

# SKAVENBLIGHT

Issue 14

gazette



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## Issue 14

# g a z e t t e

### Skavenblight Gazette

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All complainers will be fed to the Mutant Rat Ogre.

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## Voices from the dark

So disgusting!

That was the typical response I used to get when I showed off my rats. I bred and raised domesticated rats for several years, before I discovered an even better rat-centric hobby. I found, as did most members of the various rat fan clubs out there, that, in a field dominated by cats and dogs, and populated by spiders and lizards, the rat still faced a significant disadvantage in becoming an acceptable pet.

Even despite the many attempts by rat breeders to legitimize our furry friends, the knee-jerk response, particularly in the west, remained one of revulsion where rats were concerned. So prevalent was this attitude, that rat "fan clubs" eventually attempted to rename the domestic rat a "raffin" in order to escape the stigma of the word "rat". Of course, that move largely failed.

The rat has long been a symbol of plague, want, and ruination to mankind, and for good reason. After all, some of the most basic instincts of the rat conflict with humans' way of life and can be quite destructive. Rats destroy food supplies, gnaw on the foundations of homes, and spread disease in their wakes, and for no more reason than simple survival.

Little wonder, then, that adding all the worst of human malevolence to the wretched symbolism of the rat has given us such villainous little buggers known as Skaven. A rat will sneak around and scare you to death, chew up your furniture, and defecate on your fine china. A Skaven will do all of the above, plus hit you in the face with a censer full of plague fumes. That's disgusting on a whole new level.

This issue of Skavenblight Gazette draws upon the close association of rats with plague, personified, of course, by the plague disciples of Clan Pestilens. We have recipes for your plague priest's kitchen, advice and how-to's on spreading malady to each and every man-thing who stands against you, and more! So get out your cauldrons, double-double the toil and trouble, get your pox on, and enjoy, my dear raffins.

*Skwervo*

*Editor, Skavenblight Gazette*

# Ask Seer Squeek

by Seer Squeek

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

Oh Great and Almighty Seer,

I'm here to humbly submit my question to you. In my few battles, I've noticed that every opponent has its distinguished flavour. May I ask you which is the race that you prefer to eat and how do you cook them?

Would-be Cook, Ramage

**Dear Masterchef-Apprentice,**

**When you reach an age that spans various Skaven generations, it is important to start eating healthier. Not that I eat any less, but at my age, I prefer not to have my stomach taking several days to digest what I've eaten, since the release of gas (and I can assure you that it's not a smart thing to do with clan Skryre engineers nearby, blasted globadier-nutters) is the least of your trouble.**

**So, since several years now, my favour goes out to the pointy-eared things from the woods near those horse-riding man-things. Although there is less meat to suckle from the bones, it improves your fibre-intake and the amount of trees nearby are very useful when starting the cooking process.**

**As for the cooking process, this generally depends on several factors. If the battle went quickly and there still is plenty of time until the moon cycle commences, I prefer to simply cut the dead up and cook them. Add in roots and you have a very good stew, which can be handed out to... well, generally that I still need on the return to the underways.**

**Should the time to the moon cycle be limited, a barbecue tends to be a very good option. A metal mesh over a big fire. The only down side to this is the limited amount of food this generates, compared to the stew. Then again, when the food stock is limited, some of the wounded Skaven will suffice just as easy. After all, the less to food, the more for me.**

**Always the Masterchef-Maestro,  
Seer Squeek**

Yesss...

So, I've got a question:

Is there anywhere on the forums where we are meant to discuss rules?

Most people seem to put rules questions in the tactics tunnel.

It would be nice, if you answered to a simple Clanrat like me...

**Dear Simpleton,**

**When the day comes that the Skaven masses start to discuss the rules set to them by the Council of Thirteen, riots begin, chaos reigns and madness descends. Up will become down, dark will become light. Even while I am intrigued by a good riot (and, eventually, looting) from time to time, the rules are not something you discuss...**

**... Now if you have questions about the rules, what they mean for you, then the UnderEmpire forums have various locations to do so. A good place to start tends to be the General Skaven Discussion subforum. However, for questions regarding rules related to one of the major Skaven clans, there are also the clan-specific forums. Luckily, the forum also has some very useful moderators, whom -should the question better be placed elsewhere- will move your thread to the more appropriate location.**

**Has absolutely no dagger in his back to be so promotion-like,**

**Seer Squeek**

# DISEASE TRANSMISSION

Transcribed by Skwervo



*What follows is a presentation given to members of The Council of Thirteen, as well as a select few other important Skaven, by the noted plague-chemist Father Bubo.*

If it pleases the great and terrible ones here, I, Father Bubo, humble servant-priest of His Unholiness, bring to you the teachings that were handed down to me, that you may also know the ways of sickness, disease, and plague. Many are the ways in which the furless ones may be infected. Here I squeak-speak of some of the most effective methods of exposing the man-things.

Let me start with what you are probably most familiar with. Militant members of Clan Pestilens prefer to transmit their diseases through direct contact, strike-smashing the enemy with infected flails or slash-stabbing them with envenomed blades. These tactics work well, for even a single infection can spread across an entire town, while the man-things will not find out until it is too late for them.

Ah yes, once a single creature is infected, it may transmit the sickness to its nest-home, where it will spread. This is made especially effective because many of the surface-dwellers like to touch one another, even pressing their lips together in mating rituals! This kind of contact can help spread a disease far and wide, with little effort.

