Damned, solitude fades. Between each ding & dong, hearing only the voice of the Horned Rat, the Queekish Preacher is immune to All Alone tests.

Keeper of the Secret Signs. The Queekish Preacher may choose Scribe from the Academic skills, even though he does not have the ability to cast spells. The scrolls may be inscribed with spells from the Magic of the Horned Rat known by the Yellow Seer, but only the Yellow Seer may use them. Until the Queekish Preacher becomes a Yellow Fang Magician, he remains a faithful assistant to the one who truly speaks with the Horned Rat or at least claims to.

0-1 . Great Clan Scholar

35 gold crowns to hire

There is always something to learn, something to buy and something to steal (very Skaven the last one). While many in the Yellow Fang worship the Horned Rat from the safety of distance, the Great Clan Scholar dares to go further. He negotiates, imitates, studies and deals directly with the Ratmen, occasionally without being killed. Of course, no one is foolish enough to deal with all the Great Clans at once, not even the Council of Thirteen manages that. A wise Scholar chooses one patron and survives accordingly. Trade is opportunity. Trust is suicide. A blade is always within reach on both sides of the bargain. Yet in Mordheim, as long as the warpstone flows, everyone pretends cooperation is profitable.

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

Weapons/Armour. The Great Clan Scholar may be equipped with weapons and armour chosen from the Cultists equipment list and from the chosen Great Clan equipment list.

SPECIAL RULES

Patronage of the Elite Four . The Great Clan Scholar must choose one Great Clan as his favoured affiliation from the list below. He gains the following benefits according to the chosen Great Clan:

- **Clan Eshin**. The Great Clan Scholar gains +1 Weapon Skill. In addition, he may choose Special Skills from the Combat Skill list.
- **Clan Moulder** . The Great Clan Scholar gains +1 Strength. In addition, he may choose Special Skills from the Strength Skill list.
- **Clan Pestilens**. The Great Clan Scholar gains +1 Toughness. In addition, he may choose Special Skills from the Strength Skill list.
- **Clan Skryre** . The Great Clan Scholar gains +1 Ballistic Skill. In addition, he may choose Special Skills from the Shooting Skill list.

Sewer Smuggling . The Great Clan Scholar grants the Great Clan Novices and the Rattish Ogre access to the equipment list of the chosen Great Clan. Only the equipment of one Great Clan may be used, two or more patrons is the right way to get stabbed...

0-2 . Man-Rats

25 gold crowns to hire + cost of the Yellow Fang Mutations

Mutants are often seen as the favoured servants of the Dark Gods, their changing bodies revealing the corruption within. Among the Cult of the Yellow Fang, these wretches are known as Man-Rats. These "great deviants" or "great devotees" seek only one destiny: become Skaven in every possible way, the true Children of the Horned Rat. They are often the ones who struggle the most to hide their allegiance to the Yellow Fang and passing as human is more and more difficult as their metamorphosis continues. Fortunately for them, in Mordheim such things draw little attention. In the City of the Damned, deformities are almost commonplace. It begins with small things: feral gestures, twitching movements, nervous sniffs, licking and rubbing their arms like beasts. Soon the body follows: whiskers grown long, ears cut into points, braces and corsets forcing a hunched posture, even cheeks stitched and stretched to resemble the snout of a rat. But these crude alterations are only the first steps...through prayers and a lot of warpstone, the Man-Rat slowly transforms into a Ratman. The soul was born vermin and the body must still awaken!

<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>
	4	3	3	3	3	1	3	1	7

Weapons/Armour . Man-Rats may be equipped with weapons and armour chosen from the Cultists equipment list. Man-Rats must be equipped with at least one of the following: Blessed Ratskin or Mutagen Ooze.

SPECIAL RULES

Yellow Fang Mutations . Apparently, chewing warpstone like candy or making a wish under the Dark Moon has its benefits, but don't try this at home! Man-Rats must start the game with one or more mutations each. See the Yellow Fang Mutations list for the cost.

Genchmen

(bought in groups of 1-5)

Acolytes

20 gold crowns to hire

Abhh yes-yes the Warp-lightning Cannon fodder! The Acolytes are the youngest disciples of the Cult of the Yellow Fang, little more than fanatics wrapped in filthy robes. Even if they are not trained warriors, their hunger to spill blood in the name of the Horned One is unquestionable.

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

Weapons/Armour . Acolytes may be equipped with weapons and armour chosen from the Cultists equipment list. Acolytes may be equipped with Verminfriends.

0-5 . Sewerfangs

30 gold crowns to hire

The Sewerfangs serve as sword & shield, the rank-and-file soldiers of the Yellow Fang. Many are mercenaries or ex-members of the Sewer Watch, trained to military doctrine instead of screaming prayers. While less desperate zealots than other cultists, their faith in the Horned Rat is always there, hidden beneath steel and a pinch of gunpowder too. These enforcers are seasoned sewer-fighters, knowing every hidden grate and half-flooded passage like a second home. Among the crowds, the Sewerfangs are indistinguishable from any other Imperial citizen, save for lingering aroma of "human sludge" (if one wishes to be polite). But hey, who doesn't smell bad in Mordheim?!

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

Weapons/Armour . Sewerfangs may be equipped with weapons and armour chosen from the Sewerfangs equipment list.

SPECIAL RULES

Tunnel Rats . To most warriors, the sewers of Mordheim are a maze of filthy darkness and darker filth...yuck! Not that the streets above are much better, but for the Sewerfangs the undercity is their own (stinking) playground. They safely ignore skittering shadows and echoing tunnels, as the only challenge is not sinking knee-deep into sludge. Sewerfangs are immune to all Psychology special rules of Sewer Fighting, just like Undead, Dwarfs and of course Skaven.

0-5 . Great Clan Novices

30 gold crowns to hire

At first glance, they could easily be mistaken for ordinary Acolytes... the same ragged robes and the same standards of personal hygiene. But beneath that familiar appearance lies something else. These cultists of the Yellow Fang are utterly fascinated by the Under-Empire of the Skaven. Some admire the silent cunning of Clan Eshin, others the twisted strength of Clan Moulder. The more zealous embrace the diseased resilience of Clan Pestilens, while the more "inventive" emulate the dangerous ingenuity of Clan Skryre. To them, the logic is simple: the more they resemble the Greatest Skaven Clans, the closer they are to the Horned Rat.

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

Weapons/Armour . Great Clan Novices may be equipped with weapons and armour chosen from the Cultists equipment list and from the chosen Great Clan equipment list.

SPECIAL RULES

Way of the Great Clans . Depending on the Great Clan chosen by the Great Clan Scholar, the Great Clan Novices gain the following benefits:

- **Clan Eshin** . The Great Clan Novices gain +1 Weapon Skill. In addition, when a Great Clan Novice rolls The Lad's Got Talent, they may choose skills from the Combat Skill list.
- **Clan Moulder** . The Great Clan Novices gain +1 Strength. In addition, when a Great Clan Novice rolls The Lad's Got Talent, they may choose skills from the Strength Skill list.
- **Clan Pestilens** . The Great Clan Novices gain +1 Toughness. In addition, when a Great Clan Novice rolls The Lad's Got Talent, they may choose skills from the Strength Skill list.
- **Clan Skryre** . The Great Clan Novices gain +1 Ballistic Skill. In addition, when a Great Clan Novice rolls The Lad's Got Talent, they may choose skills from the Shooting Skill list.

