

SKAVENBLIGHT

Issue 4

gazette



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g a z e t t e

Skavenblight Gazette

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Voices from the dark

Welcome to the latest edition of the Skavenblight Gazette. The ezine is really coming along in leaps and bounds, and I am particularly proud of everyone's efforts to date. Warpstone snuff for all!

As you may have seen, the website has undergone a change. The Gazettes Weblock Engineers have been hard at work, and I think you'll agree, they have fashioned a fine monument to The Horned Rat and the Master Race. If you haven't already had a look, I suggest you do so. Keep an eye out for wandering Sentry Rat Ogres!

The new website is not just a cosmetic change, though. You will no doubt notice the graphical links to our allies down the right hand side, as well as the banner ad provision. This isn't all just for show. We, the Gazette-Adepts, have talked long and hard about the Skavenblight Gazette, and the Warhammer-based fan created content community at large.

More and more of the Warhammer fanbase are striking out and creating content of their own. There are the obvious players like the ezines, but there are Warhammer fans who continue to fill niche, and unexpected, sections of the hobby. These endeavours should be supported and applauded.

So we at the Skavenblight Gazette have decided to start doing something about it. On the website we will be promoting fan created content that we find excels above and beyond what is expected. This means that, not only will the readership of the Skavenblight Gazette be able to experience some of the best Warhammer based fan created media, other worthy projects will get the exposure they deserve.

The hope is that this will help the community to grow. Not only grow, but dramatically improve with each new offering. As the fanbase grows, so to will the content. More better quality content, more readers. And so we create a cycle where everyone wins.

We will be promoting projects we like, our allies, on the right hand side of the webpage. The banner advert is open to anyone, so if you have something you want to advertise or promote, drop us a line and we'll see if we can organise something. Queries about promotion and advertising can be sent to sbgratvertising@gmail.com

Keep your friends close, and your enemies closer...

Clanlord Trask

Enchanted items, Arcane items, Talismans and Banners

by Blood Vixen

And so we come to the final article of this series as pretty much everything from the army book will have been covered. In this issue I will carry on where I left off, the other half of the magic items available to the skaven: The Enchanted items, the Arcane items, the Talismans and the Banners.



Talismans

Twisted Crown of the Horned Rat

The defensive item of choice for most Grey Seers. Regeneration is very useful as it saves against our own spell misfires.

Its use for Warlords, however, is questionable. It makes your Warlord expensive, and like most skaven generals, he shouldn't be in a position that enables him to get hurt in the first place. Of course the exception is Grey Seers who can, and almost unfailingly, harm themselves during any battle.

For Grey Seers this is a nice item, but there are better options for other characters, as it will take up all of the magic points allocated to a hero. A Warpstone Amulet is generally a more cost effective item.

Tenebrous Cloak

The contender for best Grey Seer defensive item, the cloak allows 2/3rd save against missiles of both magic and mundane nature. This also works for warp lightning rolls of a 1. Equipped on a Warlock Engineer this could work effectively, but for other characters its use is limited to when going against heavy shooting armies or sniper armies like wood elves.

It costs less than the Crown but it won't see a lot of use. A nice item for a Grey Seer who needs to save a few points, but in my opinion you are better off with the Crown.

The Foul Pendant

5+ ward save for the same price as the Tenebrous Cloak. A good choice for heroes, but for lords you might want more protection.

This is a good all round defensive item if you're safety conscious or better options are unavailable.

Warpstone Amulet

A 4+ save with a 1/6th chance to die that costs less points than the Foul Pendant. The defensive item of choice for Heroes and Lords, but the higher point costs of Lords could make or break the game if the character doesn't survive wearing the amulet.

Overall this really good all round defensive item, with a skaveny twist. Best used with a combat based Hero like a Chieftain or Plague Priest.

Ring of Darkness

Magic Resistance and the ability to keep secret equipment hidden. Use if you want to save a unit containing an Assassin from being blown off the board with magic.

Use this on an Assassin in a magic heavy list, but not much use past that.

Arcane Items

Warpstorm scroll

Bound spell that is good against flyers, but with a single use. It also harms the rider of the targeted flyer if there is one.

You will find this very useful against someone that uses a lot of flyers or has some tough aerial units like Pegasus Knights or Dragons and Great Eagles.

Warp Scroll

Single use bound spell that hits all models in a unit and causes a panic test if a model is killed.

This is a very nice sneaky spell that can win you the game if pulled out at the right time. Especially powerful against low leadership armies but not very effective when used on multi-wound units like ogres.

Storm Daemon

A free tier 1 Warp Lightning spell that can be exhausted every time it's used. Only usable by Warlock Engineers.

Since people generally have 2 Warlock Engineers, one of them should always have this handy piece of equipment in my opinion.

Eye of the Horned Rat

2-6 a power dice is added to wielders pool. On a roll of 1, a power dice is removed. Useful for Grey Seers and Warlock Engineers alike.

This is a nice item if you have the spare points, but in general is best left for higher point games where there are less stock dice than casters.

Warpstone Tokens

A single shot power dice but a roll of a 1 hurts the caster. Warlock Engineers start with 1 and Grey Seers start with 4 but you can buy more at your own discretion. They don't count towards your arcane item total for each character, so you can still choose other items.

Using these in combination will sometimes allow you to get another spell off, but at a risk. Use at your own discretion.

Bassik Dwarveripper says

Stormbanner

This is my favourite banner. Does enemy artillery and gunfire annoy you as much as it does me? Then take this one. Now.

Under the cover of an arcane storm your troops can cross vast distances unharmed, ready to tackle the inferior race's gun lines.

There is, of course, a great deal of risk in using this banner. Not only can it run out at the exact moment you don't want it to but it also hinders your own shooting. If you take this flag, be sure to keep your own reliance on shooting as low as possible.

And then watch the puny weaklings cry as their gun lines kill only 2 clanrats.

Sacred Standard of the Horned Rat

If there's one thing that frustrates people, it is a fear causing unit. If there's one thing that frustrates people even more, it's a BIG fear causing unit.

And now, with the Sacred Standard of the Horned Rat(TM), you can have one too!

Amaze your friends as you auto break LD9 sissies in Close Combat.

Dazzle your girlfriend when that unit of elite cavalry runs away in fear from rat-men only half their size!

Now, for only an extravagant price in points, you can be as annoying as an undead army!

(Sacred Standard of the Horned Rat comes with everything you see, Sacred Standard of the Horned Rat is copyright of the Council of Thirteen, all rights reserved)

Umbranner

The Umbranner is basically Stormbanner light.

Less danger, less risk, less flavour.

But like wearing a raincoat, it offers the protection you so desperately need.

It's fairly cheap, and worth a shot (no pun intended)

If you want to leave the Stormbanner at home, but don't want to end up with a kid (I mean a unit) full of arrows then take this banner.

Banner of the Four Black Winds

Picture this. You're walking in the forest, minding your own business, when suddenly a pegasus relieves itself on your head.

Not anymore! This banner does weird stuff, man.

It makes winged creatures go horribly slow.

Not bad if you're fielding an army that relies on outmanoeuvring the enemy.

I never used it, though. I got better things to do with my money.

Banner of Burning Hatred

All you need is love! Thanks to this banner.

Giving this to Plague Monks is a no-brainer. They have plenty of attacks, and the chance to re-roll them is awesome.

But as a Bassik, I must strongly advise you to try to field it in a unit of Rat Ogres.

Rat Ogres rule, and when they hate the enemy, they rule even more.

Go for it!

Banner of the Swarm

Interpret the rules however you want, but with our HUGE units, this is just a cheap warbanner. Go for it.

Enchanted Items

Cloak of Shadows

Eshin only item that gives Assassins survivability when not in a unit. Shooting and magic must roll a 5+ to hit the individual, but any unit joined by the character does not gain this benefit.

Very useful for lone Assassins off on their business, but it means you lose the capabilities of an Assassin armed with Warpstone Stars or Weeping Blades

Skalm

At the beginning of any player's phase you can restore all lost wounds to the Skalm carrying character.

Although a life saving item for its price, you can almost afford a second character for its price. Using it on anything but Lords is a waste of points in my opinion. There are better options available.

Brass Orb

Single use small template weapon that targets test against. If failed it causes instant death with no save of any kind allowed.

Notorious for ending the tyranny of Lord Kroak, this item is the bane of all low initiative characters. It is also effective against units but can backfire, ending up affecting your own troops. It's a fun or last resort item more than anything.

Skavenbrew

Can cause frenzy, hatred, both or have no effect at all. Must be used at the start of the battle.

You will generally see this used on Rat Ogres to give them that extra boost. It's a fun item, but again, there are generally better options available.

Liber Bubonicus

Makes a Plague Priest a level 1 wizard and able to use the Pestilence Breath spell, but at the cost of almost all of its magic points.

A nice item if you need extra power in the magic phase, but I think the Plague Priest should fill a combat role more than a magic role. It's nice to have if your army is themed around Pestilens though.

