



The
**Wayfarer's
Companion**

A guide to
**HELL
PIT**
The Stronghold of
Clan Moulder

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*A collection of most wondrous tales,
descriptions of lands most perilous,
and eruditions of interest,
gathered from the far
corners of the world,
and presented here for your edification
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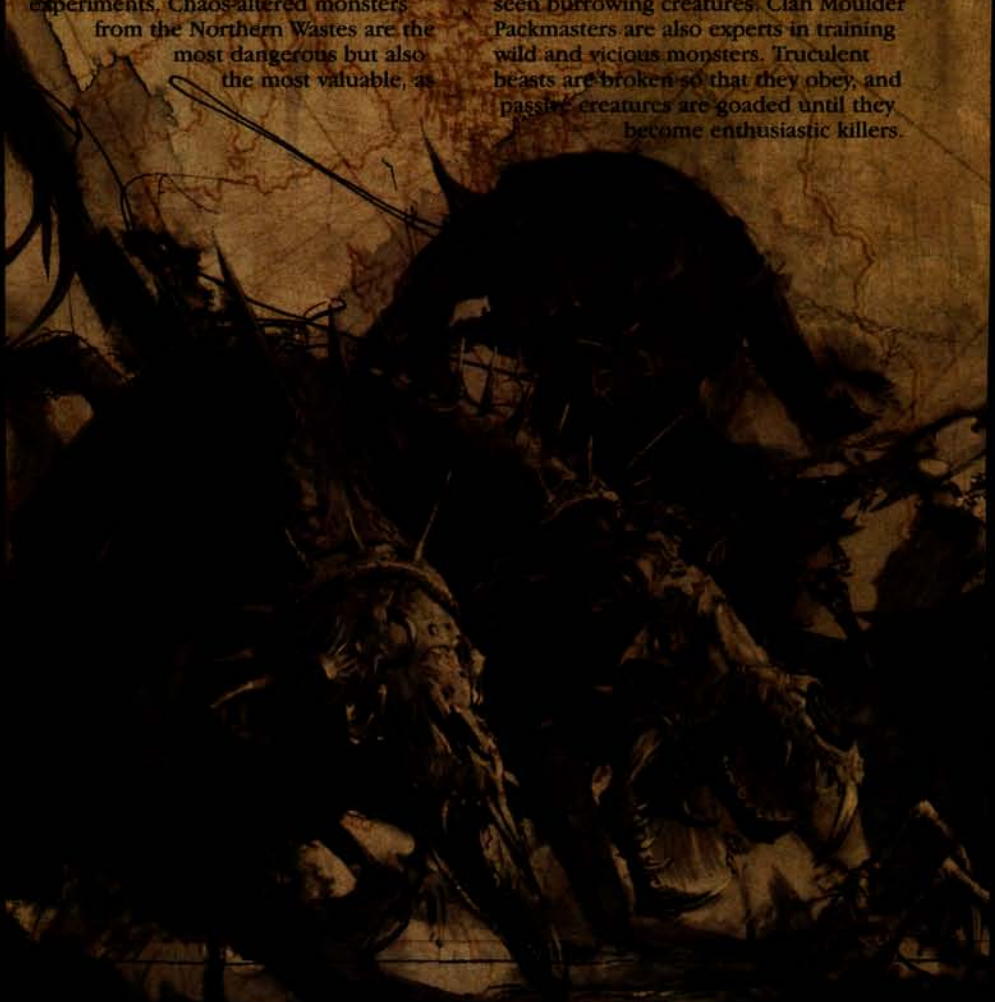
Clan Moulder is one of the four great clans of the Skaven, and members of the clan specialize in the black art of mutation. Blighting the far north of Kislev, their many-leveled warren is a den of twisted unfortunates and deranged torturers.

To the north, in the blasted wasteland known as 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 on the northern spur of the Worlds Edge Mountains. Volcanic pools at the bottom of the chasm raise a greyish plume of steam and vapors in which the stink of sulphur and the stench of mangy fur and excrement mingle. Worse than the stench is the dreadful cacophony of howls, screams, snarls, and shrieks that clamor out of the frozen chasm like the wailing, lost souls of a thousand different races. Not without good reason is this place known as Hell Pit.

