



SKAVEN CLAN MOULDER^{v1.2}

By Tommy Punk

To the north, in the blasted wasteland known as the Troll Country, lie the infernal breeding pits of Clan Moulder. Their stronghold is burrowed into the walls and floor of a ragged chasm in a snowy mountainside in the northern spur of the Worlds Edge Mountains. Volcanic pools at the bottom of the chasm raise a greyish plume of steam and vapours over it and mix the stink of sulphur with the stench of matted fur and excrement carried on the wind. Worse than the stench is the dreadful cacophony of howls, squawks, screams, snarls and shrieks which clamour out of the frozen chasm like the wailing, lost souls of a thousand different races. It is not without good reason that this place is known as the Hell Pit.

Clan Moulder is constantly seeking new, stable breeds of fighting beasts that they can sell or hire to the other clans. Small bands of Packmasters scour the lands around Hell Pit for creatures to capture for their diabolic experimentation. Chaos monsters from the Northern Wastes are the most dangerous but also the most valuable by far. Huge and monstrous creatures always offer the best chance to create a new breed of fighting beasts. Clan Moulder hunters will trail a Manticore or Hydra for months waiting for an opportunity to strike. Captured beasts are hauled away into Hell Pit in great iron cages. Once in the pit they are exposed to Warpstone and fed on carefully measured amounts of it until the desired mutations start to form. Rumours abound of the crossbred monstrosities they have created of which the fearsome Rat Ogre is undoubtedly the most infamous. Rat-like wolves have also been seen prowling in Kislev, along with curious furred breeds of troll and huge, seldom-seen burrowing creatures. Some of the beasts the Packmasters catch are simply trained and sold to other clans. Clan Moulder Packmasters are experts in training wild and vicious monsters. Truculent beasts are broken so that they obey and passive creatures goaded until they become killers. The bottom of Hell Pit is filled with the detrius of the clan's failed experiments: pale twisted monstrosities that shamble or flop across the floor of the chasm and feed on one another. Clan Moulder is the clan with the most experience and knowledge about the effects of Warpstone, possible with the exception of the Order of Grey Seers.

CHOICE OF WARRIORS

Your warband must include at least 3 models. You have 500 warp tokens which to form your warband with. The maximum number of models in the warband is 20.

HEROES

Packchief Your warband must include a single Packchief as the leader.
Packmasters Your warband may include up to three Packmasters.
Stormvermin Your warband may include a single Stormvermin.

HENCHMEN

Clanrats Your warband may include any number of Clanrats.
Giant Rats Your warband may include any number of Giant Rats.
Rat Ogre Your warband may include a single Rat Ogre or Warp Beast.
Rat Wolves Your warband may include up to five Rat Wolves.

STARTING EXPERIENCE

A **Packchief** starts with 20 experience.
A **Stormvermin** starts with 8 experience.
Packmasters start with 4 experience.
Henchmen start with 0 experience.

SKAVEN SKILL TABLE

Packchief: Combat, Academic, Speed, Strength and Special.
Stormvermin: Combat, Speed and Strength.
Packmaster: Combat, Speed, Strength, Academic and Special.

CLAN MOULDER SPECIAL SKILLS

Skaven Heroes with the Special skill available to them may choose to use the following Skill list instead of any of the standard Skill tables available to them.

Fearless

The Skaven is not impressed by fearsome monsters, he hunts them down and drag them back to the Hell Pit for breeding! The character is immune to *Fear* caused by monsters, this includes *Terror* if this is introduced.

Training Master

The Skaven is a master at training Rat Ogres and Warp Beasts. If the warband contains a hero with the Training Master skill then a Rat Ogre or Warp Beast can be given Henchmen advance rolls at 3 times the experience cost. EG 2 exp are needed for the first roll, but the Rat Ogre needs 6 experience. Keep a note on the experience that the Rat Ogre or Warp Beast accumulate, but do remember that they only get experience for participating in battle - not taking models out of action. Rat Ogres or Warp Beasts start with 0 experience points and add +1 point to the warband's rating for each experience point they have +20 for being large creatures. If the Rat Ogre or Warp Beast rolls the "*The lad's got talent*" result it remains a henchman but may pick a *Strength* skill or pick the *Weapons Training* skill to allow it to use the following weapons: Flail, morning star, double-handed weapon, halberd or club.

Master Rider

The Skaven can ride creatures such as the fearsome Rat Ogres. A hero with this skill can ride a Rat Ogre or Warp Beast if it also has a saddle (see the Skaven Special Equipment article), all the rules for Mounted Warriors on page 163 apply. Note that the Skaven hero can use a lance if he has the Weapons Training skill.

Breeding Master

The Skaven is a master at growing mutations in beasts. If the warband also contains a hero with the Breeding Master skill then a Rat Ogre or Warp Beast that rolls the "*The lad's got talent*" advance may roll a D6 on this mutation table instead of taking a skill.

D6 Mutation

1 **Degenerative mutation:** reduce 1D3 characteristics by 1 point each, you may choose which characteristics to lower.
2-6 **Impressive mutation:** You may pick a single mutation from the mutations for the Possessed on page 76.

CLAN MOULDER MUTATIONS

Members of Clan Moulder are often exposed to Warpstone as they breed and experiment on captured monsters. Any Clan Moulder hero may start the game with a single mutation from the mutations for the Possessed on page 76 if they pay the appropriate cost.