Of course, not every rat would be brave-foolish enough to get so close to an enemy. Some prefer-use far subtler methods. In this case, the means of transmission must be indirect, such as by spreading diseased filth on door-knobs, tables, beds, and chairs. Especially devious rats have been known to infect washrooms and wash tubs.

Of course, anything that the victim puts in its mouth or body is absorbed that much faster, making cups, dishes, tools for eating, or even medical items excellent targets. Of course younglings are easiest to infect, so sprinkling a bit of disease on their toys is an excellent method of exposure.



Once you have infected a target, the right plague formula can rapidly spread among its nest-siblings. If a sickened creature coughs or sneezes, the spittle that is ejected can contact the eyes, nose, or mouth of those foolish enough to tend to it, infecting them.

Unfortunately this method of transmission does not last long, as the spittle falls to the ground soon after. However, be aware of man-things who have come across this method before. Some have learned to defend themselves by putting masks over their faces and goggles on their eyes. Some especially sneaky fleshy-things have learned to clean their hands in water and chemicals in order to resist-stop infection. Bah!

Perhaps the most subtle method of transmission, which many call “fecal-oral”, involves introducing disease into the digestive system of a target. Of course contaminating food or water supplies works best here, as this may spread the disease among an entire population, provided they are not dead-things. Depending on the effectiveness of their waste treatment, this method can spread quickly, and may even infect the fish that some rely on for food, making them carriers of the disease. Ha! Now the filthy man-things must choose to either die of starvation or die from disease!

Now I come to the best way to infect many man-things. This I have heard called the “vector-borne” method. It involves blessing animals or other creatures with a disease and then sending them forth into a population where they, or the fleas and ticks that they carry, can quickly infect an entire city.



Of course animals with sharp teeth, like dogs and the blessed rats, can transmit through a bite. But the smaller, subtler creatures that they carry—fleas and ticks—often provide a secondary means of keeping a plague alive. Once a population learns of the infected animal, they will always kill-kill it. However, the parasites that lived on it will go in search of a new host, who they will infect. And so it starts all over again! This can even work on man-things, as many of them, once infected, can carry illness to new populations. I know of a Plague Priest who blesses groups of man-things called “flagellants”. They regularly travel the man-thing lands, leaving their blood behind to infect wherever they went.

My prayer is that you use this information well, and that you will send all glory to the Great Horned Rat (I do accept-require donations)!



# BUILDING AN ARMY

by Brad

One of the most commonly asked questions on wargaming forums web-wide is “where should I start with my new army?” Of course there is no single way to answer this question, but here we will explore one of the many methods available. As an example I will use the Skaven army I am currently putting together to run through the process I use for building an army from the very beginning.

Given that army building is a rather personal process I will first run through the prime reasons I have for building this army. I have been interested in collecting a Skaven army for a long time, but a lack of time, dedication to other projects and a break from Warhammer at the start of 8th edition delayed this until recently. My main opponent for the last 20 years or so is a Skaven enthusiast, and so collecting an army of rats myself seemed redundant.

The current form of his Skaven army is themed around a technologically advanced clan with lots of experimental weaponry and conversions to make the standard models appear high tech. Very cool, and there is a chance you may have seen it online or in these very pages. I now reside almost exactly on the other side of the world as my long time foe and so now seems a good time to finally give the Skaven a go.

I would still like to do things a bit differently than him, and partially for this reason I have decided to theme my force around a long isolated and semi-backwards clan. Also, I simply like a lot of the models that are themed around this idea. I will expand on the ideas behind the theme a little later in the article and hopefully show what effect it has on the decision making progress when I go about building an army.

Now that the primary drives for building the army are out of the way it is time to run through a few secondary considerations. I like to have a plan of the ‘final’ army I want, and build to that rather than build up the army progressively in an organic fashion. Personally I find that testing units at small



points levels do not necessarily show how well they will function in larger games, and so I use this overall approach as a guide. The army that I am building will be for standard sized games (2000-3000 points) and will be tweaked and changed with time if needed.

These days I do not have much time for gaming so the army will be mainly a painting project. I may be able to sneak the odd game in, and therefore I would like the army to be at least somewhat competitive. However, I strongly dislike the cookie-cutter mathematically tuned lists that often make appearances in high

level tournament play, where composition is not scored. I find that these types of armies are boring to both paint and play. Therefore the army will feature as much variety in unit choices as possible.



So then, where to start? I think the most obvious place to start with a Skaven army is with Clanrats and Slaves. An added advantage is that they can be built from the same boxed sets and reassigned from game to game. It is a rare Skaven army that features less than 80 Clanrats and Slaves combined, so I recommend to get started on these units early to avoid burn out when painting.

Clanrats are the mainstay unit of most Skaven armies and allow the addition of highly effective weapons teams. These units are most effective when fielded with enough models to give full rank bonus and outnumber the enemy. Leadership 9/10 from 'Strength in Numbers', combined with the Steadfast rule in 8th edition is definitely nothing to sneeze about.

Skavenslaves are one of the most effective units in the game for the role they fulfil – misdirection, denial and just being generally annoying for the enemy to deal with. They are very cheap on a per model basis, have potentially great leadership with 'Strength in Numbers' while within 12" of the army general, do not cause panic when they break and better still, will not get in the way of your other units as they don't flee! Of course you do not want to have any small units or lone characters around when they implode, but that is a small price to pay.