Band of Power

Bound item that doubles the strength of your character until the start of your next magic phase.

A very nice item to have to turn any character into a combat machine, but after you have used the trick opponents are generally less likely to fall for it again.

Warpstone Charm

One use only reroll of one dice for anything, including to prevent a miscast or cause irresistible force.

Again, this is one of those potential life saving items worth having if you have the points spare.



That's it for this article. I hope you have enjoyed the series these past issues and I look forward to being able to continue helping you lead the skaven armies to victory in future articles.

The Eating Contest

by Clanlord Trask

Shifting his weight, the stool creaked underneath him. The chair was hard, and barely big enough for him to sit on. His thin, gangly legs were bracing his bloated form from toppling forward, and his rotund belly sagged towards the ground

But he would not show discomfort, would show no weakness. For he was Throt the Unclean and all would bow before him.

A harsh wind whipped at his tattered clothes. Underground was dark and still, but here

on the surface there was light and movement. It both terrified and amazed him, and he briefly wondered what the Horned Rat could possibly want with this disgusting over-world.

He longed to return to the depth of Hell Pit, back among the gibbering horrors and screaming blobs of flesh. Back to his experiments and his loves and his schemes. But first, he had business to take care of.

Throt gripped the ragged table as the ground beneath him jolted. At the other end of the table his opponent roared with laughter at some joke amongst his followers. With each laugh, he banged the shaft of his mallet against the ground, causing minor earthquakes that rocked the clearing.

Ogres were foul and bothersome creatures and none more so than Borag the Hungry, Tyrant of the Chipped Tooth Clan. Borag was an insatiable eater, even among other ogres. While he was immensely strong, it was his ability to eat that

kept him in command, beating all that came before him in gigantic eating contests.

And this would be his undoing.

The Chipped Tooth Clan had appeared several days ago from the North East, marching straight towards the gates of Hell Pit.

Throt had been informed that the regular defenses of Hell Pit were oddly unavailable, and that troops from his own personal forces would have to be used in Hell Pit's defense.

This was a major blow to many of Throt's plans, as he had recently committed most of his resources to a dozen or so projects.



He realised now that spreading himself so thin was not a wise move. However, treachery seemed most likely and even the most carefully laid plans would have come unstuck if this were the case.

By chance though he had learned of Borag's affinity for eating contests, luckily, before he had committed any troops to battle. Hatching a cunning, but risky, plan, Throt had sent out messengers to the Tyrant.

Throt the Unclean challenges Borag the Hungry to an eating contest.

Of course Borag had accepted. How could he not? He believed nothing, save that pitiful deity of his the Great Maw, could possibly beat him. This arrogance, and Borag's apparent ignorance of who Throt the Unclean was, would be his undoing.

Slamming a fist down on the table, Borag bellowed at Throt.

"Tiny, furry meat and bone sack! You challenge Borag the Hungry?"

Spittle and bone fragments flew from his mouth with each word. Throt said nothing, and signaled over his shoulder.

Four bipedal beasts lumbered into view, pulling behind them a cart. The cart was piled high with gold, silver, weapons, and more treasure besides. Borag's eyes lit up.

"This the wager," hissed Throt, leaning forward. "You win, you take treasure, and eat me."

Borag bellowed at this. His laughter rolled out, causing his flabby bulk to wobble.

"Might as well crawl into my mouth now, furry meat and bone sack!"

Throt fought the impulse to pull his whip and flog the insolent ogre.

"I win, Chipped Tooth Clan mine."

Borag frowned.

"No sack of furry meat bone beat me, but the Clan mine. Chipped Tooth have lots of treasure, furry meat and bone sack not want?"

"Are you afraid?" coaxed Throt

Borag went red, banging his fists in the table and bouncing in his seat. The ogres around him took a few steps back as the Tyrant raged at the insult.

"You eat now, bone sack!" demanded Borag

He turned to the crowd of ogres.

"Butcher, food now," he commanded in a terse, clipped tone.

Throt smiled to himself. This was the beginning of the Tyrant's fall.

They would be using the standard ogre eating competition rules, which were very simple. Once the contest began, you could not stop eating. First one to stop lost. Stopping was an arbitrary measure, decided upon by the ogre spectators. Generally the ogres were too stupid to consider cheating in these circumstances, and their impartial judgment could be relied upon.

It was mere seconds before ogres appeared, carrying hefty chunks of meat. They set them down on the table in front of the players. Borag was literally chomping at the bit, ready to beat this puny rat man into the ground. He slavered and drooled, waving his arms around, still in a rage.

A nearby ogre raised a sheet of metal and struck it with some kind of pole. It was a brittle, clanging sound, but it did the job. The contest was on.

Borag tore into the meat, shoving enormous handfuls into his mouth. Throt's initial ploy was working, and Borag was not pacing himself. But Throt still had to keep up; if he ate too slowly the ogres would consider him not to be eating at all, and he would be counted the loser. He couldn't let this happen.

Using all three arms, Throt tore chunks from the carcass and shovelled it into his mouth. He had no time to chew, and swallowed the meat whole. His arms worked in a wheel motion, grabbing new meat and propelling it towards his mouth even as he was swallowing. Doing this, his pace was just fast enough to please the ogre crowd.

Each time Throt swallowed a mouthful, the ogres booed loudly. To any normal being this would be bad enough, but to Throt's keen hearing it was agony. Pushing aside the thoughts that urged him to stop and run for his life, Throt soldiered on.

The pair ate for hours. Borag's impressive ogre biology allowed him to consume many times his own body weight in food. A horrific gallery of carcasses piled up around him, obscuring the view of some of the crowd. These ogres grudgingly hauled the bone away to get a better view.

Much to Borag's annoyance, Throt kept the pace. While his size was markedly smaller than the Tyrant's, he still managed to amass a pile almost equal to that of Borag. This infuriated him, and he continued to get madder and madder, stuffing more and more food into his gaping mouth.

At times like this, Throt knew his rabid metabolism was a gift from the Horned One. He had consumed more than his own body weight many times over and still he ate. But even he had his limits.

Normally his system broke down whatever he ate upon almost instant contact with his stomach. But Throt had never ventured to each as much as he had now and it was wreaking havoc with his body.

For the first time since he was born, all those years ago, his stomach was distended with food. His left leg shook violently, the knee cap spasming. Blood had begun to trickle from his ear, and his tale writhed like a long, pink snake. One eye had begun to glaze over. He kept his good eye fixed firmly on Borag, finding the food now by the sheer repetition of the action.

Pain began to shoot into the trunk of Throt's body, and he briefly considered that he was in fact going to lose. It felt as if his body was going to split open.

Then it happened.

Silence.

The ogres had stopped shouting, and Throt could see why.

Borag sat, food jutting from his mouth, eyes staring blankly. Drool ran down his face, and onto the table. He wasn't moving, just sitting, swaying slightly, making a low groaning noise.

Throt had won. He knew it, and the ogres knew it too. Now to seal the deal.

Body protesting, Throt quickly pushed himself off of his stool. It toppled over and clattered as it struck the ground. Willing movement into his body, Throt vaulted onto the table. His bloated stomach pushed renewing energy into his limbs, and he sprinted across the table top, quickly closing on the Tyrant.

With a deft leap that seemed impossible at his size, Throt threw himself onto Borag. In three graceful steps he was at the Tyrant's head. Putting his weight behind his stick thin leg, he pushed the ogres head back with his foot. Borag's head tilted back, revealing his neck.

Letting out an insane cackle, Throt bore down on the exposed throat. Using his yellowed, pointed teeth, he bit into the ogre's flesh. Thrashing his head from side to side, blood spurting with each movement, he jerked his own head back. A gaping hole was where Borag's throat had once been, a bloody mess that throbbed and sprayed his thick, red life essence.

Throt relished the taste of his defeated foe, and savored the texture as he swallowed.

He stood, arms raised atop the Tyrant, the Chipped Tooth Clan gathered around him. The immense ogres stood, dumbfounded. Such a turn of events was certainly unheard of.

Grinning a bloodied, toothy grin, Throt addressed the crowd.

"Chipped Tooth Clan," he screeched in glee. "You now join the ranks-ranks of Clan Moulder. Prepare to suffer-suffer, as if you knew no suffering before. And fear me, Throt the Unclean!"



Natural painted killers

It might be said that beautifully painted and converted character models are the centrepiece of an army, but what good are they really if the rest of the force never gets around to being properly painted? This article is about the humble common rat, and how to paint a load of them with the least amount of work possible. While this article focuses on the standard clanrats, the techniques used here could equally be applied to other armies where the majority of the troops are painted in a more natural fashion.

So, without further ado, here is how to make a large force look good with the absolute minimum of work.

Assembling

One of the major problems with the common clanrat is that they are quite difficult to line up. This can be taken care of with a few very simple precautions. First of all, you need to angle the legs almost diagonally from corner to corner. Some of the legs already have their feet angled to make that position natural, but if you do it with the rest as well, they will rank up very easily. The torso should of course be aimed to the front still.