0-3 . Sacred Verminkin

15 gold crowns to hire

And finally, the pride of the Yellow Fang makes its appearance: the Sacred Verminkin. They are loved as the Children of the Horned Rat, yet hated for being born in the image of their devouring god - the bestseller *Odi & Amo Mordheim Story*. The cultists proudly show them off like idols, trophies and good-luck charms, for they are "Those of the Sacred Form." The mere presence of Sacred Verminkin inspires the faith of young Acolytes, filling the warband with a true Ratmen aura. But do not be mistaken...no Black Skaven march among the ranks of the Yellow Fang and no pure-blood Stormvermin would lower themselves to such company! Instead, the Yellow Seer or the Great Clan Scholar deals with the lowest castes of the Under-Empire, so the best they can hope for are Skavenlaves. These miserable creatures are "recruited" and by "recruit" they mean capture and enslave. However, they are still revered as avatars of the Horned Rat. For Skavenlaves or Sacred Verminkin (depending on who holds the chains) this is nothing new. They were born for nothing else, but at least the warband is blessed with the spawn of their god.

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

Weapons/Armour . Sacred Verminkin may be equipped with weapons and armour chosen from the Cultists equipment list. Sacred Verminkin may never wear Blessed Ratskin...after all, they are already wearing one.

SPECIAL RULES

Skilled in Sacrifice . The life of a Verminkin, even one called a Sacred Verminkin, is a miserable existence. Their purpose in life is to die: preferably in the name of the Yellow Fang and always in the name of the Horned Rat. When a Sacred Verminkin is taken Out of Action, roll a D6 after the battle. On a roll of 1-2, the Sacred Verminkin dies from severe injuries. On a roll of 3-4, the Sacred Verminkin is claimed as an offering to the Dark Moon, following the special rule Sacrifice to Morskrit. The warband gains one Blessed Ratskin. On a roll of 5-6, the Sacred Verminkin survives (the Dark Moon is not hungry today) and may fight in the next battle as normal. Sacred Verminkin are living avatars & living tributes for the Cult of the Yellow Fang, so they do not gain Experience.

Giant Rats

15 gold crowns to hire

Giant Rats are the creation of the Clan Moulder trainees. They are mutated monstrosities the size of dogs. They fight alongside the Skaven (and the Cult of the Yellow Fang), overpowering their opponents by sheer weight of numbers. Giant Rats are traded in underground markets, through secret signs and clandestine exchanges - warpstone speaks louder than pride, even to the Skaven Clans who tolerate dealings with their Human counterparts. From time to time, some cultists have even attempted controlled breeding in the damp cellars and sewer chambers of Mordheim. Incredibly, the city of (damned) filth provides ideal conditions for raising these oversized vermin. This result of stolen knowledge and admiration for Skaven experiments is perhaps not a true Moulder creation, but they are vicious enough.

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

Weapons/Armour . Yellowed fangs! Giant Rats never use any armour or weapons.

SPECIAL RULES

Leashed Creatures . Giant Rats do not gain Experience (as with all animals) and if put Out of Action, they recover in the same way as Henchmen (1-2: Dead; 3-6: Alive).

B-1 . Rattish Ogre

180 gold crowns to hire

When battle begins, he does not shout prayers or grand speeches...he roars, bares his teeth and charges with a cry of: "SQUEEK-SQUEEK! SMASH-SMASH!" Like all Ogres travelling across the Empire, the Rattish Ogre simply has a different faith, but strength and appetite are the same as those of his kind. Affectionately known as the Ogre-Rat, this hulking brute is essentially the opposite of a Rat-Ogre. Incredible imagination, yes-yes! Perhaps he too dreams of one day becoming a true Rat-Ogre and thus pleasing the Great Gnawer. The 1000-pound cultist of the Yellow Fang has muscles capable of tearing a Sigmar zealot clean in half, but a skull-space with room for only two sacred truths: faith & food. He is not quite the brainless beast like his Skaven version, but neither is he a scholar of the University of Nuln. So, a Rattish Ogre in the Yellow Fang is clever enough not to stand drooling or scratching himself before eating the nearest cultist (not 100% guaranteed). What is guaranteed, however, is that having a brutal believer beside the warband is reassuring when trying to survive Mordheim - less reassuring for the pantry.

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

Weapons/Armour. The Rattish Ogre may be equipped with weapons and armour chosen from the Rattish Ogre equipment list. Unlike other cultists, Rattish Ogre don't have free Daggers! He might carry one for the most sacred truth in his life, alongside the Great Gnawer: eating, of course. The Yellow Fang (weapon) is never entrusted to him. The symbol of the Cult itself would, sooner or later, end up slicing salted meat. Rattish Ogre never fight with Daggers and never carry the Yellow Fang.

SPECIAL RULES

Rattish, but still an Ogre. A Rattish Ogre has the same special rules as Ogres: Large Target, Fear, Slow Witted and therefore gains experience at half the normal rate.

The Big Rat's Got Talent. A Rattish Ogre who becomes a Hero as a result of The Lad's Got Talent may choose from the Combat and Strength skills or Devouring the Faithless from the Yellow Fang special skills.

Rattish Ogre Equipment List

Hand-to-hand Combat Weapons

Club	3 gc
Ogre Club	10 gc
Gratehook	10 gc
Sword	10 gc
Iron Fist	15 gc
Double-handed Weapon	15 gc
Morskrit-Tainted Weapon	2 times the cost

Armour

Gutter Leathers	10 gc
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Miscellaneous Equipment

Blessed Ratskin	15 gc
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Yellow Fang Special Skills

Yellow Fang Heroes may choose these skills instead of the standard ones.

Verminous Voice

By constantly clicking his tongue and rasping his voice, the rats around the Hero fall into a kind of battle trance. Any rodent animals (Giant Rats, Rat Familiars, etc.) and any Skaven (Sacred Verminkin, Man-Rats with too many mutations, etc.) within 6" of the Hero with Verminous Voice gain +1 Leadership. This bonus applies only to verminous models in the Yellow Fang warband, not to Hired Swords or enemies of the same kind.

Sewer-Savvy

Slippery floors claim more lives than blades and no one ever forgets their first rotten plank! But experience - AND LUCK - is the best teacher: spend enough time beneath the streets of Mordheim and the Hero learns a few tricks to avoid ending up (again) face down in the sludge. A Hero with the Sewer-Savvy skill may choose from the Sewer Fighter special skills.

Fleshwarping

Whether by choice or by prophecy, almost certainly through a catastrophic miscalculation, this Hero has undergone Fleshwarping. Sometimes, the very ambition of the Man-Rat himself, the fevered visions of the Yellow Seer or close dealings between a Great Clan Scholar and Warlock-Engineers leads to dangerous exposure to warpstone (and mutations too). After all, there is no such thing as too much corruption, especially when the reward is ascension beneath the Horned Rat. The Hero may buy a Yellow Fang Mutation at half the listed cost. The Fleshwarping special skill may be taken multiple times.

