

SKYVENLIGHT

Issue 7

gazette



SKAVENBLIGHT Issue 7

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Skavenblight Gazette

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All complainers will be fed to the Mutant Rat Ogre.

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Contents

Ask Seer Squeek <i>Seer Squeek</i>	pg 3
Skavenblight Cup <i>Skaven Lord Vinshqueek</i>	pg 5
Book Review: Grey Seer <i>Matthew Lee</i>	pg 9
UnderEmpire Get Together Report <i>Skaven Lord Vinshqueek</i>	pg 10
The Underdark Campaign	pg 13
Diary of a Mordheim Warband <i>Morgoth</i>	pg 14
Fall of Clan Mawrl <i>Clanlord Trask</i>	pg 18
The Horned One Finds Work For Idle Hands <i>Pinapple Skitter</i>	pg 20

Voices from the dark

Greet-greetings dear reader,

Whether you are currently reading this editorial on the screen of your computer or from a printed version, before you is the (already) seventh issue of the Skavenblight Gazette web magazine. It has been quite the journey up to this date, though a very interesting one is to come for every Skaven Warlord and Grey Seer with the 7th edition Skaven army book scheduled to be released in November.

While I have become much more of a Blood Bowl coach than a Warhammer Fantasy general these last few years (I play about five games of Warhammer Fantasy on average in a year), the new army book will most certainly have its effect on me. It gives me enough reason to get my army up and running again.

I have been collecting, building and playing my Skaven army for over a decade now, and while the expansion of my force has somewhat diminished the past few year (not that surprising, considering it is already over 6500 points), there is still more then enough for me to paint. What better reason is there to start than with a new army book release!

The Painting & Hobby moderators at the Under-Empire are planning a 'Prepare For War' week in which members are going to build and paint a 1000 points army (for any game system and any army). I suspect a fair few Skaven armies ending up on the list. I am still wondering whether I will include my Skaven army (it really needs a re-paint) on that list. I hope the new army book will persuade my notoriously slow painting speed to give it a go. *grins*...

This new issue has a fair stack of articles. Seer Squeek once more graciously enters to share his infinite wisdom, we also have an Assassin Adept with a diary of his forays into Mordheim, an overview on all-Skaven leagues for Blood Bowl, a review of the Black Library novel Grey Seer and much, much more. Simply said, it's a full issue! Of course, the editors are always looking for input, feedback and (more) articles. So, if you wish to contribute to the Skavenblight Gazette, contact either Clanlord Trask or myself on the UnderEmpire.net communities and we will gladly listen to your messages. Other then that, enjoy the read.

Skaven Lord Vinshqueek

Editor, Skavenblight Gazette

Ask Seer Squeek

by Seer Squeek

Skavenblight Gazette's very own Agony Uncle answering your questions.

Dear Seer Squeek,

Last night I dreamt I was a butterfly, today I woke, in my usual skaven form, and a question dawned on me. Am I a skaven, who dreamt I was a butterfly, or am I butterfly, dreaming that I'm a skaven?

Your Humble Servant,
General Vor

Dear Sleepyhead,

At times, it is most certainly refreshing to stop and think of our role here beneath the lands of the man-things. However, as you awoke as a Skaven, I am fairly sure that you are not a butterfly. Next to that, I do believe that there do not exist butterflies that either have fur, or long fleshy tails. Of course, since a colleague of mine has pointed out the existence of a nine-legged human-skinned frog, I guess we might eventually still find one eventually... With the imagination of those weird rats up north in Hell Pit, you never know what to expect.

**Keep on dreaming,
Seer Squeek**

Oh most powerfull seer,

My clan owes Skryre much warpstone for many many ratling guns, pesky toad-mage keeps zapping gun with magic. Slaves fail to block LOS (counts as a large target when casting only), I offer much much warpstone if you tell me how to get guns into range other than dispel scrolls which need-need for comet spell and clan not have many wizards for dispel dice (grey seer and 1 warlock).

Thank you most blessed one.

NightBirdFlying

Dear unknowing one,

A wise old Warlock once told me: If you can't get your guns within range of your enemy, make sure you get the enemy closer on their own initiative. (Unfortunately, an enemy with weaponry that had longer range thought the same thing, so the warlock is no longer around to tell the tale).

I think that for a large part, you've already pointed out where the problem lies. Your opponent out-magics you and your own Seer and Warlock do not have enough dispel scrolls to counter every magic spell thrown in your direction. If on top of that the opposing toad-mage in question can see your weapon team due to counting as large target when casting, then the most direct solution available would be to (i) make sure he is FAR out of range to target your weapon team, or (ii) just make sure he has no way of seeing your weapon teams.

Despite the fact that various lores of magic have spells that do not require line of sight, there are still many more that still fall under that rule. As such, playing a game of 'peek and boo' (apparently quite famous amongst the young man-things, although they use a name that has more to do with hiding and seeking) seems to be the most easiest way of keeping them relatively untouched... While this might mean that you also hit less, it serves a nice purpose of keeping your flanks clean, as no unit possible can march around a piece of scenery and directly charge you.

All the best for your next battle... As you'll be paying me off for quite some time.

Now where's my first payment?

Seer Squeek

Many greetings wise and carbuncular Seer,

Forgive me for sending this rather tattered parchment... Circumstances urge me towards being discreet. It seems my enemies have gotten rather too powerful of late, as such I send this in sharp-haste... Oh please Horned Rat, don't let them get me... Intercede for me, please Seer Squeek... There'll be many warp-tokens in it for you; well, what little I have left - I'm sure you can appreciate.

I spent all of them financing that thrice-poxed clan Skryre... Their infernal mechanisms have nearly cost me my life, and my stash. I am quite sure they plot against me - just today a warpfire cannon, or whatever you call those damned things nearly blew my tail off... needless to say, I now fear-fear for my life. This is most definitely an attempt on my life. Grey Seer, please, divine what the Horned Rat believes necessary for me to do in order to escape their blasphemous machinations.

A thousand curses upon that most usurious clan,

Chieftain Snikitch of Clan Kazan

Dear sniveling Chieftain,

When a Warp-Lightning Cannon from clan Skryre nearly blows your tail off, I would say it's pretty obvious what path the Horned One has deemed worthy for you and you honestly wouldn't need me to figure that out, now would you? However, if you want me to give you a hint, it involves yourself and an eternal debate with the Horned One in person whether his dominion is a worse place to be in, then the line of sight of the Warp-Lightning Cannon in question that brought you there in the first place. As the so-called hip man-things in the area of Marienburg tend to say, "It's a karma thing."

Now apparently, the Horned One is not pleased with your actions. But be glad you appear to have come out of his wake-up call relatively unscathed. I can assure you, the moment you wake up with a large Rat Ogre guard looming over you, while muttering "Is it breakfast time already?" you'd rather appreciate the things you see coming your way.

Still, when you do need to get into the good graces of our deity again, the one simple thing to do is being sneaky and cunning. Make sure that whatever wrath and havoc your opponents are causing on your forces, you pay them back double. Use market places to sell broken Clan Skryre equipment to your enemy for a cheap, CHEAP price. They might be a bit wary, but greed is one of the most common traits within a Skaven, so usually your enemy ought to fall for that one. All you usually need to do then is to sit back, have your minions provide you with enough popcorn and SkavenAde at all times, and enjoy the fireworks!

Can't wait 'til it's New Years eve again,

Seer Squeek

Greetings-greetings mighty Seer Squeek,

I have recently-recently discovered a stash of Sykoteen, a drug-drug that has a death penalty ordained by the holy Inquisition of the Horned Rat for possession of it. It was found in a part-part of my lab that I rarely use, and I have no idea-idea how it ended up there.