The second thing you need to do is to cut the knuckles off of the arm that is supposed to hold the shield. This may also mean trimming the blade of the left arm holding the knife. With the knuckles off, the shield will fit much tighter towards the body and will not fall off as often. The tail is the biggest headache for most people, but a simple modification can make a lot of difference. Simply cut the join end of the tail at approximately a 45 degree angle so that the tail can be aimed downwards.

If the fit is no good, a slight cut can be made on the part of the legs where the tail is supposed to fit. If the tail feels too long, a length of it can be trimmed before it is glued on.

Most people equip their rats with hand weapons and shields, but the spears are a lot easier to rank up. If you like rats that look more military, simply cut away most of the spearhaft below the fist, leaving a small stub behind. Then cut off the very long blade of the spear, remove all of the haft above the fist, and re-glue the spearhead right on top of the fist. This will result in an arm with a proper looking hand weapon that holds it tightly against the body, and is a lot easier to rank.

Of course the thing that makes it easier is to use unit bases. I have been using both the long 4x1 strips as well as square 2x2 square 50mm bases. As long as the first rank and the last rank are single bases you can remove any amount of casualties and this makes ranking things up a lot easier. Leave the shields off for now; it is a lot easier to paint models without them.

by Rattsu



A selection of the tools

Tools

I have used games-workshop paints for this tutorial, though I paint with almost anything that is acrylic and made for model painting. Every brand has its own particular drawbacks, so use whatever you feel most comfortable with, and do not be afraid to experiment. I usually use four brushes for my model, one huge brush for drybrushing, a large brush for the general painting, a fine brush for the details and an old, shabby brush for inks and glue. One tip I can give that really saves time is to

use a larger brush than you think is necessary. Just try it, because sometimes the larger brushes have very good tips, and they really save a lot of time and give a smoother finish.

Another thing that really helps is an empty can to stick your miniature on using blue-tac. I use empty paint cans, but old spice jars or just wooden blocks work equally well. As long as it is something that is comfortable to hold in your hand it will let you have a lot more control while painting, and you do not smudge the model.

Undercoating

I almost never undercoat plastic. This is for two reasons. One, it is a non-essential step for me when painting armies that have a natural look. It saves a lot of time to not do it. Two, I was never friends with the spray primer and use it only for metal models since it makes the paint more durable. However, if I paint models that have a lot of armour I always undercoat them black, and if I paint models that needs bright, clear colours I undercoat them white.

For this example I have assembled five different models from the clanrat set to show what variety you can get if you are on a budget. They are all from the same plastic sprue and each sprue gives five different rats. One is an armoured stormvermin which will be dark brown. One is a common brown clanrat, one a grey eshin, one a pale furred slave with a sharp stick that was once a spear and the last being a champion that I plan to paint a dirty white. None of them were assembled for ranking, I just put them together straight up. I usually paint models in batches of 4-6 depending on their complexity. If they are really simple and I aim for top speed, I do 10. But be warned. Your brain will melt in the long run.



Fig 1: Clanrat, Stormvermin, Slave, Clan Eshin and Champion.

The first layer

So with all that in mind I grab my huge brush and paint a quick, very thin layer over each model. That means black for the stormvermin, bestial brown for the clanrat, codex grey for the eshin, graveyard earth for the slave and rotting flesh for the champion (Fig 1).

The reason I picked those colours is that they are the base colour for the fur, which is a large part of this particular model. Always paint the colour that will be the most basic one first. I also picked colours that I knew covered well, and that I liked working with. One thing that can happen if you do not undercoat your models is that the first layer of paint might look splotchy and see-through.

This can be clearly seen on the clanrat, but never mind. It is more important to get a thin layer than to get total coverage. Remember, we are speedpainting! This miniature will not look good until the final stages. If you have them, citadel foundation paints deals with this problem quite well.

Once that thin layer is done, I start picking out the details of the miniature. I generally start with the bottom layers on the torso, moving out towards the limbs to minimize the risk of getting it in the wrong places. Metal colours always go on last with this technique. On clanrats that means I start by painting all the leather armour and straps in Snakebite Leather, which is a good colour for these areas. Because I have used Snakebite Leather on the straps, I haven't used it on any other areas, such as the fur. The one exception to this is the eshin armour, for which I use a special technique. You see, I want it black, but a warm black. Not a royal looking bluish like chaos warriors might sport, nor a faded grey undead look. So, I mix together snakebite leather with a bit of chaos black. This will end up with a weird greenish black that I like a lot (Fig 2).



Fig 3



Fig 2

The next thing that needs to be done is the skin. I find the standard GW flesh colours to be a little too pink and healthy for rats, so I mix a lot of elf flesh with a bit of codex grey. This turns it slightly greyish, and it will make it look a lot more natural on the rat. For the would-be dirty albino I mix rotting flesh with a tiny bit of red (Fig 3).

Why do I keep using rotting flesh instead of white? Well, first of all rotting flesh has a great consistency; I use it for a LOT of things. Second, I didn't want the champion to look prim and proper like a grey seer, this is a rat that spends its days working after all. No pure white fur for him.



Fig 4

Once the skin is done, I paint the haft of the spears. I tend to do them bestial brown, snakebite leather or dark flesh. They are all suitable wood colours. Once that is done, it is time for the metals. I used chainmail because it gives a good effect on studs and the like, and I find boltgun metal a bit too dark. A tip here about rivets - with this technique studs will look great in the end, even if they look very uneven right now, so it is a lot better to do them than just ignoring them. Just have enough paint on your brush, then lightly prick each rivet or stud leaving a slight dollop of metal behind. Never mind if some get smaller or larger than the other (Fig 4).

Also, if you have got a bit of paint in areas where it's not supposed to you can usually ignore it. Just make sure that the head is somewhat neat, as well as the hands that holds the weapon. Those are the spots that tend to show the most. Also, total coverage is not needed as much as thin coats of paint. Speedpainting, remember? It will all work out in the end.



Fig 5: Stormvermin, Slave, Clanrat, Champion.

I painted the robe on the slave camo green, another of my favourite colours, and made sure the champion received a golden weapon for that extra snazz. A great tip for painting gold is to always paint it over a coat of snakebite leather. It makes for a much warmer colour. He also got a thin coat of red around the eyes. The Stormvermin that was undercoated black, because of the areas that needed to be painted metal, received some scorched brown fur in step one and some dark red trimming on his spear (Fig 5).

The wash

Now we get to the one vital part of painting an army. The wash. Once I discovered this technique, I started to get really excited about painting armies. The secret? Stay away from inks and go with Winstor Newton Burnt Umber acrylic paint! This is a lifesaver.

This is the thing that turns your rather shabby looking models into properly painted miniatures. When applied right, it does your job for you. A tube of this stuff is well worth investing in, and they can be found at most art stores, or ordered online. This is the pile of acrylics seen in the opening image at this article.

It might be possible to use other brands of burnt umber, but beware! Not all paints can take being this heavily diluted. Some might separate and turn out horrible in the process. It all depends on the pigment and the carrier. You will notice it immediately when you start to dilute it. So I find it best to squeeze out a small blob (about a fingernail's worth) and then add water until it is a nice warm coffee colour (Fig 6).



It takes a bit to get the application right, but always do it lighter than you think. It is easy to apply another coat of wash if it turns out too light the first time. Then you need to add a bit of black for contrast. I tend to use acrylic Ivory Black if I have it (not the Winstor Newton brand this time, it separates) but chaos black works perfectly fine. You need to darken the wash until it looks a very deep brownish black. It doesn't take very much to achieve this effect (Fig 7).

Now, just in case you want to try out washes without buying acrylics, there is another way of doing it. Using bestial brown and chaos black, add the tiniest bit of dishwashing liquid (I run my brush over the cap then stir it in). Games Workshop paint is not as smooth as acrylics and tends not to colour as evenly. I have done a clanrat with a wash of this variety so you can compare the effects.



Fig 6

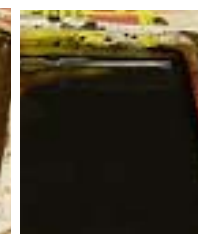


Fig 7

It is important to wait until the paint is thoroughly dry on the miniature, especially the metal bits, before you begin on the next step. Once the wash is made, grab a large brush and just liberally brush it on. Don't mind if it floods the mini and pools around the feet, better too much than too little. If you notice that your miniature looks too dark, no worries. Simply dip your brush in water and paint it over the figure. This will dilute the wash already applied. In an emergency I have even been known to dump the entire model in the jar I use for washing my brushes. Luckily you have a bit of time with a wash, unlike with an ink.



Fig 8

What was that? Oh yes, use the wash over the entire model! Skin, metal and all, just brush it on. Then leave it to dry (Fig 8). If you are nearby painting other models and see that the wash is too pale, you can just suck up the paint collecting on the base, painting it over the model again. The same goes if large drops have collected in places like the crook of the arm, just suck it away before everything has dried.