Devouring the Faithless

Among the cultists of the Yellow Fang, sacrifice does not end at the Dark Moon altar. Once the Yellow Seer has performed the rite, the still-pulsing corpse is consumed as is the Skaven way. The flesh of the faithless is both a blessing and a lesson: the weak exist only to feed the strong. Yet not all cultists are worthy/hungry enough to partake in such a feast. After a captive has been sacrificed (see the special rule Sacrifice to Morskrit) the remains are consumed in the name of the Horned Rat. A Man-Rat or the Rattish Ogre that devours the sacrificed captive gains +1 Experience.

Blackfur Marketeer

Only the Great Clan Scholar may have this special skill, as only he knows the questionable contacts within the black markets of the Under-Empire. Thanks to these shady dealings, he may smuggle Rare Items from other Great Clans. The Great Clan Scholar may buy and use one item from a Great Clan equipment list other than the one chosen through the Patronage of the Elite Four special rule. This item may be bought and used more than once, as long as warpstone tokens still sing in the sewers.

Yellow Fang Special Equipment

This equipment is only available to the Cult of the Yellow Fang and no other warbands may purchase it. See the Trading section for full rules on acquiring Rare Items.

The Yellow Fang

Cost. 20 gold crowns

Availability. Rare 10, Cult of the Yellow Fang only

The Yellow Fang is more than a blade...it is the physical extension of devotion, practically one of the (yellow) fangs of the Great Horned One himself. The edge of this crude knife is stained by warpstone and rusted by gore from countless sacrificial rites. Each cut is a prayer, each scar is a promise offered to the Skaven/Chaos god. The blade does not merely kill, it consecrates!

Range. Close Combat

Strength. As User

SPECIAL RULES

The Ritual Dagger, The Dagger Ritual

The Ritual Dagger. The Yellow Fang is not forged for killing power. Its metal is brittle and its edge is blunt, lacking the brutal deadliness of the common weapons found in Mordheim. Instead, the blade hungers for sacrifice, consecrating violence as ritual rather than brute strength. The Yellow Fang has the +1 Enemy Armour Save special rule, as a not-so-ritual Dagger. In addition, when rolling to wound Humans, Elves, Dwarfs or Halflings that are Knocked Down, roll 2D6 and use the highest result.

The Dagger Ritual. During the Sacrifice to Morskrit, instead of gaining +1 Experience for the sacrifice of a Human, Elf, Dwarf, Halfling (or even one of the Sacred Verminkin), the leader of the warband may create a new Yellow Fang. One needs neither merchant nor smith when faith is strong and prisoners are ready for the Dark Moon.

Rat O' Thirteen Tongues

Cost. 20 gold crowns

Availability. Rare 6, Cult of the Yellow Fang and Skaven only

To a cultist, the snapping sound of thirteen lashing cords is a delight indeed. Be it during rites to the Dark Moon or in battle against the false-believers of Sigmar, this many-tongued whip remains a truly guilty pleasure. More than a weapon, it is a knot of living tongues, wounding flesh while calming the faithful with a perverse, but lulling rhythm.

Range. Close Combat

Strength. As User -1

SPECIAL RULES

Cannot Be Parried, Crawling Chorus, Thirteencrack

The Crawling Chorus. To sit upon the Council of Thirteen is a dream utterly beyond reach...surface-dwellers can never hope to draw near the greatest of the Clans. Still, suggestion and symbolism are powerful forces in the Old World, as the Twin-Tailed Comet. Each lash (tongue) is like a Council member, squabbling and squeaking at the cultist, keeping him constantly on edge. If the warband consists of exactly 13 models (including Animals and Ogres, Hired Swords or even beggars of Mordheim), the cultist may ignore the first Leadership test in any single game. However, wielding two Rat O' Thirteen Tongues does not allow to ignore the second Leadership test! The Council of Twenty-Six would collapse immediately...far too much noise and far too much backstabbing.

Thirteencrack. When the cultist is charged, he gains +1D3 Attacks against the charging model. These additional attacks always strike first, but the charging model gains a +1 bonus to his armour save (6+ for no armour). In the case of multiple chargers, only one may be chosen as unfortunate soul who takes all thirteen cracks at once.

Rattle Mace

Cost. 20 gold crowns

Availability. Rare 8, Cult of the Yellow Fang only

It looks like a battered bronze cowbell, yet its studs and nails make it a surprisingly effective (sacred) bludgeoning weapon. Like its warp-tainted cousin, the Screaming Bell, the Rattle Mace is ready to unleash the Horned Rat's laughter upon the battlefield with every ding, dong and sham!

Range. Close Combat

Strength. As User +1

SPECIAL RULES

For Whom the Rattle Mace Tolls, Concussion, Heavy

For Whom the Rattle Mace Tolls. Three sounds, three strikes, one sermon. The Rattle Mace rings loud and the faithful know: when the bell tolls, it tolls for the rise of the Yellow Fang. Friendly cultists within 12" of the Queekish Preacher with the Rattle Mace may re-roll any failed All Alone test.

Gratehook

Cost. 10 gold crowns

Availability. Common, Cult of the Yellow Fang and Sewer Watch only

These hooks are primarily used to open grates and manholes, clearing drains or pulling debris from the filth below. The sheer practicality of these tools (and their barbed heads) makes them valuable for far more than simple maintenance. A Gratehook can just as easily wrench open rusted sewer gates...or ribcages, when needed. To a Sewerjack, they are the keys to the undercity. To a cultist of the Yellow Fang, they are sacred keys to the hidden homes of the Skaven. A battered doormat reads: "Sewer, Sweet Sewer."

Range. Close Combat

Strength. As User +3

SPECIAL RULES

Strike First

Morskrit-Tainted Weapon

Cost. 2 x price

Availability. Rare 9, Cult of the Yellow Fang only

Take the clean steel, or take the one that hisses when nobody's touching it. Well, throw it away. Step into the immaculate forge of some pointy-eared Smith-Priest. Wrong choice. This is not Ulthuan and this is not the Cult of Vaul the Maker. This is Mordheim, the City of the Damned, and these cultists worship the Yellow Fang. If something can go wrong, it already has...and if blood blessed by the Dark Moon ends up in the crucible, even better. Thus are forged the so-called Morskrit-Tainted Weapons. Remember: the Great Horned One does not care about clean steel.

"In the name of the Dark Moon, I will punish you, yes-yes"
So spoke the Thirteenth Yellow Seer.

SPECIAL RULES

First Quarter Prey

First Quarter Prey. When rolling on the Critical Hit chart, a Morskrit-Tainted Weapon adds +1 to the result, but only when wounding Humans, Elves, Dwarfs or Halflings, the favored victims of the Morskrit rites.

Blessed Ratskin

Cost. 15 gold crowns

Availability. Rare 8, Cult of the Yellow Fang only

Who would ever want a filthy cloak of Skaven skins? A rhetorical and ratorical question, really. The "Blessed" Ratskin is stitched in blasphemy and soaked in bile, from the flayed hides of the dearly loved - yet deeply envied - true Children of the Horned Rat. Woven from pelts torn from the (mmmh still-warm) corpses of fallen Skaven, this cloak reeks of blood and warpstone...certainly not Tilean fashion! However, the Cult of the Yellow Fang believes it to be like a Ratkin embrace or even the divine paw of the Under-Father itself.