For my army I have chosen to include two good sized units of Clanrats (40 models each) and one of Skavenslaves (also 40 models). I feel this combination gives me a good core to the army and hopefully means that I won't end up getting bored painting the same models over and over. Also, it should leave a healthy number of points for some of the more juicy choices.

Speaking of which, I feel it is about time to slip some muscle into the army. I always look to include some form of hammer unit in my army, regardless of which army I am gaming with at the time. In a horde army a unit that can actually do the job in close combat can add extra pressure onto your opponent. Not only does he have to find a way of clearing the inexpensive rabble off the board, but he must do it in such a way as to not lose a large amount of his force to the opposing hammer units.

My first unit under this heading has to be the Stormvermin. I love the new plastics and have been waiting to find any reason I can to get my hands on some. Of course they aren't exactly Chaos Warriors, so to use them as a hammer unit you need to take them in numbers. 35 – 40 feels like a good number to begin with and is a pretty efficient use of two boxes.

To narrow down the choices and fill out the rest of the army I intend to fall back onto the theme I have established. The clan has been deep within the earth for a multitude of generations and without guidance from the Council of Thirteen have developed into a more simple, mysticism based society. To fit with this theme I have decided to leave the more high technology choices out of the list (e.g. Doomwheel, Warp Lightning Cannon, Ratling Guns) and lean toward a Clan Moulder style army. Furthermore, I will leave out weapons that do not make a lot of sense to use underground (e.g. Plague Wind Mortar and Jezzails) as they would be unlikely to be developed in such a situation.

When thinking about Clan Moulder my mind immediately turns to Rat Ogres and other mutated gribbles, and I would like to fit a bunch into the list to make up for not including some of the more spectacular weapons. Rat Ogres are not the most reliable of troops, with the potential to suffer from Stupidity and are particularly vulnerable to shooting and magic as they lack an armour save.

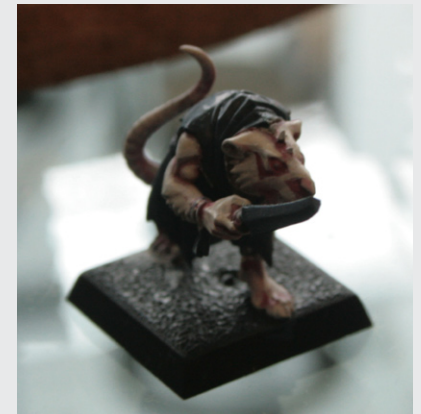
The vulnerabilities can be offset somewhat by taking a larger unit of at least 6 Rat Ogres and deploying them carefully to keep them away from the worst of the oppositions ranged units. Large units of Rat Ogres are expensive, but ensure that the opponent has to think a little more carefully about how he engages them. As they are Monstrous Infantry among a horde of standard Infantry you can normally screen them from being engaged by units that can threaten them, hopefully delivering them to what you need certifiably dead (and hope they won't completely fluff it...).

Not all of the units are chosen for their effectiveness or fit to the theme, some are chosen because they are damn cool, or make great painting projects. Thankfully the Abomination ticks not only the awesome painting project and cool model box, but also fits the army theme and by all accounts is hugely effective in battle. The opportunity to paint monsters was one of the lures to return and complete another Warhammer army. Of course as I do not like doubling up on units this leaves me stuck with just the single monster in the army, but Warhammer has always been a game of units for me and not of characters, monsters and the like.

With points starting to run short I now start looking to fill out the army with a few units to provide harassment and/or annoyance. As they come in both of the major army sets most Skaven generals will have a bunch of Giant Rats lying around. Small units of Giant Rats are great for harassing small units, lone characters (if they aren't too killy that is), war machine crews and so on. I don't plan to go out and specially buy units of Giant Rats, just make use of the models that up in my collection from building up the rest of the army. Two small units fit in nicely.

Another highly effective choice for these roles is Gutter Runners. Poisoned ranged weapons and the ability to pop up where the opposing general least wants them to be means that often the opponent must commit many more resources to eliminate them than they are actually worth. Or just to ignore them, to their peril.

Unfortunately the Gutter Runners are some of the few models that haven't been updated and this can leave them to visually stick out like a sore thumb. Given that theme is one of the big points that I am building the army around, if I can't get the Gutter Runners to fit to the visual theme then I will leave them out, regardless of their effectiveness. In the very least this will mean converting the models (if you have any ideas, let me know). For now I'll pencil in a minimum unit of 10 models.







One final unit I'd like to discuss briefly are Plague Monks. If you choose to build up your Skaven army from the battalion box(es) then you will end up with a bunch of Plague Monks. My view of this unit is that to be effective you need to take at least one large unit of 40+ models, with a Plague Furnace if possible, and therefore really make them a focus of the army. Smaller units can certainly kill more than their points worth of enemy units and they are not overly expensive, but I find that they are more of a liability than the regular Skaven units.

While it is true that the downsides of Frenzy have been somewhat toned down in this edition of Warhammer, with the addition of the Leadership check to restrain, there is always a reasonable chance that you will fail the check and end up blocking the movement of other units. This is the sort of occurrence that can decide battles. I do intend to build up a healthy unit of Plague Monks ('Devout Ones' to better fit the theme) to swap in and out of the army as I go along. For now though they will be left out of the initial army design.