The second layer

Now that the wash is dry, it is time to neaten it up. As you can see, the wash has done most of our work for us. The rivets on the



Fig 9: Slave, Clanrat, Clan Eshin, Stormvermin.

champion above are perfectly lined, as is the tail of the slave below. As you can see, the GW wash is not quite the quality of the Acrylic one. Just compare the tails on the slave and the clanrat. Quite a bit of difference (Fig 9).

Now, if you really want a fast army it is perfectly acceptable to just base the models and leave them like this. But a few small extra things go a long way to brighten up the model. What I usually do are the following.

First I apply a light drybrush on the tails, and the robe of the slave. I use the same flesh colour again, and some rotting flesh on the robe. This is especially needed on the one washed with the GW wash. The white fur on the champion is also drybrushed with pure white (Fig 10).



Fig 11: Stormvermin, Clan Eshin, Clanrat.

Then I neaten up all the metal. That means repainting any tips that are now stained by the wash. I add a bit of chestnut ink to the recesses of metal armour and weapon, just a blotch here and there to get a rusty sheen (Fig 11).

I paint the tips of the ears and noses with elf flesh, letting the paint on the nose trail slightly upwards as the fur there is thin. You want the sleek look, not

the round dog-nose. The Eshin armour deserves a special touch. I run black lines in all the ridges, making sure the structure is visible in case the ink was not enough for such a dark armour.

Did the miniatures start to look shabby again with the drybrush? Do not worry. Just one step left



Fig 10: Champion, Slave.

The shields

The shields have been painted in the same style as the models. That means a quick thin basecoat of graveyard earth. I then added the chainmail trim for the stormvermin, and a golden trim for the champion. The shield for the clanrat was left without a symbol to show off the beautiful woodwork (Fig 12).

Once the wash has dried, the back was painted scorched brown and they were glued to the models. The trim has been touched up where needed.



Fig 12

A final look

So here we have the final models, and some comments.

The final wash

With the shields on, it is time for the final step, another wash. Simply take the wash you prepared earlier but dilute it a lot. You want it about half to a quarter of the strength as before. You apply this glaze over the entire model, unifying the look. Once this is done, the model is ready to be based.

I just painted the base black here, but I would strongly advise you to base your army, even if it is just simple GW flock or static grass. I go for black edges, or dark green to fit in with the table we use, but it of course depends on how you want it. Another tip is that if you sand your bases, sand the models right after assembling them. Paint it when you paint the first layer, the wash is equally great for gravel, and you can drybrush it with the second layer. The final wash will unify the look.

Just make sure that the glue is completely dry before you start to paint. The wash can easily dilute glue and your basing material will be washed away if it is not entirely dry. It has happened to me before.



The clanrat turned out alright, even with the GW wash. The wood pattern on the shield looks so very detailed though there's only a single wash. He looks a bit dirtier than I would have liked, especially on the skin. I would only use this if I didn't have my acrylics.



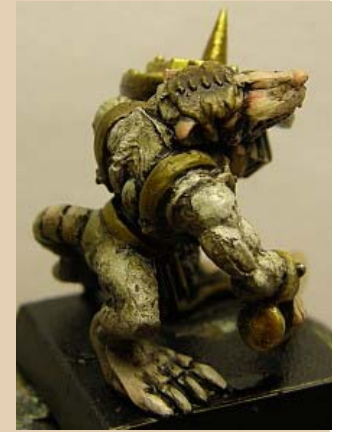
In comparison, the Eshin looks wonderful. The thin straps on the face have been brought out by the wash, and the flesh tones look almost as if they were blended, though they are just painted straight on. The grey fur gets a faintly brownish tint. The armour is pure black without being jet black, and just look at those studs. I have done nothing with them but a blotch of paint and a wash!



The stormvermin I am not so happy with. This is not a style that fits well to heavily armoured miniatures, there is another speedpainting technique I use for that. But this is a passable job.



The slave I am very pleased with. The cloth is dirty, and the skin suitably slave-looking and grubby. This technique produces great tails and faces for the rats with very little effort.



The champion has pale rotting flesh claws, unlike the others, and it really makes a difference in making him look sharper. The gold is utterly basic, it takes more layers to make a good gold, but this was speedpainting, not character painting. And just look at those studs. In retrospect there is not much difference in his skintone compared to the others, so I would just skip having a special colour for him if I did it again. However, the bit of red around the eyes really made a difference.

So, in conclusion, once you master the intricacies of a good acrylic wash, the amount of time saved is enormous. You can be very sloppy with the paint, as long as you

keep the layers thin, and then be saved by the wash that neatens everything up and turns it into a harmonious model. Good luck and happy painting!

Musings about Clan Eshin

Part 3

By Moritz Hampel (Mutter)

Moritz Hampel concludes his analysis of the Clan Eshin list, this issue looking at what the Sensei should and should not engage in combat.

They're all out to get us ...

There is no doubt that the Sensei with the Fellblade is one scary rodent. Other players will fear him, and quite rightly so. But he is not invincible, and will frequently die if not managed correctly. More importantly, there are some things that he cannot engage alone, because they will kill him well before he can kill them. It is very important to take note of those creatures, because it's easy to become overconfident with the Sensei, which might result in an early loss of one important character.

Things to avoid (like the plague)

There are just some opponents the Sensei should never tackle. Never, ever. Not even on a day where nothing seems to go wrong. It will!

Slaneesh Demon Characters

They always strike first, so the chances for the Sensei to be alive to strike back are very slim. Usually the Demon Character will have five (or four in the case of an Exalted Demon) re-rollable S5 attacks in the first round, equaling roughly 2.5 wounds on the Sensei. Too great a risk, especially since they all

sport a 5+ ward save (at least in the Demonic Legion, other ones are negated by the magical nature of the Fellblade).

Treeman Ancients

Do not touch! In 99% of all cases, he will have the Annoyance of Netlings, meaning he'll challenge, and if accepted, the Sensei hits on 6, or he'll challenge and if declined, gets hit not at all. Virtually unkillable by the Sensei, except if he happened to forget the Netlings. If so, then engage, and kill at your leisure.

Chaos Characters

Basically only dangerous if certain items are involved:

- **Armor of Damnation:** Causes all hits to be re-rolled. For the Sensei this means potentially only one hit. On average this is still enough to take the Lord down, but the risk involved is great. Especially since the armor can also be combined with a ward save or regeneration.
- **Crown of Everliving Conquest:** Touchy. Gives regeneration.
- **Eye of the Gods:** Standard 4+ ward save. Might and might not keep him alive.

- **Helm of Many Eyes:** Now this one's easy to spot, because the character has to roll for stupidity every turn. Needless to say, up to 5 attacks at S7 striking first is something the Sensei should rather avoid.

Dwarven Lords

Quite possibly the lord has the "always strikes first" rune. In that case, refer to To take them down ... | Fighting strategies | Strikes first. Avoid unless you're sure he's NOT got that rune. Although theoretically, the rune can also be found on thanes or slayer heroes, I haven't seen that done. Their diminished attacks aren't quite so scary for the Sensei then, either.

Giants

With slightly less than average luck, the Sensei might not cause the required six wounds. Use Jezzails, rattlers or warpstone stars to take off a wound or two. Then engage.

If engaging a healthy giant, chances (albeit small) are the Sensei will be bagged, clubbed or jumped upon during the return strike.



Greater Daemons

Greater Daemons are somewhat difficult. In a Demonic Legion (and that seems to be the only variant around these days), the demon has a true ward save, meaning it's not negated by the magical nature of the Fellblade.

It also sports either six or ten wounds. So unless you took off some wounds beforehand, there is a good chance the Sensei won't be able to kill the demon in one go.

All demons have a reasonably good chance to kill the Sensei on the return strike; the Bloodthirster is fairly sure to do so.

Obviously the payload is great, so decide for yourself whether the risk is worth the reward.

Shaggoth

The Shaggoth is somewhat similar to the Greater Demons but he doesn't have a ward save. Should be treated in a similar way to other six-wound creatures; soften then up first, then move in for the kill. Beware of the Slaanesh-marked ones. Like Slaanesh-demons, they always strike first, so will probably kill the poor Sensei. Stay away!

Things to engage happily

Chariots

Because chariots die so easily to S10, they are an easy target for the Fellblade. But keep in mind

how much they cost, and what else your Sensei could be hunting. Multiple chariots are usually quite a threat, and with favorable overruns can be quite easily taken apart. Normal chariots don't cause panic on their destruction, so don't count on that breaking nearby units.

Chariot squads (TK only)

This is like stealing candy from a baby. Since every wound destroys a chariot, it's quite possible for the Sensei to win the combat by something like +6 or +7 (or, in the most perfect cases, by something like +10), crumbling another two chariots. Especially rewarding if there's a Prince or King around. More on Tomb Kings later.

Demonic Cavalry

Only ever hit these guys in the flank. Because of the ward save you will probably only kill one, and quite often the other one in base contact is enough to take the Sensei. Be careful though, with the high leadership of the Demonic Legion, and the BSB usually being near, they might not lose as many wounds due to their instability test than you would expect.