I suspect a trial Moulder is attempting to frame-frame me, but I have no idea who, and I don't know what to do. Any advice-advice, oh mighty one?

Killfang

Dear 'high' and (apparently not so) mighty Killfang,

Yes, I too suspect that another Moulder is out to get you and attempting to get you framed, cause we Skaven are absolutely known for our tendency to play fair. (He said with a strong undertone of utter sarcasm). Seriously, if you manage to let another Moulder enter your laboratory, plant a stash of some sort of drug, get out without you noticing and have the Inquisi-Rats find it apparently without trouble, then either it is a sign from the Horned One that you need to step your game up, or you are really a too easy target for the Moulders around you... Of course, in both cases, I would try to go for a less obvious excuse to make others believe that the stash is not yours.

A "He/ she/ it did it" comment will sound to everyone like an excuse, though if you believed it would worked, by all means continue to do so. Nature tends to deal with such an amount of naivety in its own ways, or otherwise a Grey Seer that performs your trial will... In the end, the only thing that would work for you would be to attempt and convince those that put you in trial how the stash of Sytokeen was basically evidence to 'mob up' the larger fish, namely the one that provided the drug to you. You're a Skaven, so turning others in to save your own hide raises less of an eyebrow.

Next time you're in a rehab meeting, make sure it's an anonymous one,

Seer Squeek

The Skavenblight Cup: House Rules for All-Skaven Leagues

By: Skaven Lord Vinshqueek



After the collapse of the NAF in 2490, many teams were disbanded due to a lack of funds, while others were forced to sell their stadiums and go on the road, playing Blood Bowl teams where they found them, whenever they found them.

For Skaven, this has been a hard period. Not only are they are a nocturnal race that spends most of their lives in underground caverns, but many of the zealous men of the Empire have a hostile stance against what they consider to be 'creatures of Chaos'.

Many returned to Skavenblight, the capitol of the Skaven empire. After a season of relative ease, some very business-minded Skaven (whose names have been forgotten) decided that it might be worthwhile to have the many Blood Bowl teams that now resided in Skavenblight play one another.

So it didn't take long before the Skavenblight Cup was called into life! Since then, many teams have fought their way to victory in all sorts of shapes and forms. However there are a few setups that remain to have a dominant presence in the matches for the Skavenblight Cup.

CLAN PESTILENS

Beyond the great ocean that separates the empire of the man-things from Lustria lies the domain of Clan Pestilens. Having been at war with the Lizardmen for many centuries, the two races grew to be fierce enemies and have continued their feud on the Blood Bowl pitch as well. Over the years, however, this has led to many amongst their ranks remaining within a certain battle frenzy, thus becoming harder and harder to coach for those that dare to cross the great pond and try their luck in Lustria. Despite the ease to lure them onto the pitch though, the Clan Pestilens teams remain to be one of the most feared. Not for their offensive play, but due to their bad smell as well!

The following house rules are based on an old Citadel Journal article, which allowed you to play an all-Skaven Blood Bowl league. (This was later repeated for the Dwarves in a Blood Bowl Magazine article). These have been revised and somewhat adjusted to fit more in the current edition of Blood Bowl. Enjoy!

0 – 16 Plague Monk 6 3 3 7 Frenzy, 70k G APSM
Foul Appearance

0 – 2 Thrower 7 3 3 7 Pass, 70k GP ASM
Sure Hands

0 – 2 Censer Bearer 4 7 3 7 Ball & Chain, 90k S GAPM
No Hands, Secret Weapon

0 – 8 Re-roll counters: 70,000 gold pieces each

Star Players available for Inducement: Fezglitch (80k), Skrag the Unclean (100k), Hakflem Skuttlespike (200k), Split Tendoncutter (230k), Headsplitter (340k)

CLAN MORS

Situated within the lowest reaches of Karak Eight Peaks lies the lair of Clan Mors. One of the more powerful warlord clans in the Skaven empire, they are renowned for having a large number of the black furred Stormvermin amongst their ranks. Together with combat-orientated training this has created a very offensive set of teams. They know how to hit their opponents and they know how to do so well. All that remains is an improvement to their passing game and the Clan Mors teams will become a force to be reckoned with in the open circuit of tournaments as well.



CLAN MOULDER

Hailing from the far north of the Skaven empire, Clan Moulder teams are best known for their extravagant mutations. Both in their effect on the field, as the sheer quantity of them. Since they are situated near the Chaos Wastes, the warpstone is most potent there, leading to many players growing additional legs, arms, heads, tails and so on. While this hasn't always led to starplayers, the teams are most certainly hilarious to follow, even if it's just for the on-pitch discussions between the two heads of a blocker that is about to be pummelled by an opposing Rat Ogre and as such, Clan Moulder teams always have a large fanbase that follows them around.



0 – 4 Skaven Slave	6 3 3 6 Stunty	40k G	APSM
0 – 12 Linerat	7 3 3 7	60k GS	APSM
0 – 2 Thrower	7 3 3 7 Pass, Sure Hands	70k GP	ASM
0 – 4 Stormvermin	7 3 3 8 Block	90k GS	APM
0 – 8 Re-roll counters: 60,000 gold pieces each			

Star Players available for Inducement: Slart Smashrip (140k), Glart Smashrip Jr. (200k), Hakflem Skuttlespike (200k), Skreet (210k), Split Tendoncutter (230k), Headsplitter (340k)

0-16 Linerat	7 3 3 7	60k GM	APSM
0- 2 Thrower	7 3 3 7 Pass, Sure Hands	70k GP	ASM
0- 2 Rat Ogre	6 5 2 8 Loner, Frenzy, MBlow, Tail, WAnimal	150k SM	GAPM
0-8 Re-roll counters: 60,000 gold pieces each			

Star Players available for Inducement: Shisk Four-Arms (130k), Rasta Tailspike (140k), Hakflem Skuttlespike (200k), Split Tendoncutter (230k), Headsplitter (340k)

CLAN ESHIN

From the east of Skavenblight, over the World Edge Mountains and beyond the Dark Lands lies the mystical nation of Cathay. It is here that Clan Eshin has its base of operations, having spied many centuries upon the warrior monks of Cathay to learn their martial arts and improve their agility towards the point of perfection. Their Gutter Runners have found a way into just about every team, though there are also many Clan Eshin teams that field a larger number of the runners together with apprentices from the clan that wish to improve their skills in swiftness. Where else to do that than on the brutal learning grounds that are the Blood Bowl pitch!



CLAN SKRYRE

Known as the engineering clan amongst the Skaven, the teams from Clan Skryre shine in the deployment of just about every secret weapon known to Skaven. While it leads to many players being sent off during a season, the fans love the players that have the dubious honour of carrying the weapons onto the pitch. Each time they do so, mayhem is assured, as explosions are a common occurrence in the matches of Clan Skryre teams, which their fans and those of their opponents love at all occasions.