SPECIAL RULES

Sacred & Hated

Sacred & Hated. A cultist wearing the Blessed Ratskin gains a +1 bonus to his armour save against all shooting attacks. As additional bonus, any spell cast against the cultist will be dispelled on the D6 roll of a 6+. As additional malus, the Skaven have a teeth-bared hatred against the cultist in animalier fashion.

Gutter Leathers

Cost. 10 gold crowns

Availability. Common, Cult of the Yellow Fang only

These "armor" are not made in the workshops of artisans, but in damp corners where the very idea of hygiene died long ago. More often than not, the Gutter Leathers are actually third-rate skins, sometimes even patched rags, boasting a proud history of blocking sewer drains and filtering foul effluvia. Sadly for low-ranking cultists, it is not true Skaven hide, certainly not the much-coveted Blessed Ratskin. Still, with enough imagination, blind faith and a healthy dose of creeping dementia, the Gutter Leathers can pass for a cherished/desperate ally when death comes calling.

Armour Save. 6+

SPECIAL RULES

Fang Fast Fashion

Fang Fast Fashion. This is the Yellow Fang version of Toughened Leathers and while it is just as filthy as the ones worn by other outcasts (Pirates and Horned Hunters included), there is one important difference. Naturally, it follows the Sellback special rule: these Gutter Leathers cannot be sold back at the Trading Posts. As the saying goes...the stench alone is enough to drive away even the most desperate of buyers! Despite their questionable state, they are still armour and prevent spell casting (apologies, Yellow Seer). However, the true signature of the Fang Fast Fashion lies in the ritual of pulling loose flaps of leather over the head and face, forming a crude hood. Perhaps it imitates the visage of a rodent or perhaps it allows the cultists to better savour the smell of the Skaven lairs. In any case, Gutter Leathers cannot be combined with Helmets.

Gnawskull

Cost. 50 gold crowns

Availability. Rare 10, Cult of the Yellow Fang only

Worn by the high vermin-priests or the devoted among the devoted, this grotesque helm is fashioned from the carved head of a sacrificed Clawlord or, more likely, a Skavenslave. Still bearing warp-taint and traces of fur, the skull has been ritually gnawed by Acolytes and Preachers until only jagged bone remains. Sometimes it whispers in Queekish, voices not its own...

SPECIAL RULES

Skaven Sense, Avoid Stun

Skaven Sense. Call it the whisper of the Horned Rat or simply that nervous awareness caused by the skull's stench, but a cultist with a Gnawskull may reroll any failed Initiative test. The second result must be accepted.

Avoid Stun. The cranium of the Skaven may not be made of pure Meteoric Iron, but it holds together well enough in the City of the Damned. A model equipped with a Gnawskull has a special 4+ save on a D6 against being Stunned. If the save is made, treat the Stunned result as Knocked Down instead.

Seer Stone Pendulum

Cost. 50 gold crowns

Availability. Rare 9, Cult of the Yellow Fang and Skaven only

To the (choose the best colors: Yellow or Grey) Seers it is more than a tool...it is the magical focus for power and ruin. Ohhh do not worry if no one is truly chosen for the Magic of the Horned Rat - wyrdstone calls to wyrdstone, always! At the very least a Seer Stone Pendulum may still lead the warband to more of the precious green shards.

SPECIAL RULES

Secrets of the Seers

Secrets of the Seers. If a Hero fails the 2D6 Difficulty score when casting spells from the Magic of the Horned Rat, he may immediately take a Leadership test. If the test is passed, the Hero may re-roll one of the two dice. The Secrets of the Seers special rule only works with spells from the Magic of the Horned Rat and with Magic User Heroes. Otherwise, the Seer Stone Pendulum counts as a Wyrdstone Pendulum.

Verminfriends

Cost. 30 gold crowns

Availability. Rare 10, Cult of the Yellow Fang only

The followers of the Cult of the Yellow Fang are never without company: *Rattus norvegicus*, *Rattus damnatus*, *Cavia flavidentis*, even the wretched *Mus mordheimensis*. Long story short, countless little "friends" scurry in their wake. They scuttle through everything and spread more diseases than a Carnival of Chaos. But to a cultist, those twitching snouts are irresistible, like roasted meat to a Halfling, fresh pint to a Dwarf, self-admiring mirror to an Elf or gold-filled pockets to a Human. These four races, however, are meant for sacrifice only...true Verminfriends deserve nothing but cuddles.

SPECIAL RULES

Gnawing Companions

Gnawing Companions. A cultist with Verminfriends gains an extra attack in each hand-to-hand combat phase. This bite attack is resolved at Weapon Skill 2, Strength 1 and counts as always coated with Black Lotus. Cute, but watch your fingers. Oh yes, and the diseases too!

Panoply of the World Below

Cost. Combined price

Availability. Combined rarity, Cult of the Yellow Fang only

"Oh and one more thing...you must find the Yellow Fang before the next full Chaos Moon...and the Mordheim map and warpstone scraper?" It is excellent when all falling into place, when, after so much curse and indifference, a blessing at last arrives. And then, like a corrupted mosaic, every filthy piece becomes part of a new strength. Every charm, every shard, every stinking rag fits together into something greater, something dangerous...fearless devotion! Whoever gathers the full Panoply of the World Below is (almost) worthy of becoming an extension of the Horned Rat himself. Their faith knows no restraint, their faith is now absolute. Well, maybe they are more puppets than cultists, but nothing can stop them from dragging the entire Old World into ruin! Let's begin first with the City of the Damned.

SPECIAL RULES

Will of the World Below

Will of the World Below. A Yellow Fang Hero equipped with Blessed Ratskin, Gnawskull, Seer Stone Pendulum, Verminfriends and of course the Yellow Fang is immune to Psychology. There is no time left for doubts, when faith is all that remains. This effect lasts as long as the Hero has the full Panoply of the World Below equipped.

Spittle of the Under-Father

Cost. 20 gold crowns

Availability. Rare 9, Cult of the Yellow Fang only

The Spittle of the Under-Father is not merely disgusting, it is corrosive to both body and mind. This foul sludge is brewed to test new candidates (rarely willing ones) on two fronts: physical endurance and mental resolve. If even the smallest seed of doubt takes root, the new faith begins to bloom...of course, this does not mean a better faith! These (forced) volunteers are selling their souls to a cult that worships a rat-god who barely cares about his own children, let alone anyone else. It almost never ends well. At best, they end up as meat for the sacrifice. No one really knows what is inside the vial, the squeezed-out essence of Skavenslaves or more probably neurotoxins born from warpstone grime.

SPECIAL RULES

Body & Mind Corruption

Body & Mind Corruption. The Spittle of the Under-Father may be thrown in the Shooting phase in the same way as Blessed Water. A model splattered by the Spittle of the Under-Father must immediately take both a Toughness test and a Leadership test. If the model fails both tests, its body and mind begin to break...and suddenly, joining the Cult of the Yellow Fang doesn't sound so bad. The model is subject to Stupidity for the rest of the battle and if taken Out of Action, always counts as Captured. Captured Human, Elf, Dwarf or Halfling follow the Sacrifice to Morskrit special rule. All other Captured models may be sold to Slavers. Undead, Possessed and Skaven are immune to the Spittle of the Under-Father.