CLAN MOULDER EQUIPMENT LIST

Hand-to-hand combat

weapons:

Dagger (first free)	2 WT
Club or mace	3 WT
Sword	10 WT
Spear	10 WT
Whip	10 WT
Halberd	15 WT
Flail	15 WT
Double-handed weapon	15 WT

Missile weapons:

Sling	2 WT
Warplock Pistol	35 WT (70 for a brace)

Armour:

Shield	5 WT
Helmet	10 WT
Light armour	20 WT

CLANRATS EQUIPMENT LIST

Hand-to-hand combat

weapons:

Dagger (first free)	2 WT
Club	3 WT
Sword	10 WT
Spear	10 WT

Missile weapons:

Sling	2 WT
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Armour:

Shield	5 WT
Helmet	10 WT
Light armour	20 WT

SKAVEN SPECIAL EQUIPMENT

See the Skaven Special Equipment article for full details on equipment.

HEROES

1 Packchief.....50 warp tokens

The Packchiefs direct the breeding programs in the Hell Pit and as they sell some of their not so succesful beasts to the other clans as bodyguards or beasts of burden, they are quite wealthy. The Packchiefs are all mighty warriors, they handle dangerous beasts daily and must develop quick reflexes and great strength to survive.

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

Weapons and armour: The Packchief may have equipment from the Clan Moulder Equipment list.

SPECIAL RULES

Leader: The Packchief is the leader of the warband and follow all rules for leaders. Any Skaven within 6" of the leader may use his Leadership characteristic.

0-1 STORMVERMIN.....35 warp tokens

The blackfurred Skaven are born killers and they are the best fighters in a Skaven Lair. They guard the lair against enemies and have full access to the breeding chambers. They are equipped with the best armour and weapons available.

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

Weapons and armour: The Stormvermin may have equipment from the Clan Moulder Equipment list.

0-3 Packmasters.....20 warp tokens

Clan Moulder Packmasters are experts in training wild and vicious monsters. Truculent beasts are broken so that they obey and passive creatures goaded until they become killers. The Packmasters herd monstrous creatures and rats to the battle in order to overwhelm the defenders.

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

Weapons and armour: The Packmasters may have equipment from the Clan Moulder Equipment list.

HENCHMEN

CLANRATS.....20 warp tokens

The Clanrats fight with scavenged weapons and crude spears. Their shields often bear the mark of Clan Moulder or the personal mark of the commanding Packchief.

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

Weapons and armour: The Clanrats may have equipment from the Clanrats Equipment list.

GIANT RATS.....15 warp tokens

Clan Moulder breed their own giant rats and use them to overwhelm their opponents and to buy their larger cousins valuable time to close the distance.

Profile	M	WS	BS	S	T	W	I	A	LD
Giant Rat	6	2	-	3	3	1	4	1	4

Weapons and armour: The Giant Rats do not use weapons or armour.

SPECIAL RULES

Animals: The Giant Rats are animals and do not gain experience.

0-1 RAT OGRE or WARP BEAST.....210 warp tokens

Part of Clan Moulder's wealth comes from breeding Rat Ogres and other monsters and selling these as bodyguards or fighting beasts to the other clans. The Rat Ogre is a mix between an Ogre and a rat and is an old breed of Clan Moulder. The Warp Beast is something far more horrifying, it is a human or dwarf warrior captured in battle. Once chained up in one of Clan Moulders breeding lairs they are subjected to vile torture and great amounts of warpstone till their very minds and bodies have altered into a form acceptable by the Packchief in charge of the project. The result is a being similar to a Rat Ogre in size and strength but with the tortured mind of a once proud knight or dwarf warrior. The Warp Beasts are in constant pain but can be goaded into a froathing fighting machine when the time is right.

Profile	M	WS	BS	S	T	W	I	A	LD
Rat Ogre/Warp Beast	6	3	3	5	5	3	4	3	4

Weapons and armour: The Rat Ogres and Warp Beasts have no need for weapons or armour, their brute strength is more than enough.

SPECIAL RULES

Experience: The Rat Ogre or Warp Beast do not gain experience, but counts as having 20 experience points when working out the warbands rating.

Fear: The Rat Ogre or Warp Beast is so frightening that it causes *Fear*.

Large: A Rat Ogre or Warp Beast is a huge creature and therefore a tempting target. Any model may shoot at a Rat Ogre or Warp Beast, even if it is not the closest model.

Stupidity. The Rat Ogre and Warp Beast are subject to *Stupidity* unless a Skaven hero is within 6" of it.

0-5 RATWOLVES.....30 warp tokens

Ratwolves are canines mutated by Clan Moulder into hunting beasts, they combine the cunning of a rat with the ferocity and brute strength of a canine. The Ratwolves are the same size and build as a wolf but with hairless legs that end in ratlike claws, a rat's head and a rat tail. In addition they often have hideous mutations such as an extra head, abnormal bone growth or insectlike tails.

Profile	M	WS	BS	S	T	W	I	A	LD
Ratwolf	6	4	-	4	4	1	4	2	6

Weapons and armour: The Rat Wolves do not use weapons or armour.

SPECIAL RULES

Animals: The Rat Wolves are animals and do not gain experience.