0 – 12 Verminkin	7 3 3 7	60k GA PSM
0 – 2 Night Runner	8 3 3 7 Stab	80k GA PSM
0 – 6 Gutter Runner	9 2 4 7 Dodge	80k GA PSM
0 – 8 Re-roll counters: 60,000 gold pieces each		

Star Players available for Inducement: Shisk Four-Arms (130k), Skitter Stab-Stab (160k), Hakflem Skuttlespike (200k), Split Tendoncutter (230k), Headsplitter (340k)

0 – 16 Linerat	7 3 3 7	50k G APSPM
0 – 2 Thrower	7 3 3 7 Pass, Sure Hands	70k GP ASM
0 – 1 Marauda-Rat	7 3 3 7 Chainsaw, No Hands, Secret Weapon	60k G APSPM
0 – 1 Globadier	7 3 3 7 Bombardier, Secret Weapon	60k G APSPM
0 – 1 Jezzaillier	6 3 3 7 Hail Mary Pass, Pass, Secret Weapon	90k GP ASM
0 – 1 Pogoer	7 3 3 7 Leap, Dirty Player	90k G APSPM
0 – 1 Doomwheel	4 7 1 9 Loner, Break Tackle, Dirty Player, Juggernaut, Mighty Blow, No Hands, Secret Weapon, Stand Firm	140k S GAP
0 – 8 Re-roll counters: 60,000 gold pieces each		

Star Players available for Inducement: Breet Braingulper (110k), Skitter (120k), Hakflem Skuttlespike (200k), Split Tendoncutter (230k), Headsplitter (340k)

THE SKAVENBLIGHT CUP STARPLAYERS

NAME	TEAM/SKILLS	COST	MA	ST	AG	AV
Fezglitch	Clan Pestilens Loner, Ball & Chain, Disturbing Presence, Foul Appearance, No Hands, Secret Weapon	80,000	4	7	3	7
Skitter Stab-Stab	Clan Eshin Loner, Dodge, Prehensile Tail, Shadowing, Stab	160,000	9	2	4	7
Glart Smashrip Jr.	Clan Mors Loner, Block, Claw, Juggernaut	200,000	7	4	3	8
Hakflem Skuttlespike	All Skaven clans Loner, Dodge, Extra Arm, Prehensile Tail, Two Heads	200,000	9	3	4	7
Headsplitter	All Skaven clans Loner, Frenzy, Mighty Blow, Prehensile Tail	340,000	6	6	3	8
Skitter	Clan Skryre Loner, Sure Hands, Pass, Strong Arm, Accurate	120,000	7	3	3	7
Shisk Four-Arms	Clan Eshin , Clan Moulder Loner, Dodge, Catch, Extra Arm	130,000	9	2	4	7
Skrag the Unclean	Clan Pestilens Loner, Pro, Foul Appearance	100,000	7	3	3	7
Breet Braingulper	Clan Skryre Loner, Sure Hands, Pass, Accurate, Pro	110,000	7	3	3	7
Rasta Tailspike	Clan Moulder Loner, Catch, Extra Arm	140,000	8	3	3	7
Split Tendoncutter	All Skaven clans Loner, Block, Dodge, Leap, Pro, Sure Hands	230,000	8	3	3	9
Skreet	Clan Mors Loner, Block, Dodge, Leap, Guard	210,000	7	4	3	7
Slart Smashrip	Clan Mors Loner, Block, Claw	140,000	4	4	3	9

THE SKAVENBLIGHT CUP AWARDS

After each season, the Skavenblight Cup hands out its annual awards. Some of these are renowned within the empire of the Skaven, though some are a ticket towards the main Blood Bowl circuit, where players get the chance to shine in the (in)famous teams, such as the Skavenblight Skramblers, or the Warpstone Wanderers.

The Skavenblight Cup: 200,000 gold pieces to the winner, 100,000 gold pieces to the runner up and 20,000 gold pieces to the number 13 of the ranking.

The Skavenblight Cup MVP Award: Fan Favourite for one season for one player.

Hell Pit Herald 'Mutant-Monstrosity' Award: Pro for player with most mutations.

The Eshin Dagger Award: Dirty Player for the player with the most fouling casualties this season.

The Skavenblight Gazette 'Proper Skaven Play' Award: A free bribe per game for the whole of the next season to the team with the most sending offs throughout the season.



Grey Seer

C.L. Werner

by Matthew Lee

It has taken a long time, but finally the master race gets the novel it deserves. Mad chittering will issue forth from the very depths of the earth as *Grey Seer* is hungrily lapped up by the skaven masses. Thanquol's hour has arrived!

Grey Seer is written by C. L. Werner, who also wrote *Runefang* and *Mathias Thulmann Witch Hunter*, as well as the *Brunner the Bounty Hunter* trilogy. He is certainly a prolific writer in the Warhammer world setting, and an excellent choice to bring the life and schemes of *Grey Seer* Thanquol to the page.

The book revolves around an artefact from the Second Plague War of the skaven, a mysterious object called the Wormstone. Thought lost for hundreds of years, its sudden reappearance heralds intrigue, mystery and death in both the human city of Altdorf and the skaven stronghold Under-Altdorf.

Fresh from a series of misadventures, *Grey Seer* Thanquol is despatched by the Council of Thirteen to retrieve the Wormstone. It is believed to be a weapon of immense power, and the Council does not want it to fall into the wrong hands.

With it they believe the skaven could finally destroy the hated world above. Skaven domination is nigh!

With a plot that is pulled in many directions, thanks to the various parties after the Wormstone, *Grey Seer* is a thrilling read set on a backdrop of mystery and deception.

As a central character Thanquol is interesting and fallible enough to be a believable individual. While he has a skaven's disregard for his fellow rat, his internal monologue and logic really helps you to understand the skaven sensibility and morals. You get a good sense of what Thanquol is about, what motivates him and how he has managed to elude death so many times.

Don't be mistaken though, Thanquol is still one mean piece of work. A rat on a mission, he has no second thoughts about lying to, stealing from, or deceiving all he comes across. Ally and foe alike are butchered and destroyed, all for the glory of *Grey Seer* Thanquol.

The rest of the cast is an interesting mix of skaven and humans. In typical skaven fashion, there are multiple factions all vying for the Wormstone and baying for Thanquol's blood. The skaven from Under-Altdorf are an interesting collection of characters, and they give a pretty good insight into the layers of skaven society. Because of Under-Altdorf's close association with humans, they have picked up some human characteristics, and what Thanquol thinks of these almost heretical leanings gives a good impression of the skaven's overall view of humanity.

While the skaven characters include some of the high hitters in the Under-Empire, the humans are the dregs and criminals. Most of the action from the humans' perspective occurs with characters from and in the slums and docks of Altdorf. The men are almost all desperate criminals and lowly scum, meaning that they are nowhere near equipped and trained to deal with an attack by monsters that should not exist. They do have some help though, in the form of a mysterious stranger whose network of informants and servants stretches the entire city.

BOOK REVIEW

The Wormstone itself is a fascinating, and slightly scary, item that propels the story along. It is interesting that the main focus of the characters is not only a source of power, but also the bringer of almost certain death to any who possess it. But this doesn't stop everyone trying to take ownership of it.

The story is fairly easy to follow, but it is still an interesting tale of danger and death set in the Warhammer world. While there are multiple threads of intrigue it is all presented in a way that makes it easy to follow. The locations are interesting, and it is especially good to see the intricacies of the world beneath explored in more detail.

Overall *Grey Seer* is an enjoyable read. Those interested in skaven will be able to pull delicious titbits of the ratmen's culture and personalities from it that they can further use in their own projects. Everyone else will get an excellent novel that moves along at a good pace and is entertaining to read.

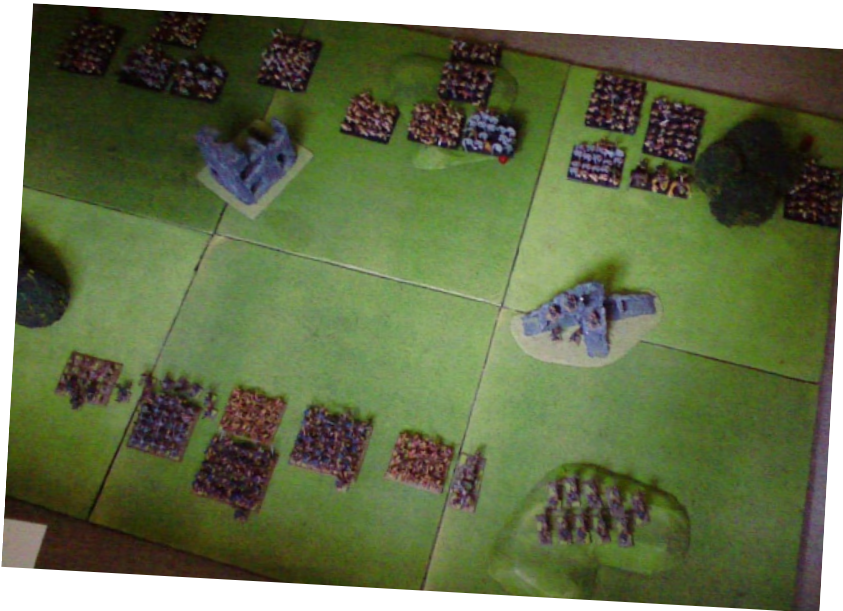
Somehow, though, I don't think this is the last we have seen of *Grey Seer* Thanquol.