Wyrðstone Wickerman

Cost. 10 gold crowns

Availability. Rare 6, Cult of the Yellow Fang only

Abhh yes-yes, the rattish dummy burns with slow flames & green fumes, like a beacon in the dark streets of Mordheim. The Wyrðstone Wickerman is stuffed with straw, Dwarven beards and Elven hairs, all soaked in Halfling and Human grease. And as if that were not enough, the "special ingredient" is a thick paste of warpstone incense, choking the lungs yet strangely guiding the cultists of the Yellow Fang. Its shape is a grotesque silhouette crowned with horns like the Verminlords of legend, with small embers often glowing within its maw or nestled where its eyes should be...new nightmare unlocked. In the most desperate moments (painfully common in the City of the Damned, of course), the bearer, usually an elderly Acolyte, shakes the effigy and cracks open the hidden pilot flames, igniting the entire Wyrðstone Wickerman in one sudden, glorious burst. The spectacle is faith made flame, sickly devotion to the Great Horned One.

SPECIAL RULES

The Green Beacon

The Green Beacon. The Wyrðstone Wickerman counts as a Torch with the Two-handed special rule. In addition, at the beginning of the turn or just before taking a Rout Test, the warband may light the Wyrðstone Wickerman and benefit of a +1 Leadership bonus until the end of the turn. However, once the Wyrðstone Wickerman is lit, the miserable bearer is subject to Stupidity for the next D3 turns, as the warp-tainted smoke gnaws the all the sanity. (The Cult of the Yellow Fang use this item instead of Banner and War Horn).

Scroll of the Rat Familiar

Cost. 25 gold crowns

Availability. Rare 8, Cult of the Yellow Fang only

Having stolen forbidden knowledge from Clan Pestilens and after countless "experiments" and sacrifices, the Yellow Fang have grown ever more obsessed with rats. And why not enchanted rats?! The Scroll of the Rat Familiar is not so much a spell as a suggestion, written in twitching script that seems to wriggle when no one is looking. Once read aloud (preferably in a confident Queekish), the scroll calls forth an unsettlingly attentive Rat Familiar. It is not particularly brave, but it is loyal in that way only warp-touched vermin can be. It watches, it whispers, it nibbles things it shouldn't and it always seems to know where the nearest crumbs are hidden.

SPECIAL RULES

Clever Gi...Giant Rat! Just as with Clan Pestilens, the Scroll of the Familiar Rat has a spell inscribed upon it, usable by a Yellow Fang Magician as many times as he wants. If the warband includes at least one 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 Yellow Fang Magician may reroll once in a game the dice to overcome the difficulty of a spell. A Yellow Fang Magician 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 in the warband. If the Yellow Fang Magician dies, his Rat Familiar turns back to Giant Rat form. (The Cult of the Yellow Fang use this item instead of the normal Familiar).

Rat Familiar

The Rat Familiar is an enchanted Giant Rat.

<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	2	0	3	3	1	4	1	4

Weapons/Armour. Yellowed fangs! Familiar Rat never use any armour or weapons.

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, the Rat Familiar gains the Improved Spellcasting special rule: if the Yellow Fang Magician 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.

Liber Flavus

Cost. 200 gold crowns

Availability. Rare 12, Cult of the Yellow Fang only

This filthy tome bears many names - Sermons of the Skittering Voice, Chittergrimoire, Litany of the Thirteenth Itch - yet most know it simply as the Yellow Book, the Liber Flavus. Its deceptively plain title hides a far darker purpose...more Children of the Horned Rat! Among the cultists of the Yellow Fang, the Liber Flavus is more than a grimoire...it is faith made book...a book bound in bleached Skaven-hide and stained with pigments brewed from dried pus and wyrdstone powder.

SPECIAL RULES

More Children of the Horned Rat

More Children of the Horned Rat . A Yellow Seer may use the Liber Flavus to permanently learn the Children of the Horned Rat spell from the Horned Rat spell list. If the Yellow Seer already knows the Children of the Horned Rat spell, he may instead learn an additional spell randomly chosen from the Horned Rat spell list. A Queekish Preacher may use the Liber Flavus to learn Horned Rat magic. The Queekish Preacher gains the Magic User special rule, as per the Yellow Seer, and permanently learns the Children of the Horned Rat spell from the Horned Rat spell list. The Liber Flavus may be used a single time, and a Yellow Fang warband cannot have and use more than one Liber Flavus in a given campaign. (The Cult of the Yellow Fang use this item instead of the Tome of Magic).

Mutagen Ooze

Cost. 20 gold crowns

Availability. Rare 8, Cult of the Yellow Fang only

Filthy mutant sewer cultists! Heroes in a half-rat guise! Skaven power, yes-yes! If one of the Yellow Fang's ultimate dreams of ascension is to become true Children of the Horned Rat, then this warpstone slurry is the perfect gamble: equal parts gift and curse (and toxins). The Mutagen Ooze is a thick green concoction kept in cracked jars, bubbling like a living thing, reeking of warpstone and rancid fat. The Yellow Fang swear it is a secret recipe, either bought at a terrible price or stolen outright from Clan Moulder itself. Drinking it is not just bravery, it is stupidity with ambition...but for a short while, the Mutagen Ooze may even grant the cultists the "sacred forms". Bones shift, skin tightens, teeth loosen and the mind screams. Some emerge stronger. Faster. Meaner. Others emerge simply...wrong.

SPECIAL RULES

Rat-Roulette

Rat-Roulette . A cultist who drinks a jar of Mutagen Ooze at the beginning of a battle must roll 3D6 and consult the Ooze Mutations chart below. The effects last until the end of the battle. The Forced and Favoured Metamorphosis may cause only one of the following Yellow Fang Mutations: Yellow Fangs, Horns of the Horned, Chosen by the Brood Horrors, Fleshgrown Tail, Skaven Scurry, Ratkin Reflexes.

The Lost Spell of Kweethul

Cost. 300 gold crowns

Availability. Rare 12, Cult of the Yellow Fang only

This tattered scroll, gnawed at the edges and scrawled in Skaven blood, bears the many-cursed name of Kweethul the Vile, Kweethul the Abominable - the Verminking in Yellow - and his lost spell: the Verminous Apotheosis. His titles crawl across the parchment in twitching script, each more blasphemous than the last. When read aloud in shrill devotion during the ascension rites, something answers. The worthy cast off their frail man-flesh and are reborn as Ratmen, reshaped in fur and claw. The unworthy fare worse...they collapse into a grotesque Moulder-like creation of spasming muscles, twitching tails and snapping teeth - Chaos Spawn, screaming their final praises to the Verminking in Yellow. For Kweethul does not grant peace. He grants change. And change is never gentle.