As you might notice, I have left the choice of characters until last. As I commented above, I like to think of Warhammer as a game of units with monsters and characters playing a supporting role, hence choosing the units first. For this army I will mostly use theme and backstory to choose my characters for me. Given the rampant mysticism/tribalism of the theme a Grey Seer seems to be a good first choice. I'll get him to ride into battle on a Screaming Bell to give myself a second large painting project for the army. For my next choice I will exploit the ability to take multiple Lord choices in a sub-3000 point army and pick a Warlord. Theme wise I see the Warlord as the driving force in the sudden charge to the surface after so many generations beneath the ground.

This is an awful lot of points taken under the Lords section already and will mean that I won't be able to give both characters their full magic item complement, even at 3000 points. For games at lower point levels I will either drop the Warlord, or more likely the bell as it is such a point sink.

The final two character choices are a Chieftain Battle Standard Bearer and a Warlock Engineer, taken for both usefulness and a little variety. At this stage I am not interested in picking out any magic items as I am not making a 'one trick pony' army that relies on specific magic item combinations. These will vary from game to game (and will generally be game point level dependant) until I settle on a setup that I like.

Well there you have it, the process I went through in planning out my new Skaven army. Hopefully it was not too chaotic to follow and you were able to take something away of use for your next army, regardless of whether you agree with my methods or not.

Until next we meet may your enslavement of the lesser races proceed unhindered.

*If you would like to share some of your own process for army creation email us at [editor@skavenblightgazette.com](mailto:editor@skavenblightgazette.com)*

*We can then explore some of the other ways in which players build their armies.*

# Pestilent

## Display

With a religious fervour born in the far off jungles of Lustria, Clan Pestilens are the embodiment of Skaven fanaticism towards The Horned Rat.

Here we present a collection of Clan Pestilens zealots and apostles. Festering individuals and corroded machines are but a small part of the brotherhood. All intent on spreading the word of The Horned Rat.

Next issue we will be looking at the masses of The Under Empire, those unremarkable and legion. Warlord clans will feature in our gallery Strength In Numbers.

So send in your Warlords, Battle Standard Bearers, Clanrats or anything else that adds it's strength to the Lesser Clans. Include your name, the name of the unit, and a brief description on how it was made, to [sbgfeatures@gmail.com](mailto:sbgfeatures@gmail.com).



**Unit filler**

by Setomidor



**Plagueclaw Catapult**

by Geitmeise

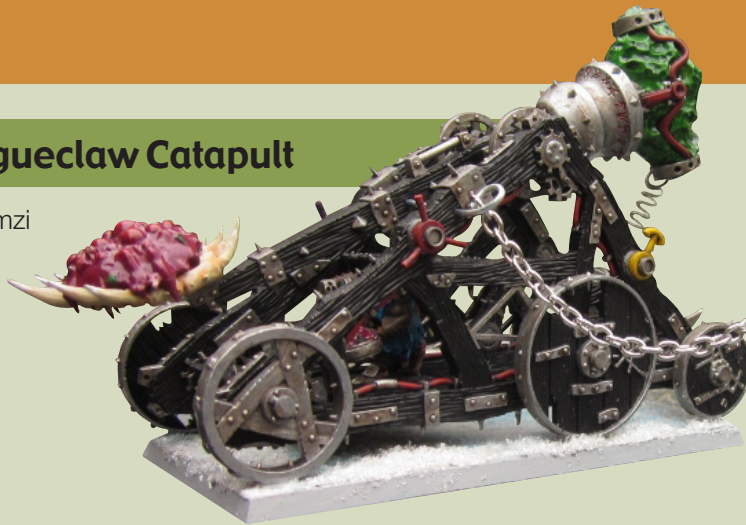


**Plague Priest**

by Prime

## Plagueclaw Catapult

by Kimzi



## Plague Furnace

by Niclas Ledin



## Nurglitch

by Nagash



## Plague Priest

by Geitmeise



# Cooking with Pestilens

By Flem

Good evening all you snivelling low-lives. As a former Plague Monk I know full well how pleasing and yummy it is to bury-put your snout in a fallen man-things guts. Or how satisfying it can be to snap-break a bone and suck-suck the marrow straight out. But in all honesty, I kid-kid.

But no, giving the nicest, juiciest and biggest share of the food to your big scary Warlord isn't always the best-smart thing to do. After all you are nothing more than a two-token rat that gives-gives what the scary-one wants. This is why you dumb-fool Clanrats never last!

Most among you will never have seen, or live-live to see-scent, a Giant. You know those huge man-thing like beasts that can play fetch-fetch with a wrecker ball. Well they tend to stumble in our paths when we find-get above ground. They are stupid and clumsy and have no clue-clue of what is going on most of the time.

Eat, drink, sleep, squish things seem-seem to be the day of a giant man-thing. Ever taste-eat it? No, didn't think-think so. And if my hunch is correct, neither has your scary warlord. So go out there and find a giant man-thing to give to your scary one to eat. Quick-fast you don't want to keep him waiting.