Be prepared for your Sensei to duke it out over a couple of combat rounds, so make sure the Sensei can't be counter charged.

Dogs of War Paymaster

Dogs of War Paymasters carry almost as big a payload as vampires. If the paymaster dies, every unit in the Dogs of War army has to take a panic test. If you get first turn, and get a Skitterleap off, it might be wise to target the paymaster even before the mages, so that a couple of units run off the board straight away.

Since the paymaster can have an armor save of up to 1+ (only if riding a barded horse; otherwise it's 3+), you might want to send the Sensei to do the job instead of an Assassin or Chieftain with the Weeping Blade. The only other protection the paymaster could have is the Talisman of Protection (Eh, look, we got the same little trinket. Funny, no?) so, nothing to worry about.

Lone Slann

Even with his ward save, he should be toast in one or two combat rounds. Beware though, if it is a BSB and carries the Warbanner, you might loose on CR if you don't cause enough wounds (outnumber, banner & Warbanner).

But even fleeing you should be able to get away safely. With the amount of points the toad is worth, the whole battle should be decided by this (second generation Slanns can be worth up to and over a thousand points).



Ogre-class troops

Anything like Minotaurs, Kroxigors or Ushabti are a perfect target for the Sensei. If he hits them in the flank, he will usually kill between one and three, winning the combat by heaps. Armies like the Ogre Kingdoms or Doombull Minotaur armies are particularly vulnerable to the Sensei. Weeping Blade and Warpstone Stars come in handy too.

Salamander

Save your Night Runners from certain destruction and kill off those pesky lizards.

Jump into contact with one Salamander; that way you kill the lizards and should win by 5 (six wounds vs. outnumber). Run the Skinks down.

By the way, according to the rules for skirmishers, Lizard-players would really always have to bring the Skinks into combat when the unit is charged, because the rules say the number of skirmishers in combat has to be maximised (three skinks versus two Salamanders).

No Lizardman player I've ever met does this, and I agree, it just seems silly to let the Skinks do the fighting instead of hiding behind their big and scary lizards. But in the case of fighting a Sensei, it would actually benefit the Lizardman player if only Skinks were contacted (less CR due to less wounds being caused).

Don't let him do this if he usually brings the sallies in contact first; call him on it.

DISCLAIMER: The above has slightly changed with the new rules, but people are still unsure how sallies are affected by the new 'monster & handler' rules.

Spirit Hosts

The Sensei should be able to wipe out the whole unit in one turn through CR. Enough said.

Stegadon

Easy kill. Make sure to go for the Stegadon itself, not the Skinks, even if it means an attack or two is wasted. It is far more important to cause the six wounds, killing the Stegadon and overrunning the Skinks.

Steam Tank

250-350 VP handed on a golden platter. Sensei will statistically do about 32 damage points to the Stank in one turn. Even if he doesn't destroy it in the first round of combat, it should take enough damage that it is next to useless.

Eshin players are probably the only ones whose hearts sing with joy when they see the infamous tin can.

Swarms

Not a target with a high pay-off, so only kill those once everything else worth going after is dead. In the new edition, it is even easier to kill the swarm since it will crumble through CR.

The Black Coach

This is really already covered in Chariots, but there are some points worth mentioning.

The coach causes Terror, and the Eshin army, being somewhat low on LD, does not want this thing rampaging about. So kill it early, and it might even be worthwhile for the Sensei to hide in a unit that can be attacked by the Coach or attack the Coach itself, just in case Skitterleap gets dispelled.

Treeman

As long as it's not an Ancient, you're good. No ward save (magic weapon!), no armor save, no Toughness worth talking about (at least against S10!), so that leaves only the six wounds. For some general pointers, refer to To take them down.

Enemy Army Overview

Beasts of Chaos

This really depends. Chariots and anything ogre-class are generally good targets, but characters can be hidden inside herds and thus be unreachable by assassins. Just take out anything you can reach, but it's not going to be dead easy. But then Under Cover of Darkness you would have it even worse against all those hard-hitting skirmishers.

Brettonnia

The knights are a bit tough; even though their armour is next to useless the ward save makes up a bit for that. I once spent three combat phases trying to duke it out with a Paladin.

It might be worth trying to kill at least one knight in lances containing damsels through shooting, so that you can actually leap in base contact with the distressed lady and then show her why she rightly fears mice!

Grail knights and Pegasus riders are other good targets, since they are all champions (mmh, lots of accepted challenges) and two-wound creatures respectively.

Always remind the Bretonnian player that he will lose his blessing if declining a challenge from a humble mouse! That'll usually make sure he accepts the challenge.

Dark Elves

The Dark Elves often use a lot of magic, which means a lot of soft targets for both Assassins and Sensei. Next target should be stuff like the Manticore and the War Hydra, and then any chariots.

By then, so many teeth will have been pulled that the rest of the army should pose little threat. As always against a DE army, make sure to keep your flanks clean of dark riders.

Dogs Of War

This is yummy. Not only is the paymaster a perfect target (as discussed earlier), but also any character is worth an extra 100 VP to us. That includes all the characters in any Regiments of Renown.

Some of those have up to three characters (Al Muktar's Desert Dogs, for example), so that can lead to a huge pay-off. Beware of duelists with pistols when your Assassin or Sensei are up and about, they can easily dispatch your characters by just shooting them. If ogres are fielded, rejoice (see OGREclass troops for more details).

Dwarfs

The one unit a lot of players dread most when facing dwarfs is the anvil. It's difficult to take out, influences your own units (damages & slows them down) and enables the dwarf player to move his own units.

Anybody who's had his super-heavy cavalry slowed down to a 3.5 inch crawl across the table (anvil plus being march-blocked by a Gyrocopter) while facing bolt-throwers and cannons on the way will know what I am talking about.

Now, similar to the dreaded Steam Tank, Clan Eshin has JUST the toy to deal with the pesky anvil, our Sensei with Fellblade. This takes

another crutch away and reduces the other player to tears.

Generally, war machines make good targets because they're often fairly expensive, with all the runes and engineer-upgrades. Characters are easy enough to get unless they're a Lord choice. Be aware of the possibility to first strike on them, though.

Empire

Best thing that can happen against Empire is if you face a Steam Tank. Like I outlined above, the Steam Tank suffers on average something like 32 points of structural damage from the Fellblade, reducing it to serious scrap.

This gives you a nice opportunity for an overrun, and leave the Empire player a sobbing wreck. Otherwise, there are very little special tactics to use against the Empire. Kill their mages, kill their characters, make sure you don't get gunned down and play it by ear.

An all-cavalry force can be slightly annoying since you mightn't be able to target any unmounted characters, and might thus suffer from being run-down. Take care of other, easier stuff first, and then go in to take care of the characters.

High Elves

Characters can sport some ward saves, but no more severe than other races, and since High Elves often employ a wide array of mages, there should be enough targets.

Chariots and Repeater Bolt Throwers, which often feature in High Elf armies, make for other big payloads for the Sensei to reap. Other than that, beware of cavalry and the regular dangers for ranked Skaven fighting against lots of mounted troops.

Hordes of Chaos

Since chaos can be so diverse, it's difficult to present a general rule. Spawn, chariots, ogres and to an extent small units of knights (Chosen, for example) are all good targets, as are the characters, with the exceptions noted above.

Since mortal armies tend to be very elite in nature, it usually hurts them badly when offensive characters, chariots and whole units are taken out single-handedly. If you manage this, the rest of your forces should have a slightly easier time mopping up.



Tomb Kings

This should be fairly easy. First target for your Assassin should be the Hierophant. As soon as he's dead, the army should start to crumble and the TK magic greatly diminished.

He might have a ward save of 4+ on himself, so you should send the Sensei to make sure the guy stays dead this time. Usually, the Hierophants rely somewhat on mobility (Cloak of Dunes) and by staying behind the lines to avoid sudden death. All that is useless against the *Merciless Flying Ninja Rats of Doom*™.

The next good thing is chariot units. Deal out two wounds, win combat by three to five points, and then watch more chariots crumble. A Tomb King army can actually fall apart in the first turn if you manage to take out the Hierophant and a big unit of chariots. If the King is in that unit, he will most likely be subject to crumbling in the second round of combat.

Even if there are no chariots (highly unlikely!), the Sensei can target Scorpions,

Ushabti and the Bone Giant. Talk about target saturation. In most cases, a Tomb King army should have very little chance against the Sensei and Eshin troops.

Lizardmen

With this army, it depends highly on the character load-out. If facing a Slann, you should be home-free, because after killing the fat toad, you should be up by around 600 to 1000 points.

It takes little effort to do so, just be prepared that it could take

more than one round, and place the Sensei accordingly (as to not attract unnecessary hostile attention).

If facing a Carnosaur, refer to the chapter about Big Gribblies (Issue 3). In all other cases, you shouldn't have too much trouble killing off the Skink Priests.

Beware of the fact that one Saurus hero may have a move of 18 inches, easily marking your Sensei and taking him out. Also take care of Salamanders and Stegadons, and let your army do the rest.