SPECIAL RULES

The Verminous Apotheosis

The Verminous Apotheosis . A Yellow Seer may use the Lost Spell of Kweethul, the Verminking in Yellow, only once. The Verminous Apotheosis may be cast on a single Acolyte or Sewerfang. Choose the most devoted/ambitious/expendable cultist wisely, for the scroll will then crumble to foul-smelling dust, leaving behind a chattering laugh. After the spell has been cast, roll 2D6 and consult the chart below.

Mutagen Ooze chart

3D6	Result
3	Bleuurgh! Nothing happens, only bad taste...
4	Physique of the Skavenslaves . The cultist suffers -1 Strength and -1 Toughness.
5	Twitching Grip . The cultist suffers -1 Weapon Skill and -1 Ballistic Skill.
6	Forced Metamorphosis . The opponent chooses one Yellow Fang Mutation from the list below.
7	Fangs & Horns . Choose either Yellow Fangs or Horns of the Horned One.
8	Extra Flesh . Choose either Chosen by the Brood Horrors or Fleshgrown Tail.
9	Animal Instincts . Choose either Skaven Scurry or Ratkin Reflexes.
10	Forced Metamorphosis . The opponent chooses one Yellow Fang Mutation from the list below.
11	Favoured Metamorphosis . Choose one Yellow Fang Mutation from the list below.
12	Animal Instincts . Choose either Skaven Scurry or Ratkin Reflexes.
13	Extra Flesh . Choose either Chosen by the Brood Horrors or Fleshgrown Tail.
14	Fangs & Horns . Choose either Yellow Fangs or Horns of the Horned One.
15	Favoured Metamorphosis . Choose one Yellow Fang Mutation from the list below.
16	Twitching Gait . The cultist suffers -1 Movement and -1 Initiative.
17	Physique of the Rat Ogres . The cultist gains +1 Strength and +1 Toughness.
18	The Ooze of No Return . Choose one Yellow Fang Mutation from the list above. The mutation lasts for the rest of the game!

The Verminous Apotheosis chart

2D6	Result
2	Skreepsplort . The model bursts into a steaming slurry of fur and claw. Remove the model from the warband roster.
3	Yes-Yes, Take Me! The model is considered a captive by the Yellow Fang warband and is subject to the Sacrifice to Morskrit special rule.
4	Down the Food Chain . The model transforms into a Giant Rat.
5	Kweethul's Little Helper . The model transforms into a Rat Familiar.
6	Fleshbound Nest . The model gains Verminfriends, now fused to its body as a twitching tumour of rats.
7	Blessing of the Verminking . The model gains one Yellow Fang Mutation.
8	The First Becoming . The model transforms into a Man-Rat.
9	The True Becoming . The model transforms into a Man-Rat and gains one Yellow Fang Mutation.
10	Big-Big Rat . The model transforms into a Rat Ogre.
11	Very Big-Big Rat . The model transforms into a Rat Ogre and gains one Yellow Fang Mutation.
12	Too Much Devotion, Too Much Deviation . The model transforms into a Chaos Spawn.

Great Clans Special Equipment

This equipment is only available to the Great Clan Scholar and a few chosen disciples.
See the Trading section for full rules on acquiring Rare Items.

Fleshcrafted Armour

Cost. 60 gold crowns

Availability. Rare 9, Moulder Scholar and Skaven of Clan Moulder only

Take a suit of Heavy Armour (when such luxuries are available) though a mismatched heap of metal plates will do just fine. Then bind it together with strips of cured skin, braided tendons and muscle fibers, harvested from things that once screamed, and voilà: Fleshcrafted Armor. Some swear it still breathes! Iron plates hang from a living web of meat and sinew, creaking softly as the wearer moves, like a butcher's apron turned into a (Yellow Fang) knight's harness. Yes, even some Fleshmoulders of the Hell Pit might envy such craftsmanship, but they would sooner gnaw off their own tail than praise anything forged by man-things.

Armour Save. 6+

SPECIAL RULES

Fang Fast Fashion, Spare Parts!

Spare Parts! To men, it is revolting. To beasts, it is something far worse. They smell it. They hear it. They sense the wrongness clinging to it like flies to a corpse. The Fleshcrafted Armor carries the scent of death, as if it were not simply junk-meat-plate, but a walking slaughterhouse in search of more pieces. A cultist equipped with Fleshcrafted Armor causes Fear in animals (all Riding Steeds, Bears, Hunting Dogs, Wolves, Rats, etc.).

Great Thingcatcher

Cost. 30 gold crowns

Availability. Rare 10, Moulder Rattish Ogre only

To a cultist, the snapping sound of thirteen lashing cords is a delight indeed. Be it during rites to the Dark Moon or in battle against the false-believers of Sigmar, this many-tongued whip remains a truly guilty pleasure. More than a weapon, it is a knot of living tongues, wounding flesh while calming the faithful with a perverse, but lulling rhythm.

Range. Close Combat

Strength. As User -1

SPECIAL RULES

Snatch for the Sacrifice, Two-handed

Snatch for the Sacrifice. A Rattish Ogre armed with a Great Thingcatcher has this special rule that works in much the same way as the Slave Master and Bounty Hunter. At the start of each battle, nominate one of your opponent's Heroes as the Rattish Ogre's mark. The Rattish Ogre must always move towards his mark and if he successfully takes the mark Out of Action, that Hero is captured by the Rattish Ogre – therefore by the Yellow Fang warband – at the end of the battle. Captured Human, Elf, Dwarf or Halfling follow the Sacrifice to Morskrit special rule. All other Captured models may be sold to Slavers.

Rat Hound Bodyguard

Cost. 30 gold crowns

Availability. Rare 10, Moulder Scholar only

The men of the Empire have always been experts at raising ferocious bloodhounds to guard their cattle and holdings against roaming Goblins and Beastmen. The Yellow Fang hasn't forgotten that tradition. After all, they are still Human – home in the sewers, gods in the rats – but Human. And when admiration for Clan Moulder turns into obsession, a Scholar will never miss the opportunity to parade a Rat Hound at his side. There is a certain hound-like loyalty to these modified rats, twisted and reshaped in the breeding pens of Hell Pits. They stalk beside their master with slavering devotion, yellow eyes ever watchful, fangs ever eager.

<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>
	9	4	0	4	3	1	4	1	4

Weapons/Armour. Yellowed fangs! Rat Hound Bodyguard never use any armour or weapons.

SPECIAL RULES

Weighed in Warpstone. If a Moulder Scholar purchases a Rat Hound Bodyguard, it fights exactly like a member of the Yellow Fang warband, though it is treated as part of the equipment of the Moulder Scholar who bought it. The Rat Hound Bodyguard needs a model to represent it on the battlefield. The Rat Hound Bodyguard counts towards the maximum number of warriors allowed in the Yellow Fang warband.

Leashed Creature. A Rat Hound Bodyguard does not gain Experience (as with all animals) and if put Out of Action, it recovers in the same way as Henchmen (1-2: Dead; 3-6: Alive).

Breed of the Mutators. This amalgamation of hound and rat has been carefully bred to offer the best blight-touched bite money can buy (gold crowns or warp tokens). The attacks of the Rat Hound Bodyguard are considered to be Strength 4, but do not modify armour saves.