The essence of Chaos flows strongly around Hell Pit, warps even the rocks themselves, and perverts plants and animals into new and disturbing forms. The bravest among the Packmasters of Clan Moulder band together into groups and scour the lands around Hell Pit for creatures to capture for diabolic experiments. Chaos-altered monsters from the Northern Wastes are the most dangerous but also the most valuable, as

huge, monstrous creatures always offer the best chance to create a new breed of fighting beast. Clan Moulder hunting parties will trail a Manticore or Hydra for months and wait for the opportunity (and the courage) to strike. Captured beasts are then taken to Hell Pit where they are exposed to warpstone until the desired mutations start to form. Extra limbs or blades are often grafted onto the captive creatures with the warpstone-infused salve that is stock in trade for many Master Moulders. The bottom of Hell Pit is filled with the detritus of the clan's failed experiments: pale twisted monstrosities that shamble and flop across the floor of the chasm and feed on whatever they can catch.

Clan Moulder is constantly seeking new, stable breeds of fighting beasts to sell or hire. Rumors abound of their cross-bred monstrosities, of which the fearsome Rat Ogre is undoubtedly the most infamous. Rat-like wolves have been observed prowling in Kislev, along with curious furred breeds of Troll and huge, seldom-seen burrowing creatures. Clan Moulder Packmasters are also experts in training wild and vicious monsters. Truculent beasts are broken so that they obey, and passive creatures are goaded until they become enthusiastic killers.





THE NINE CIRCLES OF HELL PIT

The closest the labyrinthine tunnels of Hell Pit come to any kind of order is the division of territory into different levels. Each of these circles is presided over by one of the Master Mutators of Clan Moulder. In truth, the warrens are so extensive that there is no way the Masters can monitor every laboratory and breeding pen. As a result, rogue flesh-scientists create ever more ambitious mutants on each level. Thus, the corridors and tunnels of Hell Pit are constantly populated by the horrifically altered and the vile.

The main gateway to Hell Pit is breathtakingly large, a testament to the thousands of slave lives expended in its construction. Gigantic edifices of iron and human bone studded with jewels of pure warpstone, the gates are hung with the screaming bodies of starving men and women woven into the intricate metalwork, side by side with the putrefying corpses of those who have screamed their last. Inscribed atop the portal are unholy psalms extolling the glories of Clan Moulder and warning those who enter to abandon all hope. And not without cause – almost all who

enter here will never find their way back or will emerge twisted beyond recognition.

Between the gates runs a thick, grey-crusted river of lava, upon which rides the guardian of the gates in his great vessel of stone. This eyes of this fell steersman have been replaced by chunks of warpstone that burn bright with a lambent green flame. All who seek audience with the Master Mutators must first parley with the guardian of the gates, who some whisper enjoys the favor of the Horned Rat himself. Slithering upon the banks of the molten river are hundreds of Skaven from different clans, each seeking an audience to employ the services of Moulder. These Skaven are perpetually stung by the flies and wasps attracted by the carrion hung upon the gate, while around them, maggots feast on the corpse-strewn floor.

Past the gates lie the prisoners amassed by the clan, raw materials for the experiments of the Master Mutators. These unfortunates languish in filthy cages with barely enough room to move. Unhealthy flesh presses together in great racks of moaning, scabbing slaves. All races and creeds can be found here –



THROT THE UNCLEAN

One of the most infamous Master Moulders to have befouled the lands of Kislev is Throt the Unclean, whose madness is so convoluted that it strays into genius. Grotesquely bloated as a result of his experiments, Throt must consume many times his own considerable body weight every day or be ravaged from the inside by his own warpstone-fueled constitution. Nevertheless, he remains at the cutting edge of the dark science of mutation. He works feverishly in his laboratories, where rows of bell jars filled with unmentionable organs reflect crackling warp lightning from hissing copper coils. It was he who created the Flayerkin, fusions of Man, Skaven, and metal who scaled the walls of the Ulricsberg during the Storm of Chaos. It is he who creates the scurrying Throtlings who infest the corridors around his laboratory, their bizarre forms united in nothing more than name. Throt has even perfected the process of transplanting minds, albeit at a great cost in raw materials. Strangely, Throt curses the day he pioneered that operation. The combination of a fierce human intellect and the body of a 12' killing machine has proved unexpectedly potent, and Lord Verminkin has ordered the production of dozens more.