Ogre Kingdoms

This game will be practically won by the Fellblade itself. Almost everything in the Ogre Kingdom list is so vulnerable to the Fellblade that, through the clever use of overruns, it should be possible to wipe out two units a turn.

Since Ogres lack static Combat Resolution, the 6 Combat Resolution that the Sensei should generate through his kills means they should break almost every combat, and if not, they just die the next round.

Fellblade against the ogres should nearly always result in a massacre, often in the early turns. If not, there was probably a very shrewd ogre player and some serious bad luck on the Eshin part involved. Be nice to the poor fellow afterwards, though it's not as if he ever had a chance, and it probably wasn't about you being clever. It was just about the Fellblade.

Orcs & Goblins

When the greenskins are played like a true horde, you'll probably have to go after their characters

and mages and then sit back and take opportunity potshots at stuff like giants, since they don't offer many high-priority targets, unless fielding a number of chariots (and even those aren't that expensive).

You're probably fielding a bit of a horde yourself, so let the Sensei take a bit of a backseat and duke it out the horde way.

Skaven

The other rat probably has more damaging dealing stuff than you – so take that out first. Highest priority should be the Warp Lightening Cannon, because it can easily target your Sensei if standing around after killing stuff.

Then deal with wizards, enemies like Jezzails and of course weapon teams. Chances are, after cleaning away all the gas and electric toys, the other Skaven player will weep and throw the game.

Now, if you happen to go up against a really competent Skaven player, with few Engineers, some weapon teams and more than 350 warm bodies, sorry, but you will probably lose that game. It's just a really bad match-up for clan Eshin. No soft targets, no fat to carve away, just loads and loads of lean, mean and mangy rats and lots more than you will have.

Vampire Counts

Vampire Counts is always tricky: Do you try to go for the big win early and try to kill the Vampire, forcing his army to crumble? In general, it's best to wait a couple of turns and take care of soft targets like the Black Coach, spirit hosts, etc. first.

It makes for a more exciting game as well, and won't leave as bitter a taste in the mouth of the Vampire player. If you killed his Lord in round one, chances are he will not want to play your army ever again.

Wood elves

Spell casters, Alter Noble, Treekin (ogre-class!!) & Treemen all make good targets for assassination. But like I said earlier, beware of the Treeman Ancient and keep your Sensei away from him. Even the Warpstone Stars aren't a good recipe against this oaken titan.

In the next turn, he'll just strangle-root your assassin to death. Also be aware of the fact that strangle root doesn't need line of sight and can be used even after marching. He is definitely the Wood Elf player's best tool for killing the Sensei and any assassins.

But by using Ratling Guns, possibly Triads and the Assassins to ward off strong flanking elements, you should be able to deal with the rest of the elves head-on.

In general the hardest parts of any Wood Elf army, the Forest Spirits, are severely weakened against any Skaven force since they don't receive their important ward save against most of our special weapons.

Final note – after the battle

Victory points

Don't forget to collect the extra victory points for the characters you killed, sometimes two, three or even four-hundred points; in the case of Dogs of War armies maybe even more!

Sample Army List

Clan Eshin Sensei, 2150 points

Sensei *smoke bombs*,
Fellblade, *Talisman of Protection*

Eshin-sorcerer *level II*, *dispel scroll*, *two extra warpstone chunks*

Eshin-sorcerer *level II*, *dispel scroll*, *two extra warpstone chunks*

Assassin *smoke bombs*,
warpstone stars

24 Clanrats *musician*, *standard*,
ratling gun (*sorcerer goes here*)

24 Clanrats *musician*, *standard*,
ratling gun (*sorcerer goes here*)

25 Clanrats *musician*, *standard*

25 Slaves *musician*

25 Slaves *musician*

25 Slaves *musician*

25 Slaves *musician*

5 Nightrunners

5 Nightrunners

9 Nightrunners *extra*
handweapons

9 Nightrunners *extra*
handweapons

9 Nightrunners *extra*
handweapons

3 Ratpacks

3 Ratpacks

5 Gutter Runners *poison*, *tunnel team*

8 Jezzails

Ask Seer Squeek

by Seer Squeek

Skavenblight Gazette's very own Agony Uncle answering your questions

Dear Seer Squeek,

Living in the Great White North (Canada), it can get really cold. When I transport my metal models (via my backpack) they always end up very cold and they last like that for hours afterwards. What can I do to stop this?

Your cold hearted servant,
General Vorg

Dear Snow Cone,

Employ more warfire throwers; that should heat the rest of your army up. (If not during deployment, then most likely somewhere during your battle).

Loves the smell of napalm in the morning,

Seer Squeek

Dear Seer Squeek,

My master moulder has some crazy ideas of what he calls a "Broadside Ratsuit" where he wants to try and fix two ratling guns to a rat ogre! Should I give him the go ahead or tell him he's nuts?

Warlord Snik "Throatripper"
Hellfang of Clan Madness.

Dear Warlord in Worry,

If your master moulder is truly so fixated with the use of augmented ratling guns for its creations, I'd go up to him and tell him that clan Skryre is currently looking for applicants... Just don't mention that the position they'll be picking him for will most likely be that of live target.

Staying true to his cause,

Seer Squeek

Dear Seer,

I'm not sure if you have been asked this question already (you have already been asked it before, actually, but you seem to have misunderstood it), but must Grey Seers always be grey? And aren't Grey Seers also sometimes albino, so wouldn't they then be White Seers? Can't skaven be born with the magical powers given by the Horned Rat, without having to be grey-furred? And aren't there some grey-furred skaven who don't have magical powers, which means that having grey fur isn't linked to having magical powers? So why can't there be Grey Seers with black fur, or brown, or roan, or piebald? Isn't just having the horns enough?

Yours kindly,

Grey Seer who wants a dye-job.

Dear Wannabe Seer,

If you've read the title of this column, you'll notice that it says Ask Seer Squeek. It does not say Tell Seer Squeek, or Hurl Accusations At Seer Squeek. As all Skaven know, the Grey Seers are emissaries of the Horned One, chosen creatures to spread his word through the UnderEmpire. Therefore, it is not possible for a Skaven in my position to misunderstand matters. You simply need to ask your questions more clearly.

Having said that, you apparently want to know why Grey Seers are picked from the furry mass of the UnderEmpire due to the colour of their fur. Well, to answer this, I can be quite short: The colour of fur indicates natural traits of the Skaven, which mean that those creatures without a light fur colour (grey to white) do not have a natural trait of high intelligence. This means that such Skaven can never, in any way, become a Seer, as much as you might paint it.

So, even if you'd manage to grow horns through the consumption of obscene amounts of warstone, you're nowhere without real grey fur.

Knows the initiation process,

Seer Squeek

Dear Great-Great Seer,

They calls me mad! They calls me insane! They twitch and screams as I approach, skittering for cover! I kills and eats one to make example, but they just cower more! How can I make friends...?

Throt the Unclean.

Dear nutcase,

Listen to your inner voice... es.

Although it might, at first, appear to be nice having friends to rely on and ask for advice, you'll quite likely end up having to kill them due to trying to usurp you. So, instead, try to work more closely with your inner voices. They will never let you down during any situation and nothing spooks minions more than agreeing with yourself.

Just make sure they don't start bickering too much. Arguments that last too long in the wrong positions might end up rather messy. Warlock Engineer Outsja-Aimmit could have confirmed this, had he not been blasted to pieces by yours truly last week during a battle when he started arguing with himself about where to aim the warp-lightning cannon.

Always helping fellow Skaven,

No, you're not...

... Yes, I am and go away!

Seer Squeek

Dear Seer Squeek,

Recently an explosion during an experiment caused an-an injury on my left-left ear, causing a constant ringing. I'm used to these kinds of things and some Warp Potions usually gets the ear back in a somewhat working order. But I fear that the constantly squeeking and squeeling from the neighbourhood Goblin-things is taking its toll on my poor ear! I need advices on how to solve this problem!

WarWolt The Mad Engineer

Dear Deaf Lab-Rat,

Seeing how the little Green-things are a complete different race from ours, has it ever occurred to you that they just might want to communicate with you? Apparently, there is something they want you to know, for otherwise they'd have shut up a long while ago. The easiest way is to simply visit them and make sure that whatever is on their mind gets out of it... Although, I suppose that's more a job for a master moulder, seeing how they handle the skill of the knife and blade much better than an engineer ever will.

Bring some warpfire throwers along to clean up afterwards,

Seer Squeek

Oh wisest of Seers, I beg another most insightful answer.

Recently I have acquired information detailing a planned attack, against my very own warrens no less!

In preparation for this I come to your mighty mind in the hopes that you would depart knowledge as to how best defend my clan warrens from underground assaults.

Find attached a token of warpstone to "grease the wheels" as it were...

W.L. Bloodfang.

Dear Bribe-Boy,

To hire me, you definitely need more then just one token...