Refined Ooze

Cost. 25 gold crowns

Availability. Rare 9, Moulder Scholar and Moulder Novices only

A concoction of thick green slime is already delightful, but when refined by the hand of a Master Moulder, it becomes something far more interesting. Say what you will about Skaven reliability, but when it comes to blending warpstone sorcery and grotesque breeding, the "kitchens" of Hell Pit produce the finest recipes. No Great Clan does it better.

SPECIAL RULES

Hell Pit Distillation

Hell Pit Distillation. The Refined Ooze counts as a Mutagen Ooze, but the cultist may reroll one of the 3D6 dice on the Ooze Mutations chart. The second result must be accepted.

Ogre Ooze

Cost. 25 gold crowns

Availability. Rare 9, Moulder Rattish Ogre only

It is best that this little secret does not spread too far, but when the amount of warpstone in a Mutagen Ooze is doubled, there is a very high chance the cultist who drinks it will simply die. Things are different if an Ogre drinks it. In that case, the most pleasant outcome is that he mutates according to the will of the Horned Rat. The least pleasant is that he vomits the entire mixture all over the warband.

SPECIAL RULES

Rattish-Ogre-Roulette

Rattish-Ogre-Roulette. A Rattish Ogre who drinks a jar of Ogre Ooze at the beginning of a battle must roll 1D6 and consult the Ooze Mutations XXXL chart below. The effects last until the end of the battle. The Ooze of No Return may cause only one of the following Yellow Fang Mutations: Yellow Fangs, Horns of the Horned, Chosen by the Brood Horrors, Fleshgrown Tail, Skaven Scurry, Ratkin Reflexes.

Mutagen Ooze XXXL chart

2D6	Result
1	Bleuurgh! Nothing happens, only bad taste...
2	Fangs & Horns. Choose either Yellow Fangs or Horns of the Horned One.
3	Extra Flesh. Choose either Chosen by the Brood Horrors or Fleshgrown Tail.
4	Animal Instincts. Choose either Skaven Scurry or Ratkin Reflexes.
5	Bleuurgh! Nothing happens, only bad taste...
6	The Ooze of No Return. Choose one Yellow Fang Mutation from the list above. The mutation lasts for the rest of the game!

Sewerdrinker Weapon

Cost. 3 x price

Availability. Rare 9, Pestilens Scholar and Skaven of Clan Pestilens only

When a common weapon is dipped into the “sacred” waters of the sewer, it emerges reborn as a Sewerdrinker – corrupted or purified, depending entirely on whom you ask. To Sigmar, it is abomination. To the Horned Rat, it is consecration. The venom within it is mixed from the festering pools beneath the cities of the Empire. And Mordheim, of course, provides ideal working conditions. Stagnant water alone might suffice to foul a blade, but a Pestilens Scholar would never settle for such amateur filth. Without corruption worthy of the Great Clan, he would never dare stand before a Plague Monk. The ingredients are as follows: one bucket of sewer water (the darker, the better); a shaving of warpstone, finely crushed; dried blood from a sacrifice beneath the Dark Moon; ashes scraped from a censer; a generous measure of black mold; rendered rat fat, to taste. Thus the Sewerdrinker thirsts, cheers!

SPECIAL RULES

Venom from the Undercity

Venom from the Undercity. The Sewerdrinker Weapon is now coated with this poison and adds +1 to any Injury rolls from then on. Once the Venom from the Undercity is mixed or purchased and applied to a weapon of choice, that weapon becomes a Sewerdrinker Weapon and may not be traded or sold later. It is so disgusting that no one else would ever want it.

Rotten Leathers

Cost. 25 gold crowns

Availability. Rare 6, Pestilens Scholar and Skaven of Clan Pestilens only

The Rotten Leathers are an even sordid version of the Gutter Leathers. To everyone else, they're trash. To Pestilens-friendly Novices and Scholars, they're status. Ah the high regalia! These “leathers” are not crafted or stitched...they are grown. Left to rot in sealed crates, soaked in corpse-drippings and whatever slurry the Clan Pestilens calls blessings. That decay is too eager, too alive, perhaps there is more at work here than Skaven filth. The delighted touch of Papa Nurgle, anyone? Whether true or not, the effect is undeniable: the Rotten Leather reeks with such vile intensity that fighting its wearer in close quarters becomes a test of endurance and the will not to vomit mid-swing.

Armour Save. 6+

SPECIAL RULES

Fang Fast Fashion, Unholy Stench

Unholy Stench. All enemies in base contact with a cultist wearing Rotten Leathers suffer -1 to hit in hand-to-hand combat during the first round of combat. Discipline may overcome the stench, but sadly, not everyone has such willpower. Therefore, models that pass a Leadership test and models with no functioning sense of smell (such as Undead and Possessed) are immune to this effect.

Heavy Rattle Mace

Cost. 30 gold crowns

Availability. Rare 8, Pestilens Rattish Ogre only

This is what happens when your trusted bell-ringer stands nine feet tall. When a Queekish Preacher is too battered to swing his Rattle Mace properly, he often “upgrades” to the Ogre version instead. As always, at first glance it looks like a battered bronze (heavy) bell, yet its studs and nails make it a surprisingly effective (still sacred) bludgeoning weapon.

Range. Close Combat

Strength. As User +1

SPECIAL RULES

Bellshock, Concussion, Two-handed

Bellshock. If a Rattish Ogre armed with a Heavy Rattle Mace is within 2” of a Queekish Preacher, the Heavy Rattle Mace gains the For Whom the Rattle Mace Tolls special rule, but with a range of 12” + D6” from the Rattish Ogre. Having both a Rattle Mace and a Heavy Rattle Mace does not grant an additional re-roll for failed All Alone tests. Only one DONG is enough to rally the faithful. If that isn't enough, then panic will.

Poisoned Wind Globe

Cost. 25 gold crowns

Availability. Rare 6, Skryre Scholar and Skaven of Clan Skryre only

These fragile glass spheres are filled with liquefied warpstone, the mad tinkering of the Warlock Engineers and the bestseller of Clan Skryre. When the globe shatters upon impact, it unleashes a choking cloud of corrosive fumes that seep through armour and flesh alike.

Range. 6”

Strength. Special

SPECIAL RULES

Poisoned-Winds, Handle with Haste, Thrown Weapon

Poisoned-Winds. That's the magic of the Warlock Engineers' fumes, so ignore cover penalties and ignore armour saves. If a Poisoned-Wind Globe lands on the target deals D3 wounds on a 3+ and 1 wound to all models, friend or foe, within 2” on a 4+. No wall can stop gas-gas!

Handle with Haste. If a model rolls a 1 to hit with a Poisoned-Wind Globe, the fragile glass shatters! Just like the special rule “Poisoned-Winds” above, but with the model equipped with the Poisoned-Wind 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 gaseous toxicity in the area.

Gas Mask

Cost. 25 gold crowns

Availability. Rare 6, Skryre Scholar and Skryre Novices only

The most disturbingly effective contraption of leather and brass fittings worn by the infamous Globadiers. With a Gas Mask, even a Yellow Fang cultist in love with Clan Skryre can withstand the choking fumes of their deadly creations, such as the Poisoned-Wind Globe. It protects not only against airborne toxins, but even against the fresh fragrance of the sewers.