Dwarf penned next to Goblin, proud Elf next to conquered Skaven, bottled infant next to shackled elder. Lord Verminkin, the ruler of Clan Moulder, passes much of his time examining the new stock and informing them of the many and varied atrocities they have to look forward to in the pits below.

When these prisoners are required as fodder for the Master Mutators, they are marched by merciless Stormvermin to the level below, where the breeding pens are found, great cobbled halls strewn with blood-slick straw, shot through with cockroaches and fleas. This area is patrolled daily by a twisted Master Mutator who has fused himself to the shoulders of a great Doombull, which the Master guides with constant whispered instructions. Huge rat-queens dot the floor, nuzzling brood after brood

Unmentionable unions that could drive a witness insane are the bread and butter of this realm, and it is better not to dwell on such practices.

of younglings with their distended and bloated bellies. Unmentionable unions that could drive a witness insane are the bread and butter of this realm, and it is better not to dwell on such practices as those encouraged by the sadistic Packmasters that preside over the pens.

The levels below house the great feast halls of Clan Moulder, where their victories are celebrated and their grand plans of conquest hatched. A storm of warpstone-tainted rain constantly whirls through the areas of this level open to the bruised sky and freezes the marrow of any who negotiate its uneven floors. Any who languish there soon find their bodies mutating as the warpstone takes its toll. It is little surprise that Throt the Unclean, a connoisseur of ravaged flesh, has his laboratories upon this level.

More remarkable is the fact that he and his gluttonous cohorts create almost as much as they consume.

Underneath the feast halls is the treasury of the clan, where great vaults house the glittering piles of warpstone given in payment for their services. Larger still are the mountainous repositories of precious metals amassed by the clan, each of which is topped by a hunched Skaven locked in the futile task of recording Moulder's wealth. Lit by guttering torches, these half-mad scribes mutter and curse as they carefully balance their gold in stack after stack. Between these mounds scamper the wolf-rats kept by their obsessive masters, sent on spiteful errands to undo the





efforts of their rivals in glittering avalanches of gold coins and priceless gems.

The fifth circle of the pit is perhaps the most awe-inspiring. Between its walls is strung a great gladiatorial arena suspended from the cliff faces by hundreds of vast rusted chains. When a particularly choice creation is perfected by one of the Moulders of the other

Mutated Rat Ogres fight tooth and claw with blade-limbed symbiotes for the edification of Moulder's Clanrats.

levels, it is taken to this arena to prove itself worthy in combat. Mutated Rat Ogres fight tooth and claw with blade-limbed symbiotes for the edification of Moulder's Clanrats and the few Grey Seer guests given the honor of presiding over the duels. The victors are generally sent to the clan's barracks and shackled for times of war, while the surviving losers are modified further or sent on to be sold to other clans. No few of these dueling war beasts are forced over the edge of the arena by the fierce combats and plummet to the level below.

Among the rich soil of corpse-flesh on the overhang that forms the sixth level stalk those marked for "special punishment" by the clan. Chieftains who have displeased their masters drag their chains through the muck, and

it is often here that those out of favor with the tribes of the north are led. These poor souls can be sure of the most horrific and extensive of modifications, such as ending their days as grotesque living furniture for maniacal Moulders such as Izak Grottle. These prisoners can never escape, for the single opening that leads out of the sixth level is watched over by a thing whose gaze can turn a would-be escapee to stone. Griskit, the Lord of the Sludge, rules this place, and he is constantly accompanied by three rat-headed hybrids with the bodies of human females and the leathery wings of bats.