UnderEmpire Get Together report

written by: *Skaven Lord Vinshqueek*
pictures by: *Bodacious, Warlord Stinkhair and Skaven Lord Vinshqueek*



The horde's all here!



For the third year in a row, the UnderEmpire.net community recently had its very own annual (European) Get Together. What once begun as an online joke on 'who of the community you would like to play against in real life' ended up as a week in Antwerpen (Belgium), where seven members from the Netherlands, Belgium, the United Kingdom and Canada met up with one another. The following year, the event moved towards Nottingham, the headquarters of all things Games Workshop. This year, however, saw a somewhat less occupied version of the Get Together, as some of the regular participants could not attend.

As such, the Get Together became somewhat more of a get together again, in comparison to the extremely well organized tournament of the previous year. Hosted at the house of Warlord Stinkhair (Bob) in Norwich (which the British kept pronouncing as Norrich, for some reason), the event was visited by Akai-Chan (Red), Underlord Burrows (Dan), Glod-Unbaraki (Oily), Tom (the house mate of Bob), Bodacious (Daan) and myself, Skaven Lord Vinshqueek (Vincent).

Having the date set usually somewhere during the last two weeks of August, the UE GT has so far had fairly good weather each year. Where the weather in Antwerpen allowed us to have a dinner of spaghetti in the garden and the weather in Nottingham somewhat forced us to enjoy the comfort of Bugman's Bar at some (very) rainy occasions, the weather in Norwich brought us mainly bright sun and humidity. As most of the gaming occurred indoors, this meant that curtains were closed before noon and windows being put wide open as long as the sun shone.

Both Bodacious and myself arrived on Saturday the 16th of August, after a boat trip from Hoek van Holland (the Netherlands) to Harwich (United Kingdom). In total, the whole trip took us about twelve to thirteen hours of which half was taken up by the ferry itself, but compared to the (long) train trip of the previous year, it was most certainly a lot more comfortable.

Still, arriving late in the evening, we were shortly introduced by Dan to dominating the world with the French in Total Empire, which shortly before had been installed on a newly built computer. The game would certainly make its presence known during the week with the various accents coming out of the speaker, commanding to charge, hold, or beat those that weren't French (or Swedish, later on).

As mentioned earlier, the Get Together had become less of a tournament than the previous year and more a set of loose games, including Xbox and Gamecube games. It became clear quite quickly that I was severely outclassed by some (read: just about everyone) in games like Halo or Monkeyball. Of course, the advantage of having multiple gamers in the group meant that enough controllers were present to ensure multiplayer games to run in which people got blown up in the most spectacular fashions possible. All in all, a way to keep everyone occupied for hours.

Of course, there was also some non-computer related gaming going on. Olly, Dan, Daan and myself managed to create a four-hour long, four-way Mordheim game in which the goal was to kill a Rat Giant (with thirteen wounds no less. Silly us.) surrounded by a group of twelve Rat Ogres, whom on various occasions just walked straight into stone walls. This game went on for quite some time, most of us were attempting to evade one another, though we eventually had to lock horns in order to attack the giant. Thanks to some very lucky dice rolls and a larger (then the rest of us) amount of slings, Dan managed to claim victory and run off with many experience points, not to mention a serious amount of loot.

To include even more of the Specialist Games, there was also a game of Blood Bowl between Olly and myself. I managed to bring my Underworld Creepers team (a mixture between Goblins and Skaven) onto the pitch, whereas Olly showed up with a Mercenaries team. All in all, luck was not on my side during the early few turns of the match, as my Warpstone Troll got killed during a block he was making. Of course, he failed to regenerate. Still, this wouldn't last, as I managed to claim a touchdown, soon after followed by more.

After a long match of all-out battling in order to gain the upper hand, the score ended up with 3-0 in my favour, whereas Olly had the favour on the casualty count with 2-1 (with both being pure kills, which he probably will find quite amusing to see me saying that)... At the same time, Bob and Daan were fighting a 2k game, which ended up as a draw that had about 160 points in Bob's favour.

In the evening, we decided to watch a movie. Our choice ended up with Flash (A-haaaaaaaaaaaaaa) Gordon, the old 80s movie which people might recall from the Queen song and Briaaaaaaaaan (Gordon's alive?) Blesseeeeeed. It was brilliant fun to watch the outdated special effects, the strange fight scenes (taking down guards with a ball. Pure brilliance!) and the larger than life characters. In general, moments like this make it quite fun to have a somewhat less Warhammer battle orientated week, as it gives you the time to hang out and laugh with movies that you really, REALLY don't see that often on TV any more.

Along with that, we also began our own version of Mythbusters, as during the week a few things became quite apparent. Clan Skryre weaponry is very prone to misfiring when playing against Daan, and myself still not having lost a single game of Blood Bowl during the UE GT. We are still gathering more myths to test, but all in all, another annual activity in the making.

We've also had two multiplayer games. The first one was a four-way thousand points battle with each army having to collect a single objective and be the first off the board to win the battle. Both myself and Underlord Burrows managed to confirm the UnderEmpire myth that Clan Skryre warriors and equipment are very prone to misfiring and showing spectacular ways of exploding, as both our Warlock Engineers blew themselves up, with various other Skryre tools following their lead. Underlord Burrows eventually won the game, as a lucky shot destroyed the unit of Rat Ogres guarding his objective and let him escape from the board with his prize..

The main game of the week however, continued the story line set at the megabattle of the UE GT in Nottingham. During that battle, a renegade clan was after various carts with warpstone, wishing to use those in order to gain power, much to the annoyance of the Council of Thirteen. They eventually dispatched Clan Mors (with Warlord Queek Head-Taker as the one in overall command) to destroy the rebels. While the fight was quite close for a long time, a final push eventually gave the rebels enough carts to win them the battle, not only to the annoyance of the Council, but also of the players fighting for their cause.



Where's the cheese?



Bloodbowl in full swing.

Now Bodacious was one of those that fought for the rebels and we devised a new megabattle where his army (4000 points) would be in the middle of the field on a massive hill, with four armies of 2000 points each (two from the rebel camp, going after Daan's army for claiming so many warpstone carts and two from the Council's forces for obvious reasons) against him. The goal for each player was to end up with two of the four deployed objectives.

In the beginning, when some of us still felt a bit of pity for Daan having to face off against double the amount of points of his own army, progress towards the centre went somewhat slow and we were taking potshots against not only Daan, but our 'allies' as well. Of course, this didn't go on indefinitely, and after turn three units began to reach Daan's lines. We noticed that in some cases his not fully depleted units were tougher than expected (standing on a hill, while making yourself a very easy target, does have its advantages). So, all hell quickly broke loose, as we were trying to bring down Daan's army, while at the same time trying to outmanoeuvre the other armies coming our way. Unique moments such as a Vermin Lord being vanquished in combat, or Tunnel Runners going through various units due to well-placed rear charges occurred one after the other.