SPECIAL RULES

Globadiers' Breathing

Globadiers' Breathing . A Skryre Scholar/Novice wearing a Gas Mask counts as wearing a Helmet. In addition, attacks with the Poisoned-Winds special rule only wound the gas-masked model on a roll of 6+. Completely reliable cough cough...

Wyrdbelcher

Cost. 100 gold crowns

Availability. Rare 12, Skryre Rattish Ogre only

The Wyrdbelcher is a Skryre-like imitation of the Hand-held Mortar, vomiting highly volatile ammunition into enemy ranks. Each shot tears apart flesh and morale, spreading death and sickly green smoke. It is not a weapon of precision, it is a weapon of catastrophe! All the explosive power of a Hand-held Mortar, but Ogre-proof and irresponsibly loaded with warpstone shells... need we say more?

Range. 24"

Strength. 5

SPECIAL RULES

Hand-held Artillery, Warpammo

Hand-held Artillery . Aside from firing warpstone-loaded shells, the Wyrdbelcher has the following special rules as the Hand-held Mortar: Move or Fire, Prepare Shot, Scatter, Experimental and Explosive Radius, but the blast is resolved at Strength 5.

Warpammo . As described in the Clan Ferrik warband, weapons with the Warpammo special rule impose a -3 armor save modifier, such as the Warplock Pistol.

Yellow Fang Mutations

As all know, those who dwell in Mordheim soon develop horrible mutations and the Cult of the Possessed seem to be especially susceptible. The other cult, that of the Yellow Fang, willingly seeks mutations instead, striving to corrupt their bodies as much as possible and be reborn as the Children of the Horned Rat...the Skaven! At least they try, as most mutations are nothing but crippling deformities and handling warpstone rarely ends well. Yet, through precise dosage, chattering prayers or dark fortune, this fleshwarping becomes an advantage on the streets of Mordheim.

Yellow Fang Mutations may be bought for Man-Rats when are recruited. You may not buy new mutations for a model after recruitment, unless allowed by spells, special equipment or special skills. Any Man-Rats may have one or more Yellow Fang Mutations. The first is bought at the price indicated, but any further mutations bought for the same model cost double.

Yellow Fangs

Cost. 40 gold crowns

The first mutation is an unmistakable blessing for the Cult of the Yellow Fang. The name is no coincidence! Those who bear it are the envy of young initiates and rarely bother to hide this twisted grin. The Man-Rat grows a set of massive (yellowed) fangs and gains an extra attack (unless it already has one) in each hand-to-hand combat phase. This bite attack is resolved at Strength 2 and counts as always coated with Black Lotus. Tooth brushing is a man-thing weakness, yes-yes!

Horns of the Horned One

Cost. 40 gold crowns

If those crooked and oversized and stained fangs are the mark the cult, then these are signature straight from the Under-Father. Not headbutting horns like a brutish Gor, these are horns of pride! The Cult of the Yellow Fang believe they are the ultimate blessing, but in reality it's just a common mutation caused by too much wyrdstone. However, the Man-Rat with the Horns of the Horned One always feels the divine presence, ever whispering and ever watching! The Man-Rat is immune to All Alone tests.

Chosen by the Brood Horrors

Cost. 40 gold crowns

Despite the name, these Brood Horrors are not the bloated beasts lurking in the tunnels of the Under-Empire. Instead, they are living masses of cancerous growths and pulsing bulges, the fleshy "brood" spawned within the mutating Man-Rat body. The title Chosen is meant with grimdark irony, as these horrors are nothing more than swollen excrescences, rarely coalescing into a semi-sentient swarm of flesh. Yet the Man-Rat becomes a walking brood-monster, so repulsive that few can endure his gaze for long. The Man-Rat causes fear.

Fleshgrown Tail

Cost. 40 gold crowns

A thick and fleshy tail bursts from the Man-Rat's spine, always lashing, always coiling and impossible to ignore. But in close combat, the tail it is more than a decorative appendage and acts as a newly extra limb. Grotesque, just as it would please the esteemed Clan Moulder. The Man-Rat may use any single-handed weapon with the Fleshgrown Tail, giving him +1 attack when fighting in hand-to-hand combat. Alternatively, he may carry a shield.

Skaven Scurry

Cost. 40 gold crowns

The Man-Rat's legs twist into clawed, rat-like limbs: bones cracking, muscles stretching and joints bending at inhuman angles as the creature's posture is (brutally) reshaped. When moving fast – charging other damned souls or scurrying away like the beloved Skaven – the hunched spine forces the Man-Rat into a savage quadrupedal dash...true Mordheimian beauty, but disturbingly agile! The Man-Rat gains +1 Movement.

Rat in Reflexes

Cost. 30 gold crowns

The movements show the nervous alertness of vermin born in the gutters. The Man-Rat is now consumed by animal instinct, along with racing heart, skittering eyes and shivering skin (basically, the full sensory survival kit). He reacts like a cornered beast, driven no longer by reason, only raw reflexes and the fight-or-flight response always switched on. The Man-Rat gains +1 Initiative.

Sludgeproof

Cost. 30 gold crowns

In the City of the Damned, the miserable life of a cultist follows the law of the rats: “If you want to survive, you must either flee or mutate, yes-yes.” Those with the right mutation thanks to warpstone may even live in “relative” peace, at least without dying of Red Pox, Black Plagues or Nurgle’s Rot. Oh and all of a sudden, even sewer water doesn’t seem so bad anymore! The Man-Rat is immune to the effects of all poisons and diseases.

Wyrdstone Sniffer

Cost. 20 gold crowns

Years of breathing in wyrdstone dust have left the Man-Rat with an innate sense for Mordheim’s most precious treasure. His nostrils flare wide, the nose-tip wrinkled and pinkened, while involuntary snorts now follow him everywhere. Perhaps like a trained beast sniffing every smell around or perhaps it’s simply an addiction...but bad habits could be turned into talents! Quite useful when the whole warband is looking for your favorite drug. The Man-Rat gains the Wyrdstone Hunter special skill.

Ravenous

Cost. 20 gold crowns

The Man-Rat’s metabolism is completely broken, literally warped. He grows leaner, but not weaker, overdriven by the relentless urge to attack and devour, sometimes even slipping into cannibal craving! Among the Yellow Fang, this is still revered one of the holy traits – oh very Skaven indeed – though most cultists wisely keep their distance. This burning energy gnaws at him from within, until it begins to consume him entirely. The Man-Rat gains the Black Hunger special skill.

More Rat, Less Man

Cost. 80 gold crowns

The transformation is complete! All the power of unholy prayers (and wyrdstone) merge in dreadful harmony, sealing the long-awaited promise of becoming a true Child of the Horned Rat. In the eyes of his Under-Father, the Man-Rat – now Rat-Man – is finally counted among the progeny. No great benevolence follows...only disdain, but in rattish existence. A Man-Rat must have at least two Yellow Fang Mutations before taking More Rat, Less Man. The Man-Rat gains +1 Movement and +1 Initiative. In addition, the model is no longer considered Human and counts as Skaven for all rules and effects.



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