THE LOWER LEVELS

The last few levels of the Pit are the most dangerous. It is here that warren-like barracks house the fiercest creatures and warlords of the clan, an array of bloodthirsty murderers the equal of anything that comes out of the Chaos Wastes. Great slime-walled tunnels wind like intestinal tracts from the barracks to the outside world. In times of war, these passages are opened to let the warrior-things clamber and lope into the harsh northern sunlight far above. It is down these tunnels that the infamous Orc Warlord Grimgor Ironhide once fought till the wall of ravenous monsters he encountered finally drove him back. Only Ghoritch, Castellan of Hell Pit, has the strength and intellect to keep the barracks in order. Without his iron rule, the standing armies of Clan Moulder would be little more than an anarchic collection of ravening beasts.

The penultimate level narrows sharply, funneling downward in a repository for the immense tonnage of foul waste that the clan produces in its daily experiments. It is here that those who have tried to cheat Moulder are incarcerated and melded with warpstone unguents into the twisting roots that slowly writhen and constrict at the base of Hell Pit. Through them stalk sharp-toothed and feral giant rats, hunting down and ripping to pieces anything they can find. Searskrex, the three-limbed Master Mutator that presides over this stinking twilight realm, constantly tries to perfect the process of hybridizing those who catch his attention with his extensive collection of serpents.

The lowest circle of Hell Pit is home to those hybrids that have survived every violent and humiliating process that Clan Moulder can inflict upon them. Here stalk roaring aberrations driven mad with grief by the realization of their new forms as well as many-headed Chimaerats illuminating the depths of the crevasse with wheezing gouts of warpstone-laced fire. In the rock beneath them burrow bare-fleshed behemoths with powerful digging claws, carving out new territory for the clan in the darkness. Among this menagerie of the bloated and the grotesque stand twin cyclopean giants who loom above even the chain-draped terrors they live among. In times of war, they shackle their charges to the great winches that dangle from the upper slopes, powered by enormous slave-powered treadmills that turn constantly and allow the Masters of Clan Moulder to raise their monstrous creations from the depths of Hell Pit and into the light of day. When the Moulder stronghold is under threat and the war hosts gather for battle, the ground trembles with the tread of their great beasts and the air fills with the clamor of eager Skaven and their vile creations. After all, what better time to secure a new batch of stock for the pens?

GHORITCH, CASTELLAN OF HELL PIT

Ghoritch is Throt's greatest success in the field of translocation of the brain. Like many who are devoted to the Blood God, Ghoritch was once a frenzied berserker who loved the thrill of battle and the tang of fresh blood upon his tongue. He served Archaon throughout the Storm of Chaos, but the creed of his bloodthirsty god ran strong in his veins, and Ghoritch led a foolhardy attack on an Empire artillery train, despite express orders to the contrary. His tribe was cut down almost to a man.

Though Ghoritch slew a score of men that day and lived to tell the tale, Archaon's punishment was swift and inventive. Like many who had failed him, Ghoritch was given to the Master Mutators of Clan Moulder for their unholy experiments. Even shackled and bound with thorn-ropes, Throt could see that Ghoritch was of exceptional stock, and singled him out for the climax of a series of experiments. The experiment was an unparalleled success, which transplanted Ghoritch's mind into the body of a heavily modified Rat Ogre without driving him mad in the process.

Escaping from Throt's laboratory, Ghoritch scrambled his way up to the arena at the heart of Hell Pit, where he fought off the tide of Throt's creations

GHORITCH, CASTELLAN OF CLAN MOULDER 255 pts

Ghoritch counts as a Lord choice. He must be fielded as presented here, and no extra equipment or magic items can be bought for him. He may be used only in a Hell Pit army, which he must lead as its General.

	M	WS	BS	S	T	W	I	A	Ld
Ghoritch	6	6	0	5	5	4	5	5	7

Equipment: Piston-driven claws

Armor: None

SPECIAL RULES

Fear. Ghoritch is a violent monstrosity and hence causes *Fear*.

Beastmaster. All Clan Moulder units within 6" of Ghoritch can reroll any failed Psychology tests.

Brain Transplant. Ghoritch still has the mind of a berserker and lapses into a blood-maddened rage in the heat of battle. He is subject to *Frenzy*. If he ever loses his *Frenzy*, he will become subject to *Stupidity* for the rest of the battle.