What you are still here? Fine, fine. I'll tell-squeek more about the legendary giant man-thing and what is the tastiest bit. Even more, lean in close and I might even squeak-speak how to cook it. For I Squittle Spinegnaw have cooked many monstrosities, Seers and even poisoned many of the supposed scary ones. Listen carefully to what old Squittle had to say and you might climb in the hierarchy that is our pestilent society.

## Ingredients:

- A giants toe
- Skaven guts
- Half a pint of snot and spit or other yummy liquids
- 3 paws full of black grain
- 3 luminous purple mushrooms not bigger than your paw, named Sporoficus lattelius for those scholars around
- Few leaves of poison Ivy

## Cooking:

- Start-start with boiling some water, feel free to add-add some phlegm.
  - While the water is boiling, shred-cut the poison Ivy in many small bits. The smaller the better!
  - The water should be ready-set, carefully place the giant toe in there to soften it up a bit. Giant man-things are tough. You wouldn't want the scary-one breaking his fangs. Or would you?
  - Keep a close smell-scent on the water. The toe needs to be just soft enough to gnaw out the insides
- Is it done-done? Good, we go on then. As squeak-said gnaw out the insides of the toe so you can stuff-stuff it with some yummy goodies. Whatever you gnaw-gnaw out of there is yours, so feel free to take-take a nibble.
  - Cut-cut your mushrooms into chunks, and mix them up with the black grain. Make sure you mix them up good, the grain should become slimy if you mix-mix it good.
  - Fill the fresh and bloodied Skaven gut with your mix. Yes-yes Squittle likes the luminous guts as well. They look like Vermintide decorations!
  - Stuff the giant toe with the luminous guts.
  - Now come-comes good part, where you can get-get your hands really dirty. Get out your pints of yummy liquids. Squittle enjoys blood of the dead-slain, Plague Monk snot and snail slime. But squittle say-squeek that you should be-get creative at this stage. Once you get your liquids sorted out, put-put your paws

- in there and rub them all over the giants toe. Keep going and waste-waste the yumminess, it's ok. Make it look more nasty then yummy, then-then you will know you're done-done.
- Pierce-pierce the toe with your rustiest spear and put it above a fire. For the dumber rats around (all of you, it would seem) turn-turn the toe from time to time. Else you will have a burned meal, which isn't yummy. Cursed fire throwers ruining the yummiest bits.
- Smells done? Good. Get it off the fire and sprinkle it with the poison ivy. The tickling and burning feeling it leaves behind is stronger than any spices you could get your filthy paws on.

Congratulations, you actually pulled it off. Old Squittle thought you would have failed-quit half way. Well what are you waiting for, The Horned One himself? Go bring-bring your yummy to the scary-one!

# THE CONSTRUCTION WORKSHOP

## FIRING THE PLAGUECLAW CATAPULT

by Kimzi

As with all Skaven war machines the Plagueclaw Catapult is both deadly and dangerous. What better way to bring this feeling of imminent injury to the table than having a Plagueclaw Catapult model that actually shoots!

### Materials needed:

- Plagueclaw Catapult kit.
- Small spring from a pen. Strong enough to take a lot of stretching and still keep its shape.
- Metal wire or paper clip for strengthening of the arm. I used 1.2mm steel wire.
- One metal pin to lock the arm in place, which will be visible. One that suits the look of the catapult you have built is recommended.
- Optional: One or two small chains. Not required for the actual firing mechanism but makes things look better.

### Tools:

- Tweezers for precision work.
- Hobby drill, same size as your pins.
- Wire cutting device.

### Step 1

Assemble the chassis as indicated in the instructions. Only construct the two triangular sides and the two bars connecting them. You don't have to glue it yet, if you still want to paint it in separate pieces.

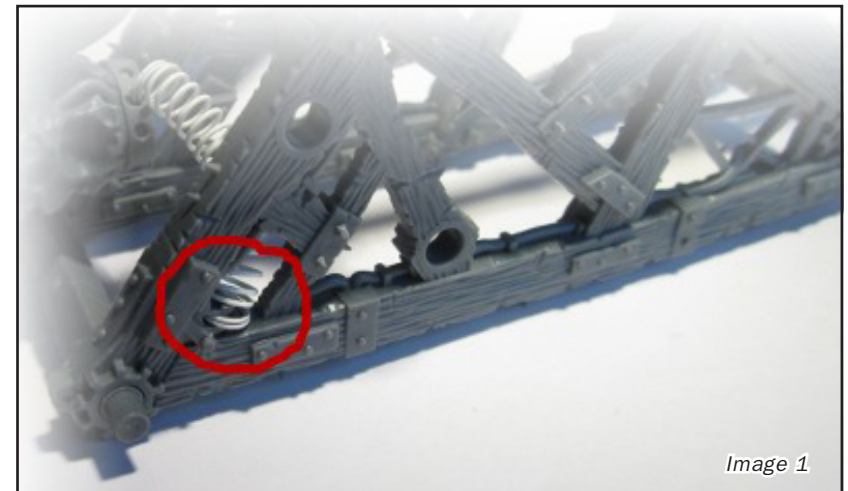
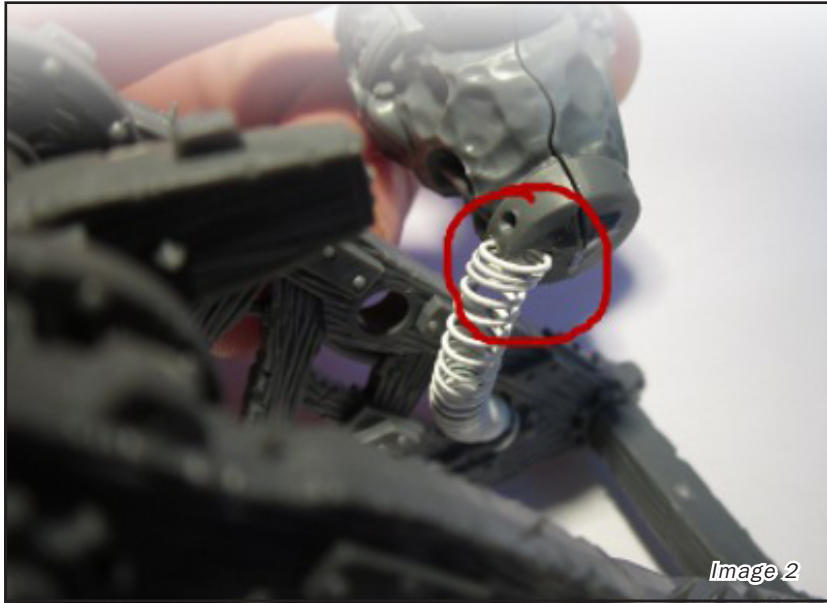