Eventually, the game ended a little after midnight (when we already were going on for about ten hours), when yours truly foolishly charged into the flank of a Stormvermin unit (carrying an objective), which won the combat and ran into Daan's Clanrats. As such, being the last turn, Daan did the 'honourable thing' (and he's a Skaven?), letting his Stormvermin (then carrying two objectives) flee and leaving the objectives out in the open where everyone could just not fully reach it, letting no one truly win the game.

The final 'main' game of the week was an evening of Paranoia, an RPG from Mongoose Publishing. In this game, we were all clones working for Friend Computer, trying to fulfill personal goals while carrying out missions given to us by Friend Computer. Various things occurred during the game, such as Red blowing up a nuclear reactor, Bob driving hovercrafts into oblivion and Olly setting off house-sized war robots. All in all, a brilliant game with lots of laughs and most certainly one that is advised to all.

So, after a very relaxing week, all of us went home again. I would personally like to thank Bob for hosting the event and being a good cook to all of us. Where next year will take us all, no one knows, but it will certainly be visited by a fair few of us again!



The Mega Battle.



Skaven Lord Vinshqueek, Underlord Burrows and Warlord Stinkhair.



A skavens view of the Mega Battle.



The Underdark Campaign

presented by THE UNDEREMPIRE FORUM



This is the Dark lands, that barren and blasted desolation that lies east of the World's Edge. Few things can live here; the land is dead and haunted, polluted with tar and ash, tainted by chaos. The greenskin tribes, the chaos dwarves, skaven, ogres, beastmen and worse things even, many dark creatures make this place their home.

If it could be called a home. Barren it is, yes, and desolate. You won't see much out here, and be thankful that you don't. But underneath our feet, deep beneath the rock and sand, things are rising to a fever pitch. You wouldn't know it by what you see here on the surface, but it's pandemonium down there.

Armies mobilising, forges ringing with hammer blows. Something has stirred the skaven to a frenzy, and even amongst the hordes you'd see many warriors of other races come to join the fray. Something's gotten them all worked up. Word on the wind is that it's warpstone, more warpstone than has ever been found in one place for many centuries.

But that can't be all, can it? Warpstone may be what it is, but it's still just warpstone. The way things are going, this is a emnity that runs deep and a war that is long overdue.

And it's beginning now.

The UnderDark Campaign is the underempire.net's latest campaign, and our second after the epic Civil War campaign, which ran for just over two years. Set in the underground tunnels beneath the Dark Lands, the campaign is a tangled political tale of warring generals striving for supremacy over enemy and ally alike. Bringing them to this battlefield is the rumour of an untold hoard of warpstone, but that is only the beginning.

Unlike most forum campaigns which run for a set number of intense and excitement-filled months, the UnderDark Campaign is a slower-paced game that will run indefinitely for a year or two, with each turn lasting 2 weeks. This way, players can immerse themselves in the backstory and gradually develop their game characters, and also even the most casual players will have ample time to plot their moves, negotiate with allies and enemies, and write their tales of conquest. Not much is needed to participate besides a working knowledge of the rules; players are not required to sign up as the army race they own or even to play games on a regular basis.

While the campaign is largely driven by the fight for wealth and territory, this is a skaven campaign after all, so the plotting and politics of skaven culture has to be very much a part of the game. The UnderDark Campaign also includes mechanisms to encourage backstabbing, sabotage, trodding on underlings and treachery: with four factions (for now) and the loosest of allegiances, as much of the war will occur in secret talks and around negotiation tables, as it will occur on the actual field of battle.

With its uniquely convoluted system and indepth story, the UnderDark Campaign promises that you will be fighting a war as has never been fought before.

Visit underempire.net to learn the rules and sign up today.

Diary of a Mordheim Warband

by Morgoth

Writing. What a waste. Swords and Throwing Stars are my tools of trade, not feather and ink. But the Nightlord has ordered me to keep tracks of my progress. Maybe others can save some errors, he said. Like I make errors. Bah.

Right-well. Let me start by presenting my crew.

In front (since we are just posing to look good and not in combat) myself, Assassin Adept Chi-May, in highest fashion of black with a deadly set of Weeping Blades. Sadly I was not allowed to bring them to Mordheim, as the Weaponmaster wanted to save them for a more experienced adept. Pah! Instead I have two mundane swords and throwing stars, for striking at distance.

Next to me is Grolsh, the sorcerer. He is armed with a sword and also has a sling. He is not supposed to get into too much combat. Still, an occasional stone can be worth a lot. His magic staff looks unevenly balanced, but strangely he carries it as if it weighs less than the brain of a Giant Rat.



On my other flank we have Leffe. A Black Skaven I expect a lot from. Wielding a sword and throwing stars, I hope he quickly gains some skills. This goes too for his albino brother standing next to Grolsh. Bino carries fighting claws and is shaping up to become a close combat monster.

The two behind Bino, packing slings, are our rookie Nightrunners, Orval and Achel. They each have a sword too, in case they see paw-to-hand action. I prefer them to back off a bit for starters. They need to survive in order to learn some valuable skills.

The last three fools are 'The Weepers', a unit of Verminkin with swords and clubs. Yes they have names, but who cares what they are? Let's see them survive first, and if one should show talent, then I might learn his name.

Three Giant Rats forming 'The Squeekers' will round off the team, but they had not been delivered from training at the time of the picture.

Hard Facts

Following are my reasons why I have taken what I have in this 500gc starter team. I am definitely an inexperienced player, so by no means take this as the true one path to glory in the City of the Damned.

Assassin Adept w/ 2 swords, throwing stars

Eshin Sorcerer w/ sword, sling

Black Skaven w/ sword, throwing stars

Black Skaven w/ fighting claws

Night Runner w/ sword, sling

Night Runner w/ sword, sling

3 Verminkin with sword and club

3 Giant Rats

I started off with the main character, one Assassin Adept. Of course, I equipped him with Weeping Blades. Later I had to alter this due to the high cost, and the fact that besides having the poison ability, Weeping Blades are not superior to two swords.

Then I maxed out on the amount of allowed heroes, as the team is meant to grow in experience. If I should play a one-off game, the Nightrunners actually have lesser stats compared to Verminkin, so two henchmen will be a better choice for those sorts of games.

I also took some ranged equipment, as skaven like to fight without getting themselves into too much danger. Then again I do not want a 'Sling line' warband, just attacking from a safe distance. So the first group of Verminkin only have close combat weapons.

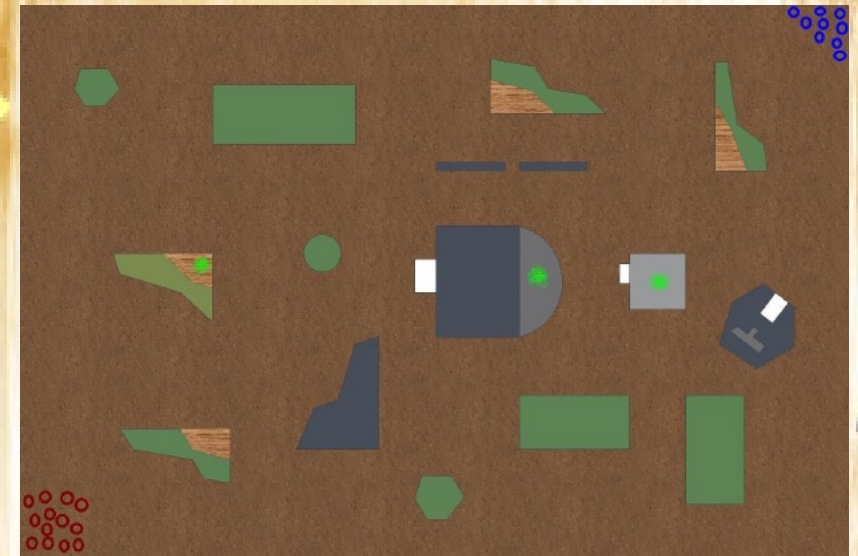
One of the Black Skaven has fighting claws because they allow safer climbing, and are cool and in character. I like the idea of letting the heroes specialise in various skill sets. Some in ranged warfare, some in sneaking around and others in close combat.