Piston-Driven Claws. Ghoritch's host body has had its claws replaced by great snapping blades driven by warpstone-driven pistons. His attacks ignore armor saves.

sent after him. His skills did not go unnoticed by the Master Mutators, who recognized his combination of intellect and strength as perfect for controlling the more rebellious of their troops. Ghoritch worked his way into the rank of chieftain and was soon entrusted with the command of Clan Moulder's unique standing army. Throt is less than pleased

at the meteoric rise of his creation, and works hard on clandestine schemes to bring about his downfall.

MODELING GHORITCH

Phil: I would be prepared to bet that most people reading this article, at some point in their hobby careers, have considered sticking an Orky power claw onto one of their miniatures. Whether the model in question was a Daemon Prince, a Penitent Engine, an Inquisitor-scale model, an Iron Warrior, a Dreadnought, a Big Mutant, or even an Imperial Guard Commissar, everybody knows that things just look cool with power claws. Naturally, this guy has two.

The Ghoritch model started out as Rat Ogre Boneripper. To create your own conversion like this one, clip off Boneripper's Warfire Thrower arm (leave the ragged skin behind, as it makes an excellent join). Next, take Ghazghkull's power claw, the largest and most impressive of its kind, and glue it to the right shoulder.

Convert the second arm in much the same fashion, but use a smaller power claw from an Ork Nob model. This uneven match of claws of different sizes makes the model look more anarchic.

For Ghoritch's head, use a bit from a normal Rat Ogre. I used the bandaged head to represent the fact this guy has had his brain replaced recently and then applied a mixture of Chestnut Ink and Scab Red (which makes excellent "dried blood") in a line to show where his cranium had been opened by Throt the Unclean.

The end result really looks like something out of Baron Frankenstein's (or Throt's) demented laboratory – a plate-armored Knight's worst nightmare. Snip!

To order bitz to make your own Ghoritch model, go to www.games-workshop.com/whitedwarf/wd310 for a link to a kit in the Online Store.



The completed Ghoritch



Ork Warlord Ghazghkull's power claw

WARHAMMER CHRONICLES

Phil Kelly descends into the Hell Pit and dredges up some of the most disturbing creatures ever to blight the face of the Warhammer world. The army list presented in this article enables you to field a force of deadly creations ready to be unleashed upon any enemy. Be warned, however. It doesn't get much weirder than this.

HELL PIT ARMY LIST

Phil: I've been a Skaven player for about 8 years now. I've played them to death and tried every variant list out there (and even written one of them). However, in the race for my favorite clan, there is one that lopes ahead of the pack by at least three malformed heads: Clan Moulder – the closest of all to the true Skaven archetype.

Horde upon seething horde of vermin – in my opinion you can't get more Skaven than that. Aside from the undeniable appeal of a horde army, Clan Moulder also has a monopoly on really gribbly monsters, and I have an abiding affection for weird aberrations. Not only that, but as a hobbyist, I can identify with the mentality of Moulder – who among us has never taken two parts of two separate models that have no right being joined together and irrevocably

welded them together with polystyrene cement? The Master Moulders have exactly the same mischievous curiosity and giggle madly to themselves as they fuse two still-living amputees into something hideous. The only difference is that the Skaven use warpstone salve instead of glue. As such, I waited eagerly for a chance to inflict these hideous mockeries of nature upon the world.

Clan Eshin came out of the shadows in the Storm of Chaos campaign. Clan Pestilens squelched out of the jungle in the Lustria campaign this summer. Clan Skryre is more than adequately catered for in the main Skaven list (zzzap!). Skaven make great bad guys, and it was only a matter of time before the spotlight fell on Clan Moulder. Well, I got sick of waiting – so here it is.

WHAT IS WARHAMMER CHRONICLES?

Warhammer Chronicles examines the Warhammer Fantasy Battle game; introduces new scenarios, rules, and army list entries of all types, frequently stolen from Army books in progress here at the Studio; and provides occasional Question and Answer forums. Warhammer Chronicles also acts as a forum for dedicated players of Warhammer Fantasy Battle who have produced inspired, well-thought-out, and just plain brilliant additions to the game. If you've got something good for Warhammer Chronicles, then write to us at the address given here.

Please don't include rules queries with your letters, as the volume of mail we receive prohibits us from sending individual replies.