So, my advice to you would be, upon expecting an underground assault, to simply blast every cave or tunnel beneath your lair into oblivion. Although perhaps a somewhat direct approach to solving the trouble, it will ensure you no longer have to worry about an underground assault and will put you in a very good position with clan Skryre, at least until you have to pay for the amount of explosives needed to pull that job off. Still, the fireworks alone should be worth the try.

Likes things that go BOOM!

Seer Squeek

Hail-Hail, you, chosen of the Horned Rat-Rat!

I am Warlord Kweëk-Kweëk of Clan Snuts. I have-have a question for you-you. I discovered that-that one of my clanrats-rats is having contact-tact with the Man-Things. Now I fear-fear that my clan-clan is not safe-safe anymore. What should I do-do?

Greet-Greets,

Warlord Kweëk-Kweëk

Dear scared critter,

Seeing how your clan will most likely be contacted by less friendly (or armed, which usually ends up being the same) man-things, there are a couple of things you can do:

1.) Try to lure them into a large pit by having them assault a group of hapless Skaven slaves, seal the pit and start a business in the sale of fresh food stuff. All you need is sharp blades, the scroll 'How To Skin A Man-Thing in Thirteen Different Situations' by Grey Seer Foetkritt, a catchy name so Skaven warlords will remind the name of your clan and you will become an instant hit along the far routes between the major lairs.

2.) Move your lair and all its belongings to another location. This is a more expensive option then the first one. To tackle this problem, I advice the following as well: Sell the location your lair was situated (through a middle-rat of course) to your enemy for a fairly cheap price. Although you might still lose a fair amount of warpstone tokens, this option will pay itself out in the long run.

3.) Have the clanrat in question tell the man-thing you're all emissaries from their man-thing god. The deity in question is angry at them and they'll have to grant you sacrifices in order to regain the favour of their deity. I strongly suggest this option. I can always do with another man-thing cult and will be gladly assisting you in the process... Just make sure I don't have to be there when you contact them.

Always thinking outside the box,

Seer Squeek

Dear Grey Seer Squeek,

Please forgive the blood on this page of vellum, I couldn't find a fresh scroll nearby and so I had to skin a slave to make this sheet. The fool-fool is currently writhing on the floor right now, making some very entertaining noises, I wish you could be here to enjoy it. I am thinking about throwing some hot coals onto him or maybe hanging him over the rat-ogre pit and see which Ogre can reach him first...

Er, my question actually is, are we being too abusive to slaves? Very recently I had one certain fool-fool deliver a written note to me bearing the marks of many-many slaves saying that they didn't like my rule. Naturally, I got very-very angry and now he really regrets thinking up that petition, but it had gotten me thinking. That hurt my head, so I write to you, oh great and powerful Grey Seer, to tell me what I should do...

Chieftan Skillit Gutter-Killer.

Dear trouble-seeker,

Have your clan submit to my rulership.

That will solve the problem of having to deal with annoying slaves, though it might bring along some new ones. Don't worry, once you've done so, you don't have to worry about those either.

**Making (almost) everyone happy,
Seer Squeek**

Dear Grey Seer,

It has been very messy around here lately - Arch Plague Lord Nurglitch himself is taking Plague Monks from our clan for his own army! The monks I command are very excited (despite being immune to psychology) about the respect we receive from the Arch Plague Lord and the role we're about to take.

I would like to know, though - there have been many rumours that the Council of Thirteen is planning a new era for Skaven. "Seventh Generation", it's called. Before starting our new career as Plague Monks under Nurglitch's command, do you think his army will be powerful enough after the changes? Will we have any chance to win? It will be awful if Plague Monks and Censer Bearers will be weakened in this new era.

Do you fear (is that the word? I think I heard it when I was young) that Pestilent models will be weakened?

Fare well in your unfrenzied quiet life,

Plague Deacon Void

Dear enraptured sugar-addict,

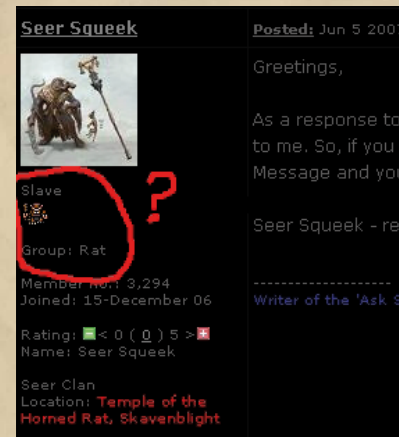
Although they might apply a different version of mathematics in clan Pestilens (for many seasons I have refused to visit their dens and quarters due to the awful stench that accompanies such a visit...), I believe that with an average life-span of five years for Skaven with your status, we'd be looking at the 1500-ish generation (could be a hundred more or less) coming our way, rather than a mere seven and before you ask, I hardly believe a regular member of clan Pestilens outlives a grey seer.

Whether the Council is planning a new era for the Skaven empire, is something even I, a missionary of the Horned One, do not know. We can only guess what their plans might be and even then, will most likely never know the true intent behind them. Nor would that ever be the task of a Plague Deacon... Still, as to the question about such a 'rumoured' new era, it will always be accompanied by change. That is the whole purpose of something new: it changes the old ways.

I, as a grey seer, do not fear change. Even though change might be unpleasant, it requires you to adapt to a new situation. This is something individual character, clans and the Skaven race itself has done many times in the past, as it will do in the future. The only advice I can give is to accept the changes as they are.

Is, despite the looks of it, NOT a Tzeentch follower,

Seer Squeek



Dear Mr. "High and Mighty"

I read your articles often and I used to always take your advice to heart though one day while walking through the Underempire I noticed that the Council of Thirteen has labelled you as some pathetic Slave!

Now maybe I've simply been drinking too much seasonal SkavenAde but I've never known the almighty Co13, rulers second only to the Holy Horned Rat, to be wrong in the past so which is it Squeek? Are you actually a Grey Seer or are you simply some egomaniacal pusbag?

Sincerely,

Father S

...er...

Some Random Child of the Warp

Dear suicidal Pest...

One does not question the ways of a Grey Seer.

Still, it appears you take my identity in doubt and therefore I will be more than willing to demonstrate my powers to you. You can even bring some of your friends along. My colleagues from the Order of the Grey Seers will "keep them busy" (well, sort of), while I show you what being a Grey Seer is about.

Giving a new definition to the term "Fireworks,"

Seer Squeek

SIEGE RAM

BY RATMASTER REX

Welcome my fellow rat kin. I am Ratmaster Rex. As a mighty warlord of the Clan of the Left Paw, I have launched many successful attacks on those wretched man things and bearded things, always attacking their cities right at their walls, not just underneath. I was there at the siege of Middenheim, my war contraptions being solely responsible for destroying the east side of the city and allowing Deathmaster Snikch to enter and eliminate Valten. Well I wasn't there personally, but my Great Great Brood Father was.

Due to my overwhelming successes, the shrewd and most clever Council of Thirteen have forced ... I mean, kindly asked me to share my siege creations with the other clans. I want to state right now that I will be more than happy to obey.

So grab your man and stunty slave-things and follow me to the construction warrens.

The first thing we will build is a battering ram for busting open those sturdy Dwarven doors. Be sure to whip your slaves throughout the process to ensure they do a good job.

Also note that when you place this in a unit, it will replace no less than 6 clanrats, with 3 inside pushing the ram. You can compensate for the space taken by adding soldiers to the ranks of your unit. This is a great excuse to visit the breeding den.

First assemble the tools you will need for the job. Knives, measuring sticks, rope, and wooden beams. Also you may use a marking tool if you like. Don't forget to buy some wagon wheels or make them if you know how. You will need 6 of them. You will need round beams for axels, about 2mm thick. It won't matter what type of wood you use as long as it's easy to work with and strong. (Raid the man-things houses for bamboo skewers, coffee stir sticks and popsicle sticks.)

Make sure your beams are 5-6mm. Cut four 70mm beams, six 45mm beams and four 55mm beams. Cut two notches out of two of the 70mm beams, 10mm wide by 1mm deep. Cut them about 20mm apart, making sure they match up side by side. These notches will support the roof brace (Fig 1).

Arrange them as seen in Fig 2.

This is one of the sides of the ram cage.

Use just a bit of warp glue and stick together your vertical and horizontal beams. Do the same for the other side of the cage. Don't bother with nails, it's just a waste of time.

While you let the sides dry, sacrifice a few slaves to the Horned Rat. It'll bring good luck and besides it will be meal time by this time and you gotta eat something, right?

Next you need to cut the angle beams to fit. These 55mm beams add strength to the cage. You will need to cut points on the ends to make them fit. Just cut a bit at a time and it will fit eventually, or use a marking tool to show the sections you need to cut off. Do the same for the other side of the cage (Fig 3).