I dislike the standard dagger, as they give opponents +1 in armour, so it is swords for all who can carry them. Some players would probably just buy an additional cheap weapon, like a club, and go for many Verminkin and the good old Strength in Numbers tactic.

Again, I chose another path. Some Giant Rats were, after consideration, bought mainly as fodder and living shields for the advancing heroes. And they are fast too.

Another special thing about Mordheim. Although a group of henchmen has to evolve together, they still don't have to work as one unit in game. So using them spread out I can make three packs, each with a Verminkin and a Giant Rat as expendables to protect my heroes.

What of armour? It is generally considered not worth it, at least for skaven. Later when the gold starts rolling in some might get a shield to protect against arrows, but usually I will count on charging from the shadows. Therefore, more attacks are better than protection, in order to beat down enemies before they strike back. A helmet could also come in handy, as it gives you 50% chance of treating a stunned as knocked down.



Map Key

Brown: Ground

Green: Ground floor of houses, wells, small ruins

Wood: 2nd floor

Gray: Higher level buildings. Lighter is higher

White: Stairs

So, for the first time, I brought my team into the Damned City. In the dusk we discovered some faint glowing from the remains of a house, in a temple of some kind, and also on top of a surprisingly intact tower. Then it turned out that the only spell Grolsh had actually mastered was summoning of Giant Rats.

No Warpfire, no Black Fury. And the fool only brought forth one rat. Sheepishly he told me that it brought our numbers up to thirteen. That had to be a good sign! I still remained skeptical.

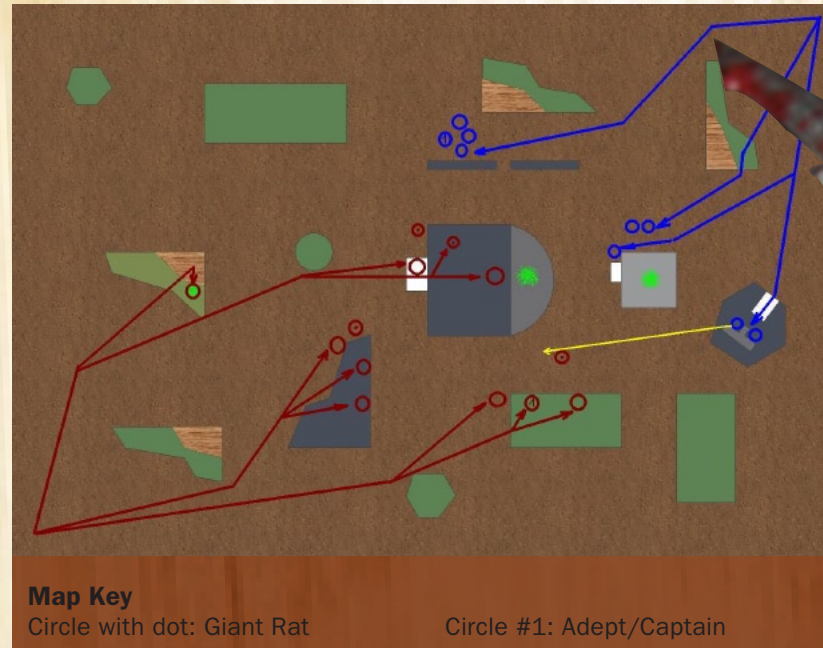
We spread out into three teams, each with a Giant Rat and a Verminkin for fodder, and advanced toward the glowing. Leffe & Achel went north, directly towards a glow on the second floor of a building. Grolsh & Orval went towards what looked like a good firing spot covering the temple and a square. Finally myself and Bino advanced east, keeping in cover.

Movement was detected from the north-east. Man-things!

Achel easily climbed up and collected his loot, while Grolsh had difficulties ascending to his intended position. Leffe and his Giant Rat, along with the one who didn't climb up with Orval, went for the temple. A Verminkin hid behind the well. My brothers and I kept in cover, while my first lesson sank in. Verminkin and sorcerers are slow. Not as slow as man-things, but the idea of having three fast teams needs reconsidering. As we scouted, a crossbow bolt suddenly whizzed just past the Giant Rat in front of me. We were discovered.

A blue-clad man-thing tried to climb up behind a stair to the entrance of the tower, but failed. Too bad he didn't come out in the open, as my stars longed to draw blood. Further to the north we saw several shadows on their way to the temple, and I signalled back a warning.

Achel proudly descended with his taking while Leffe quickly entered the temple, aiming for the glowing item on a tall alter. A Giant Rat covered the northern hole in the wall, while the panting Verminkin had only reached the stairway. Orval and Grolsh positioned themselves, peeking out what remained of a window. The Verminkin accompanying them, along with the Giant Rat, joined those in the temple. They hid behind some bricks, as the stench and noise of humans became stronger.



Bino, ducking in and out of the shadows, ran underneath some strange ruins, the direction where the bolt had been fired from. I stayed in the ruin just south of the tower, while the Giant Rat watched the tower stairs. Unfortunately two humans appeared from around the corner, engaging the Giant Rat and easily taking it out. This allowed a human, carrying a bow, to enter the tower. Bino and one of the Verminkin charged the remaining two man-thing so suddenly that the nearby crossbowmen didn't have a chance to fire.

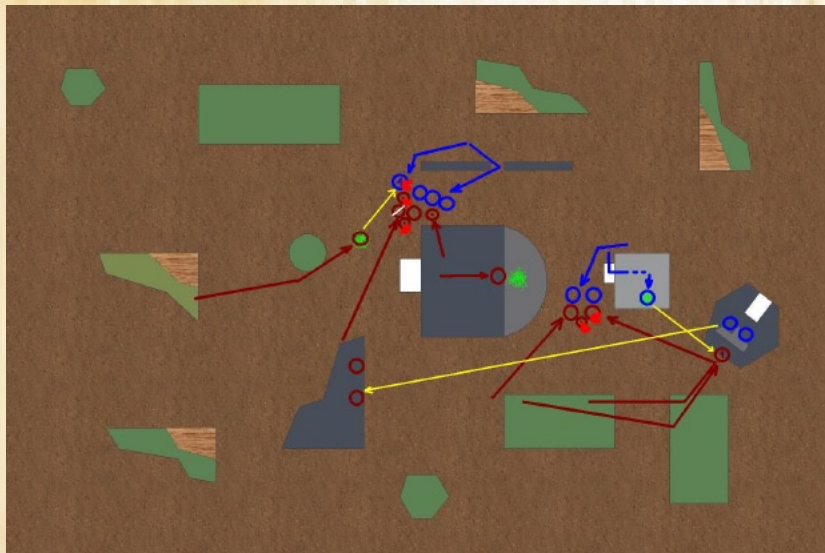
With glee, Bino knocked down one of them. I took over Bino's spot at the ruin, but couldn't find a safe way to sneak-surprise the crossbowmen.

At the temple, three man-things and a fool wearing a fancy hat and pistols left their cover and began fighting the adepts at the entrance. By the way the fool was ordering the others about he was obviously a Captain of some kind. Stupid humans, making themselves such obvious targets with their ridiculous flamboyance.

A Verminkin was stunned, and the summoned Giant Rat was killed right away. So much for magic. While Leffe failed to reach the warpstone, his Giant Rat made an impressive jump out of the hole and entered the fray. In a stroke of luck the Giant Rat saved the stunned skaven from being killed outright as he lay motionless on the ground. Achel now took cover behind the well. That idiot should have escaped with his catch instead.