Warhammer Chronicles

Games Workshop
Willow Road, Lenton
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Fielding a Hell Pit Army

The Hell Pit army list is designed to represent the Skaven armies that emerge from the Clan Moulder stronghold when enemies approach. Clan Moulder is well known for its practice of creating hideous mutants and selling them to the other Great clans of the Skaven. A less well-publicized fact is that the Master Moulders keep the most successful of their experiments in Hell Pit for use as shock troops in their own battles. As a result, you will find creatures in this army list that you would never see in a normal Skaven army – from gibbering Throtlings that slither and crawl, intent on slaying anything that looks upon them, to gigantic burrowing behemoths that burst from the ground and devour everything they sniff out.

The army is led by the castellan of Clan Moulder, Ghoritch – a new special character specific to Clan Moulder. You'll notice that the army list requires you to take Ghoritch as the army General (he's about the only Master Moulder that has what it takes to unite all those gribbles under one banner). In truth, you could just as easily use Ghoritch's rival, Throt the Unclean, to lead the army. Simply substitute Throt as he appears in the Skaven book for Ghoritch.

Needless to say, this army is strange enough to require your opponent's consent. Only the brave dare venture in the pit!



Kirsten Williams's Skaven Hell Pit army under the command of Throt the Unclean



HELL PIT ARMY LIST

Down 't' Pit

Such is the twisted power of Chaos that no two creatures spawned in the depths of Hell Pit are really alike. In fact, it is said by the Council of Thirteen that Clan Moulder's genius and its greatest flaw are one and the same – the sheer variety of their warpstone-born creations. Only the ubiquitous Giant Rat and the heavily muscled Rat Ogre are produced with any reliability. Nonetheless, it is possible to group their beasts into loose packs of roughly the same size and ability. The following unit entries consist of two types: standard Skaven units, for which you will need to refer to *Warhammer Armies: Skaven*, and new units, whose details are given here in full.

All characters in this list except for Grey Seers can use magic items that are marked *Clan Moulder Only* in the Skaven Army book. If a unit is marked with an asterisk (*), the number of units of that kind in the army must be equal to or less than the number of Giant Rat units in the army. All units in this list count as Clan Moulder units.

Choosing an Army

Both players choose armies to the same agreed points value. Most players find that 2,000 points per side provides a game that will last an evening. Whatever value you agree upon is the maximum number of points you can spend on your army. You can spend less and will probably find it impossible to use up every last point. Most 2,000-point armies will therefore be something like 1,998 or 1,999 points, but they are still 2,000-point armies for our purposes. Once you have decided on a total points value, it is time to choose your force.

Choosing Characters

Characters are divided into two broad categories: Lords (the most powerful characters) and Heroes (the rest). The maximum number of characters an army can field is shown below.

Army Value	Maximum Characters	Maximum Lords
2,000 or more	4	1
3,000 or more	6	2
4,000 or more	8	3
Each +1,000	+2	+1

An army does not have to include the maximum number of heroes allowed; it can always include fewer than indicated. However, an army must always include at least one character, the General, who, in the case of this army, is either Ghoritch the Castellán or Throt the Unclean.

LORDS

(COMPULSORY) GHORITCH THE CASTELLAN (see p. 25 of this issue)
OR THROT THE UNCLEAN (see *Warhammer Armies: Skaven*, pp. 68-69)

MASTER MUTATORS (see *Warhammer Armies: Skaven*, p. 78)

GREY SEERS

HEROES

CHIEFTAINS

MASTER MOULDERS

HARBINGERS OF MUTATION (see *Warhammer Armies: Skaven*, p. 78)

CORE UNITS

GIANT RATS

Mainstay unit

CLANRATS*

Clanrats are not a Mainstay unit. Units of Clanrats may not have weapon teams.

0-1 STORMVERMIN*

CLANRAT SLAVES*

Hell Pit armies may use any and all infantry models to represent their slaves.

0-2 RAT SWARMS*

These count as Special choices if upgraded to Plague Rats.