Image 1

### Step 2

Attach your spring to the chassis as indicated (Image 1). The corners have moulded cogs with holes in the centre. Thread one end of the spring through here. It can take a bit of poking around to get the spring through. If you manage to get it through twice it will be very secure.



### Step 3

Next, drill a hole through one of the decorative indents on one side of the warpstone chunk. Drill the hole diagonally so it comes out in the middle of the rim at the base (Image 2). Attach the free side of the spring to the warpstone chunk through the hole you just drilled. As with the chassis, try to get it through twice for more strength and power.

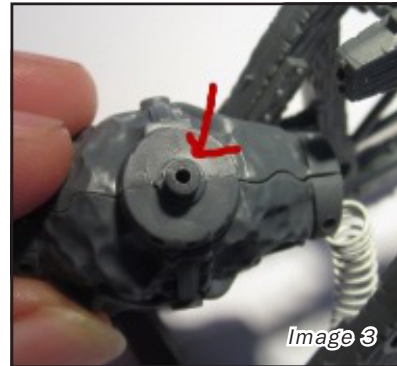


Image 3



Image 4

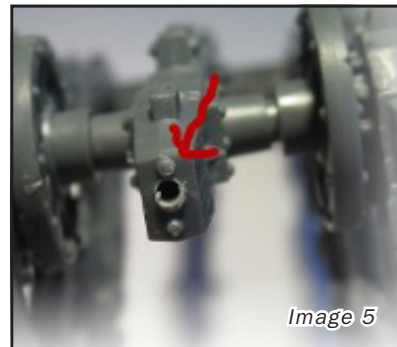


Image 5

### Step 4

Temporarily fix the two sides of the warpstone chunk together. Drill a hole through the centre of the part that attaches to the catapult arm. Make another hole the same size in the connecting circle cap, as well as in the end of the catapult arm (Image 3, Image 4, Image 5).

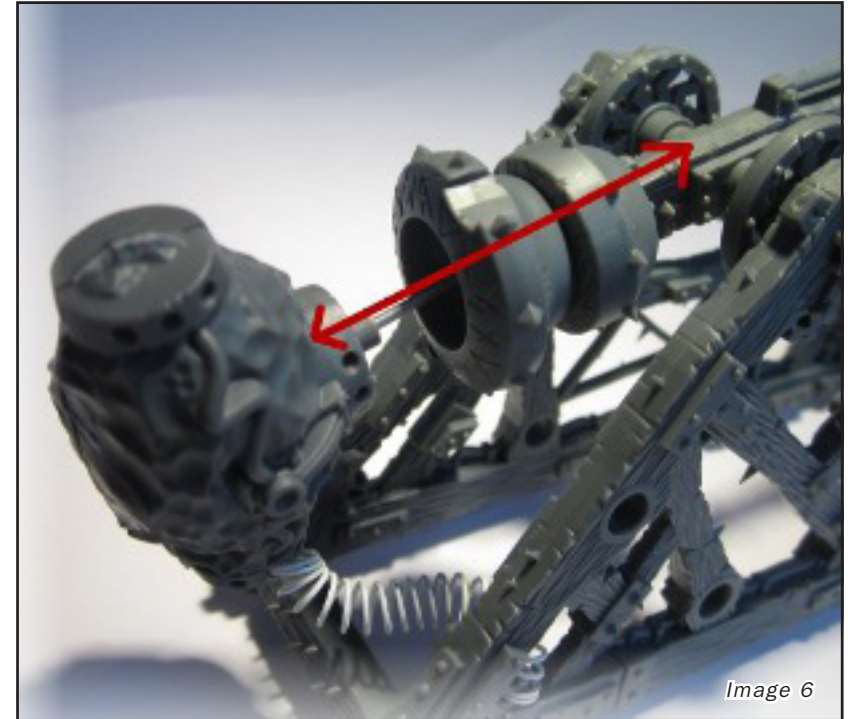


Image 6

### Step 5

Insert a strong pin into the hole you made in the warpstone chunk, then insert it through the circle cap and into the catapult arm (Image 6). This will take the force of the launch off of the glue and keep your Plagueclaw Catapult in one piece. I have used 1.2mm steel wire for this.