Again Leffe failed to climb. Moron. Achel advanced as the captain raised his pistol, slinging a stone with precision. Smack. In a spray of blood, the Captain was taken out of action. Alas, that was almost the only thing going well. Another supporting rat got taken out, and the knocked down champion at the tower picked himself up. Surprisingly, Bino failed to take him down again. The champion did not waste his chance, and to my horror my expensive Black Skaven was hit in the head with a great weapon. The bowman had made it to the top of the tower, pocketing the prize. Somehow, he spotted me. Bah! I was far away, and in cover. Or so I thought.

Suddenly my head was pulled backwards as an arrow ripped through my hood. That was too close.



Grolsh shouted something and I saw him wave a box of some kind. He must have found it in the ruin. A bolt embedded itself in the wall right next to the sorcerer, and the bowman shouted to his fellow man-things while pointing at me. That did it.

“RETREAT” I yelled, tactically deploying smoke bombs to cover our escape. We managed to pick up Bino and drag him along with us. Back at the temple, the humans were useless without their fancy-hat Captain to lead them. This allowed all the Verminkin to escape safely too.

At a safe distance I calculated our gains and losses. The warpstone would be a nice reward, giving us the possibility to get equipment and reinforcements. The box contained a brace of fine duelling pistols. Too bad none of us know how to use them. Yet, I was impressed by Achel. He collected the warpstone and knocked down the man-leader. And he has only been under my wise command and skilled training for a few days. Bino is going to need some time to recover, and will have to be left behind during the two next raids. Apart from one Giant Rat, none from the team was killed or maimed. All thanks to my perfectly timed, clever tactical retreat.

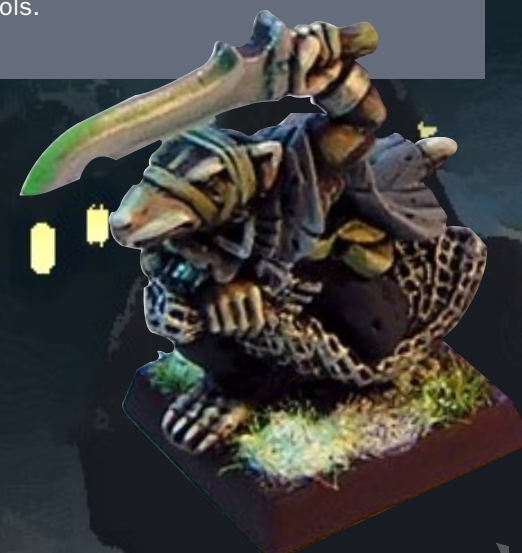
Game lost, due to failing a rout test. When 25% of team is Out Of Action, you must roll 2d6 at the start of any remaining turn. If the roll is higher than the leader's Leadership, then test is failed, and you run for it. This means, game lost.

Experience : +1 for all surviving heroes or henchmen groups. Giant Rats are animals and do not gain experience. Achel got additional +1 for taking 1 enemy Out of Action and +1 for grabbing a shard of warpstone. This gave Achel an Advance Roll, which resulted in +1I.

Income: 1d6 for each surviving hero +1 more if I had won. If a double, triple etc. is rolled, an unusual item is found. This is how I found the duelling pistols.

Selling warpstone (two for above dice rolls and one found) yielded 60gc. This is also determined by the number of warriors in warband. I spent the income on two Verminkin with clubs and slings, bought slings for Chi-May and Leffe, and got clubs for the two Nighrunners.

I have to admit that the limited range of the throwing stars resulted in me not using them in this game. In Mordheim, skaven cannot shoot into combat. So now I have seven slings in a warband of thirteen (twelve, while Bino recovers). That is one more than half of the team, so I actually have one more than I aimed for. I must get more fodder.



The Fall of Clan Mawrl

by Clanlord Trask



During the Skaven Civil War the mighty Clan Pestilens bestowed a gift upon one of their supporter clans, Clan Mawrl. The Wormstone was said to be a powerful weapon, and Clan Mawrl gladly accepted the favour.

Clan Mawrl's greatest opponent was the local faction of Clan Skryre. For years they had battled in the tunnels beneath Altdorf, locked in a desperate struggle to command the resources from the city above. This new weapon would surely tip things in their favour!

Hearing of this Clan Skryre quickly mobilised, putting all their might into a push towards the centre of Clan Mawrl territory. If they could destroy the central command, then the rest of the clan would quickly fall.

It was a gamble, but Clan Mawrl's new found power had left them cocky. Clan Skryre's intense attack took the clan by surprise, and a large number of enemy troops made it through to the centre of Clan Mawrl's warrens.

As Clan Mawrl scramble to escape the assault with their prize, Clan Skryre readies one of its terrible weapons of destruction.

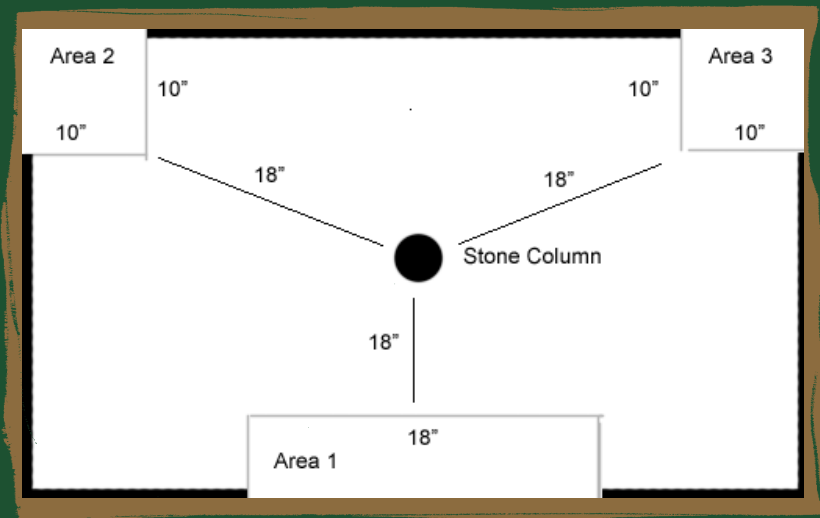
Armies

Both armies are chosen from the *Warhammer Armies: Skaven* book. Around 2000 points in size is recommended. One player takes command of Clan Mawrl, and the other takes command of Clan Skryre.

Clan Mawrl must take at least one unit of Plague Monks, and cannot take Warlock Engineers, Weapon Teams, Globadiers or Jezzails.

Clan Skryre must take at least one Warlock Engineer, and cannot take Plague Priests, Plague Monks, Plague Censers, or Plague Rat Swarms.

Neither side can take Assassins, Warplightning Cannons or Special Characters. Clan Eshin is keeping their hard hitters away from such a delicate operation, while Warplightning Cannons have not yet been invented.



Battlefield

The battlefield is inside a large cavern that acts as Clan Mawrl's main den. There are three deployment zones, two along one long board edge and one along the other (see deployment illustration). The rest of the board edges count as Impassable Terrain. In the centre of the battlefield is a stone column.

Deployment

- 1) Clan Skryre can keep up to 1/3 of the army aside to deploy in Area 2 or 3. The rest of the army is deployed in Area 1. The ranked unit nominated by the Clan Skryre player to carry the Bomb is also deployed in Area 1.

- 2) One of Clan Mawrl's ranked units is nominated by the Clan Mawrl player to start the game with the Wormstone. The Clan Mawrl unit carrying the Wormstone is deployed 1" from the central column.
- 3) The players dice off to see who deploys next. Whoever rolls highest may choose to deploy in Area 2 or 3, and can then choose to deploy before or after their opponent.

Who goes first?