Tools

Knives
Pencil
Ruler
String

Wooden dowel (round and square)
Plastic wheels (6)
PVA Glue
Cutting Mat



Fig 1

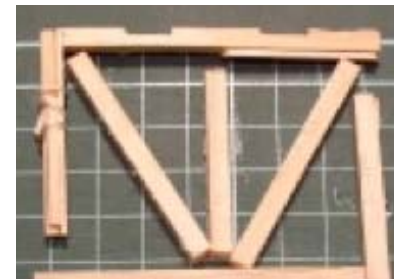


Fig 2



Fig 3

Once your cage sides are dry you need to place the wheels on the bottom beam and mark where the holes for the axels will go. Arrange them so they are spaced out and don't stick out past the front or back. Press them hard so they score marks on the wood. Gouge out the holes; not too large and not too small. It's best to fit a round beam into the wheel holes. Cut your round axel beams around 48mm long (Fig 4).

Check they fit, but don't leave them in yet. Set them to the side, and make sure the Clan Rats helping you don't play with them. Accidents happen, and you can get hurt, or killed. Possibly even one then the other. This thing isn't worth getting killed over. But don't tell that to the rats who'll be pushing it.

Cut four short square beams 25mm long. Place them on the top and bottom at the front and back of the cage. Glue them with warp glue and let them dry. You can insert the axels to be sure the cage dries straight. This is an important step but, if your techniques have been good so far, unnecessary.

Now your cage is complete.

When the glue dries, use some rope to reinforce the joints. Simply wrap the rope around the beams like in the picture here. Tuck the ends in and apply glue to the ropes when you are done wrapping (Fig 5). Be sure not to wrap rope over the wheel holes.

Now we build the roof. You will need some thin planks. Acquire some popsicle sticks or coffee stir sticks from your witless human slaves. You can also cut some thin cardboard to use as roof tiles, it just depends on how much time you wish to spend on it. I used popsicles sticks (Fig6).

Cut two planks 40mm and three planks 80mm. Attach the two short ones on top of the cage about 20mm apart, then glue another one of the long planks sideways on top of them, crossways. Trim 2mm off the edges of the other two long ones and glue them beside the middle beam (Fig 7).

Let it dry while you cut twenty four planks about 20-30mm in length. These will be the roof shingles. If they are roughed up a bit that's ok, they will just be there to stop arrows and burning oil from damaging the ram beam.



Fig 4



Fig 6

Place the roof brace onto the top of the cage; it should fit in the two notches you cut earlier. Then glue the roof shingles along each side (Fig 8). Don't use too much glue here as it will affect the final paint job.



Fig 5

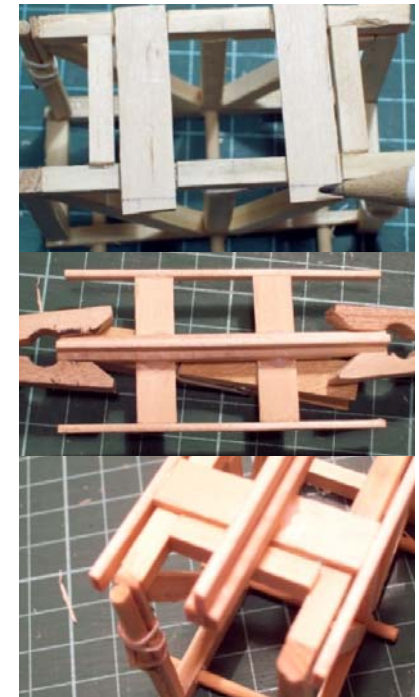


Fig 7



Fig 8

Time to make the front and rear roof. Cut a plank about 20mm, and two planks about 12mm. The long one is the center piece and the two shorter ones are the end pieces. Cut two more pieces to go on each side of the long piece. Make sure they are slightly shorter, but longer than the shortest end pieces.

Do the same for the rear roof, then glue it all together. Add a few beams to support the planks. Cut them from the planks as shown and glue them on (Fig 9).

With the roof on, check the front and rear roof fit properly. Make any trims and glue them on so that they hang down a bit, about 5mm. Measure and cut a 5mm thick plank to run from front to back along the bottom of the roof shingles, then glue them to the roof (Fig 10).

You should be able to remove the roof completely.

Now for the ram. You will need to cut a square beam to attach to the top cage spacers, around 60mm long. You must also cut or create the ram beam. Mine is made from a 6mm square beam and is 105mm long. I have a Skaven ram head on mine, but you can make yours from what ever you like.



Fig 9



Fig 10



Fig 11

If you are good with greenstuff, make any ram head you can imagine. If this is too advanced for you, you can even try gluing layers of wooden shards and chunks randomly cut from popsicle sticks into a lethal mass of door crushing doom.

You will also need to cut 4 planks from popsicle or stir sticks. Each will be 25mm long. If you want your ram beam to hang lower cut these pieces longer, or else cut them shorter to make the beam higher and have the ram hang above the Skaven's heads.

At this point you can glue it all together for a static ram.

Drill holes in the beams at equal points and in the end of the planks. The holes should be large enough to insert toothpicks. Also cut some toothpicks about 10mm long to insert into the ram support and beam. You should have everything as shown in Fig 11.



Fig 12

As you can see, I also cut 2 notches out of the ram support which fit into the cage spacers. I did this to create a better surface area for the glue to adhere to. My ram will be a bit heavy, and I don't want it falling off onto the heads of my Clanrats.

Assemble it all as seen in the picture and apply glue to the toothpick ends where the flat planks attach. You can glue it into your cage now, or leave it out and paint it separately later (Fig 12).

Your ram is now complete.

You may notice that my battering ram has some side roofs as well (Fig 13). Here's how I made them.

Cut 2 popsicle sticks the same length as the sides of my cage. The side shingles have been made the same way as the roof shingles, while the support beams have been made from match sticks. Florists wire has been used to simulate ropes. You may want to note how the support beams have angles cut at the bottom (Fig 14).

I glued them to the sides of the cage and attached the support beams as well (Fig 15).

I made a couple metal rings at the front for tow chains (Fig 16). You need these to attach to the Rat Ogres, so they can tow the heavy thing to the battlefield. Just take a straight wire, roll it around a pen and cut it. Then take a piece of square beam, hollow out a u-shape, glue the wire to it and then to the cage beams at the front.

Decorate as you see fit. I recommend plenty of shields, clan symbols, and of course an image of the Horned Rat himself to bring good luck. A bell tower is also a nice touch.

Now just prime the cage, wheels and roof, paint it as you like then glue it together. After you and your guard finish marking it with your own intimidating scent, try it out on the weakest neighbouring clan. This will get you a few new slaves for the next project, the siege tower.



Fig 13



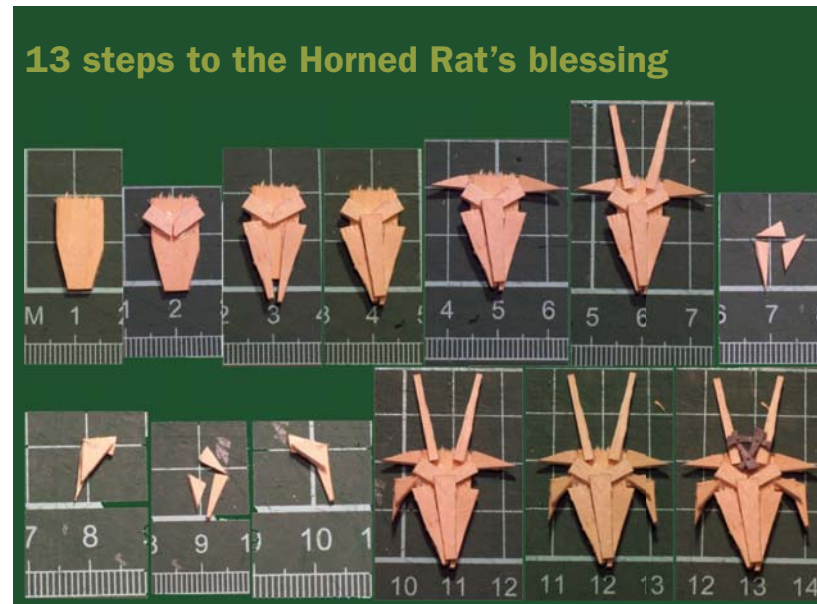
Fig 14



Fig 15



Fig 16





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The Skavenblight Gazette is always looking for articles.

Contact the Lead Editor if you are interested in contributing.

WANTED!

Warpstone. Lots of warpstone. If you have warpstone, I'll take it. By force, if necessary.

THIS JUST IN

Council of Thirteen says "Overcrowding is good for your health".

GET WELL SOON

The Council of Thirteen and the UnderEmpire would like to send their thoughts to the mortal followers of Chaos. We hope your army list gets better soon.

www.skavenblightgazette.com
contribute or die, man-thing!



Feeling extremely paranoid when visiting the breeders? Searching for a decent redecoration of your lair? Or simply looking at the proper way to avert the gaze of the Council of... be a good Skaven?

Then perhaps you need to ask Seer Squeek a question of your own! Send your questions to Seer Squeek at the UnderEmpire.net community and look for his response in the next issue of the Skavenblight Gazette.

SPREAD THE DISEASE