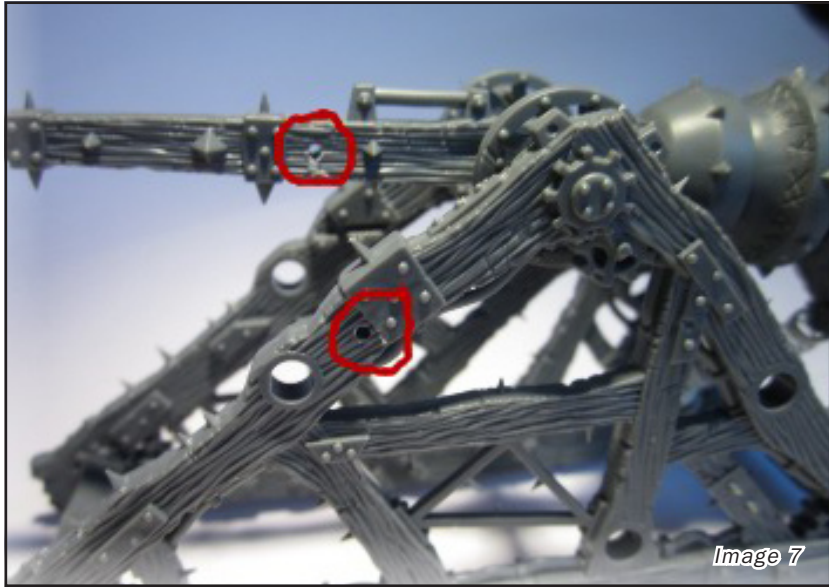


Image 7

## Step 6

Now we create a very simple firing mechanism with a sliding pin.

Pull back the catapult arm and see where it lines up with the main chassis. Pick an angle where there is enough tension on the arm to fire the gooey projectile, but not so much tension that the spring gets over-stretched and loses its tension. Drill a hole into one side of the chassis and through the arm (Image 7). Make sure the two holes line up perfectly.

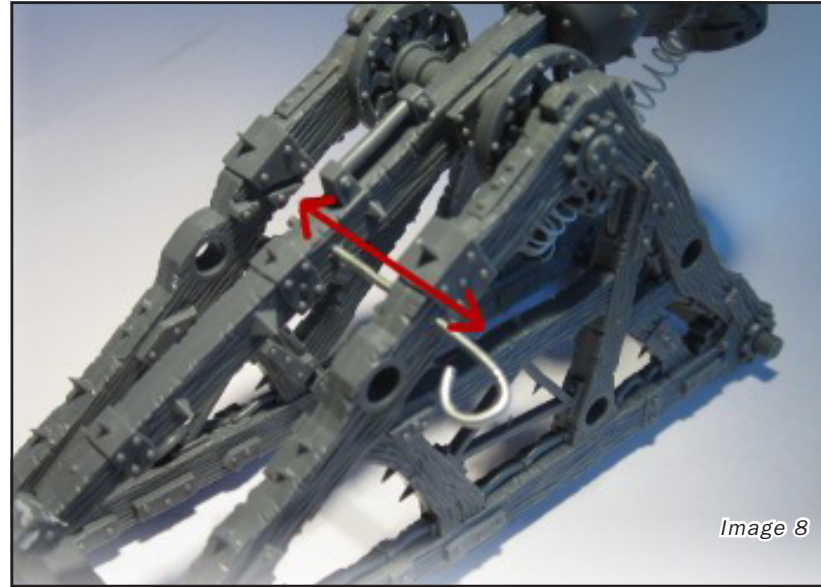


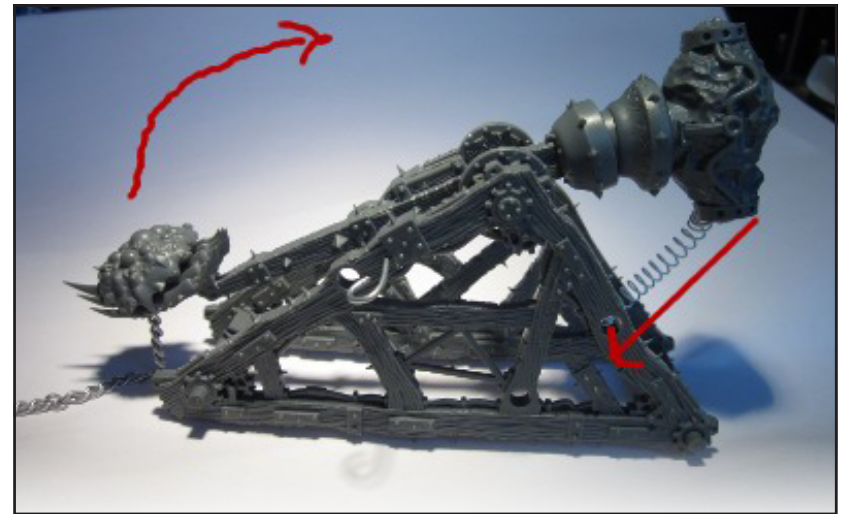
Image 8

## Step 7

On to the fun part! Testing it.