The player who lost the deployment area dice off can choose who goes first.

Length of Game

The battle lasts six turns or until one player achieves their objective.

Special Rules

Wormstone: The Wormstone grants the unit that possess it Poison Attacks, Stubborn and Immune to Psychology. The unit cannot march with the Wormstone, but it can charge. The Wormstone can be dropped during the movement phase allowing the unit to move freely again. Any unit that moves through the Wormstone picks it up, which means they can no longer march move from that point on. Units carrying the Wormstone drop it when they flee. Units pursuing units who held the Wormstone, or pursue through the Wormstone, do not pick it up. At the beginning of each turn the unit carrying The Wormstone suffers D6 S3 wounds with no armour saves. Any unit who no longer holds the Wormstone suffers D3 S3 wounds with no armour save per turn. Distribute hits as if it were shooting.

Bomb: The unit carrying the Bomb cannot march, but can charge as normal. The Bomb can be dropped during the movement phase allowing the unit to move freely again. Any unit that moves through the Bomb picks it up, which means they can no longer march move from that point on. Units carrying the Bomb drop it when they flee. Units pursuing units who held the Bomb, or pursue through the Bomb, do not pick it up. A unit can plant the bomb by standing within 1" of the stone column for a whole turn and neither moving nor attacking. At the beginning of each subsequent turn roll a D6. On a 4+ the bomb has exploded.

Victory Conditions

If a Clan Mawrl unit carrying the Wormstone moves off any board edge, Clan Mawrl wins the game. If the Bomb is successfully planted and explodes, Clan Skryre wins the game. Any other result is a draw.



THE HORNED ONE FINDS WORK FOR IDLE HANDS BY PINAPPLE SKITTER

I'm a great fan of GW models, and have a great time assembling skaven in a variety of threatening poses, ready to slaughter all before them! However, I don't like metal models as their positions are fixed and there's no posing involved. When it came time to put together my Plague Censer Bearers I decided that, rather than buy blister packs, I'd build them myself and walk anyone who is interested through the process.

STEP 1

Background and rules

Before you start cutting things up, it's important to check what the unit you are converting is supposed to be armed with, so your conversions are representative of the weaponry used. For Plague Monks the important points are that they are skaven, they have no armour, they are frenzied and possessed by hatred and they wield a giant, two-handed plague censer.



STEP 2

Visualisation

Try and picture the model in your head. When I think of a Plague Censer Bearer I picture a rabid rat running forwards while frothing at the mouth. He has both hands wrapped around a weapon that most humans would struggle to wield and is about to lay some serious smack-down with it.

Bearing this in mind, I decided to use the Plague Monk body as the base, while the flail that comes with the monk sprue makes a great head to a plague censer. Unfortunately the flail is one handed so. That would need to be altered...



STEP 3

Choosing parts

Now you have to decide what bits to use in your conversion. After visualisation I had decided on a Plague Monk body and using the flail as a censer, but I needed a two-handed weapon to affix it to. I was assembling some Nightrunners when I

noticed the two-handed spiked cudgel and realised they would look pretty cool as the censer handle. Only an insane member of Clan Pestilens would wield a weapon that consisted of a heavy grip that's chained to a spiked piece of wood, that's chained to a large metal ball, that spews poisonous gas into the surrounding air.



STEP 4 Chop-shop time

This part is the hardest the first time. I'm always careful with things I own and there is an innate wrongness with dismembering a finely crafted weapon to complete a conversion.

In this stage you have to decide what parts to lop off the original model to make the new bits fit together. I removed the flail's shaft so that only the head, chain and the plastic attached to the other end of the chain were left.

I also shaved off parts of the monk's robes where they overhung the shoulders so that

the arms could be attached pointing upwards. Thankfully that was the only work needed to allow everything to fit together. When you come to convert something, make sure that when two pieces are joined they have a flat edge so there's no gap.

STEP 5 Assembly and cleaning

Assemble the model, and then use Greenstuff on any cracks. I glued the monk body to the base and, while the glue dried, glued the flail to the cudgel. Once dry I glued the arm that held the flail to the body and attached the head. After the

glue was almost dry (but weak enough that I could reposition the arm if it didn't reach) I stuck the supporting arm in place.

STEP 6 Celebrate!

Your model is complete! Well, almost. Last you'll base your model and paint it. I fail at painting, sadly. However, I hear that there's a handy publication called Skavenblight Gazette that may be able to help me with that. If only I could find it...

Anyway, congratulations, as you're model is assembled! Now to get back to assembling those rank and file Clanrats.

OTHER PROJECTS

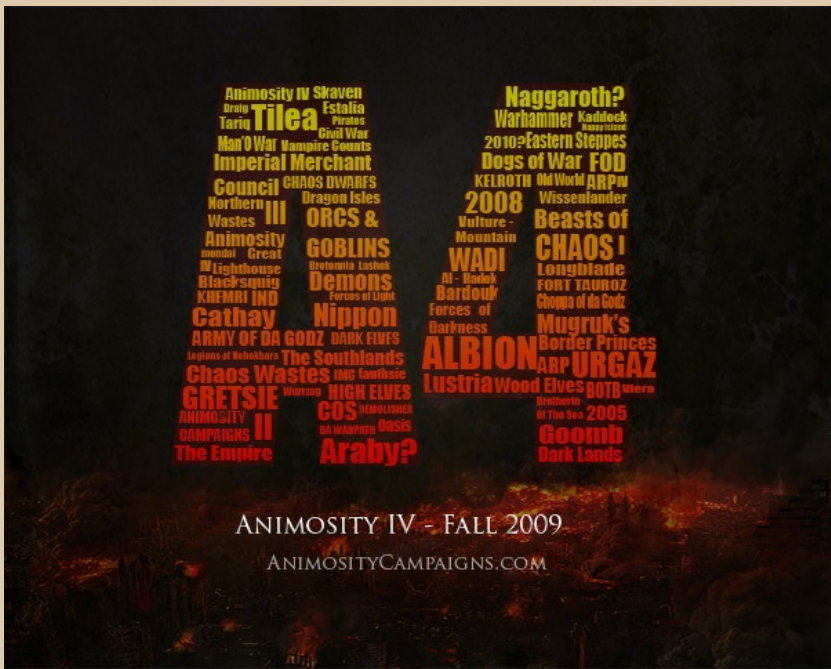


These are the Jezzails that I am currently working on. The arms and rifles are taken from the kroot sprue and attached to Nighrunner bodies. I cleaned and sliced apart a plastic butter tub, glued two pieces together, and used this to make the pavises. Each pavise was cut into an appropriate shape, and skaven runes also cut from the butter tub were added.



I like the Rat Ogre models, and I needed another Ratling Gun. Thus the 'Ratling Ogre Gun' was born. The right arm is the Rat Ogre mini-warfire thrower arm with the addition of a tau burst cannon and kroot rifles.

I hope I've given you something to think about, and please, post anything you make online!



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the UnderEmpire forum presents

The Underdark Campaign

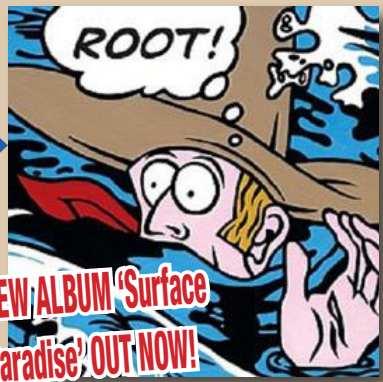
Join a faction and fight for the spoils! Make a name for yourself and enter the annals of skaven history.

SPECIAL THANKS

This issue was made possible thanks to coffee, determination and Roots new album *Surface Paradise*.

Check out the latest and hottest garage punk poet band in the world today.

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Inane Courage
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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.