Glue the claw to the catapult arm and place the gooey projectile on top. Pull back the arm and lock it with a strong pin (Image 8).

Aim it at your target and pull out the pin holding the arm down.



Detail, paint and assemble the rest of the machine as usual. Make sure to add a lot of protective varnish to the moving parts, especially the gooey projectile piece. You don't want your paint job to be ruined!

*You can see Kimzi's finished Plagueclaw Catapult in the Pestilent Blessing gallery in this issue.*

# SKAVENBLIGHT GAZETTE

## FUTURE ISSUES

The following information gives you closing dates for each issues submission deadline, as well as the estimated release date of that issue.

As well as articles, we are always looking for illustrations and miniature photos to use in articles. Contact the editors for details on submitting artwork, or if you are interested in doing commissioned pieces for articles

Editor contact:  
editor@skavenblightgazette.com

### Issue 15

Submissions in by:  
17 July 2012.

Release date:  
13 August 2012.

This issues featured miniature gallery is 'Strength In Numbers'. You can submit conversions or painted models from Warlord Clans (Clanrats, Warlords, Stormvermin, etc), unique units of your own creation, or variations on existing troop types. Lend your might to the armies of the Under-Empire.

Email sbgfeatures@gmail.com to submit.

### Issue 16

Submissions in by:  
5 November 2012.

Release date:  
13 December 2012.

This issues featured miniature gallery is 'In The Flesh'. You can submit conversions or painted models from Clan Moulder (Packmasters, Hell Pit Abominations, etc), unique units of your own creation, or variations on existing troop types. It is time to show your greatest flesh moulding creations!

Email sbgfeatures@gmail.com to submit.

## CONTRIBUTOR CREDITS

### Artists

#### **DarthMael**

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- Gutter Runner (Cover)

#### **Matthew Lee**

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- Plague Victim (pg 4)  
- Doctors Mask (pg 5)  
- Tick (pg 5)

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## The Skavenblight Gazette website!

Take advantage of working with the numberless masses of the UnderEmpire and get your message out there.

### Banner promotions

Promote your business, event, club, or anything else you want with this high visibility banner spot. It's a first in first serve basis, so contact the Adrats at the Skavenblight Gazette now.

### Allies

Are you a fan created, Warhammer based publication or production? Contact the Adrats and you could reap the rewards of working with the Master Race.

## Lesser races, quiver in fear!

Promote your Warhammer webzine or community in the Skavenblight Gazette or on the website.

Email the Adrats at [editor@skavenblightgazette.com](mailto:editor@skavenblightgazette.com) and arrange your place in the greatest ezine about the master race.

[www.skavenblightgazette.com](http://www.skavenblightgazette.com)

contribute or die, man-thing!

## PUBLIC SERVICE ANNOUNCEMENT

Who showed the man-things of The Empire how to build lasers? We will find you, whoever you are. And then you'll be sorry.

## WE NEED YOU!

Apparently if you don't like the ending of something now you can just complain until it is changed.

Join us as we complain to Games Workshop about the ending of The Nemesis Crown, and demand one where the Skaven, like, totally take over everything.

While we are at it, lets complain about Storm of Chaos and ask for an ending where Deathmaster Mik kills all four Chaos Gods at the same time.

We refuse to have anything to do with Storm of Magic, though. Flipendo!

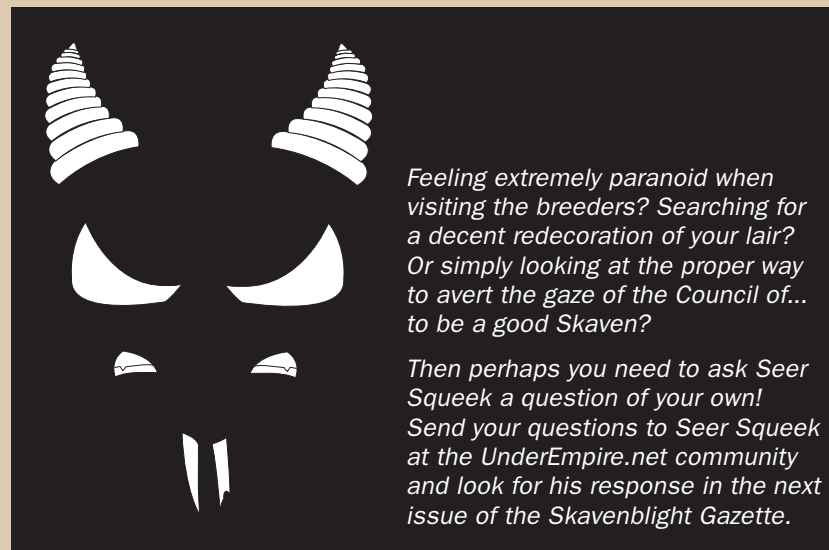
## POSITION VACANT

We are looking for workers to help in digging up mysterious, ancient technology. The ability to pilot erratic and dangerous digging machines will be looked on favourably. As will experience in fighting lizard-things.

All applications to Master Warlock Brink, Clan Skryre.

## CLARIFICATION

Recent allegations are untrue. Skaven Lord Vinshqueek does not insert subliminal messages in each issue telling you to obey him. They usually aren't that subtle. Do what Vins says. Do it now!



*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... to 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.*