RAT OGRES*

THROTLINGS*

Points/pack: 40

Throtlings are so named because of Throt the Unclean's obsessive habit of grafting together unfortunate creatures with warpstone-infused salve when he is in between projects. The resulting nightmarish assortment of limbs, mouths, and horribly abused minds crawl through the depths of Hell Pit and are unleashed as cannon fodder in times of war. These barely sentient, benighted creatures cannot bear to be seen in their new and repugnant forms and go to great lengths to kill all who look upon them in sobbing fits of jealousy and self-loathing.

	M	WS	BS	S	T	W	I	A	Ld
Throtling	6	3	0	3	3	1	4	1	2
Packmaster	6	3	3	3	3	1	4	1	5

Unit Size: A unit of Throtlings is made up of one or more packs (a pack consists of six Throtlings and one Packmaster). You can buy as many packs as you wish and add them together to form a unit.

Weapons and Armor: Throtlings have none.

Packmasters have light armor, hand weapons, and whips.

Special Rules: *Mixed Units, Loss of Packmasters.* Such is the revulsion inspired by packs of Throtlings that they cause *Fear*.

WOLF RATS*

Points/model: 6

Though members of Clan Moulder often claim to create rats the size of wolves, it is rare indeed for them to supply other clans with the largest and strongest of this relatively stable breed. Those that are truly lupine are kept in spiked cages and feed on their own dead. Thus, when Wolf Rats are finally unleashed into the outside world, they attack anything in their path in a bloody rage.

	M	WS	BS	S	T	W	I	A	Ld
Wolf Rat	9	3	0	3	3	1	4	1	5

Unit Size: 5+.

Weapons and Armor: None

Options: None



SPECIAL UNITS

ARMORED RAT OGRES*

Points/pack: 65

Particularly hardy Rat Ogres are often further modified with rusty armor plates and crude weapons grafted directly onto their bodies. The advance of such monstrosities across the battlefield is accompanied by the screech of tortured metal and the bellow of tortured beasts.

Armored Rat Ogres are identical to normal Rat Ogres but have a 5+ armor save. They also count as having additional hand weapons.

MUTANT RAT OGRES*

Points/pack: 50 pts

It is in every Moulder's nature to want to improve upon creations that already function well. Occasionally, these attempts to re-engineer a successful experiment manage to succeed. The cream of the Rat Ogre creations in Clan Moulder's possession sport extra limbs, heads, and even minds since Throt perfected the practice of transplanting human brains into Rat Ogre bodies.

	M	WS	BS	S	T	W	I	A	Ld
Mutant Rat Ogre	6	3	0	5	4	3	3	3	5
Packmaster	6	3	3	3	3	1	4	1	5

Unit Size: A unit of Rat Ogres is made of one or more packs (a pack consists of one Rat Ogre and one Packmaster). You can buy as many packs as you wish and add them together to form the unit.

Weapons and Armor: Mutant Rat Ogres have none.

Packmasters have light armor, hand weapons, and whips.

Options: The Mutant Rat Ogres must take up to two of the following upgrades. The only upgrade that will affect the Packmasters is **Quadrupedal**.

- **Powerhouses.** The Mutant Rat Ogres have +1 Strength (10 points per model).
- **Quadrupedal.** The Mutant Rat Ogres have +1 Movement (5 points per model).
- **Resilient.** The Mutant Rat Ogres have +1 Toughness (12 points per model).
- **Extra Extremities.** The Mutant Rat Ogres have +1 Attack (10 points per model).
- **Brain Transplant.** The Mutant Rat Ogres have Ld7 and WS4 (5 points per model).

Mutant Rat Ogres with brain transplants do not have Packmasters and are not subject to the *Loss of Packmasters* rule.

- **Trollblood.** The Mutant Rat Ogres may *Regenerate* (15 points per model).

Special Rules: *Fear, Mixed Unit, Loss of Packmasters.*

0-1 AUGMENTED RAT OGRES*

Points/pack: 60

On the rare occasions that Clan Skryre and Clan Moulder cooperate, the results are as deranged as they are effective. Augmented Rat Ogres are as much machine as they are flesh. Augmented Rat Ogres erratically hiss and clank across the battlefield, as their grafted pincers snap like shears and their warpfire projectors throw great goutts of fire into the enemy ranks.

	M	WS	BS	S	T	W	I	A	Ld
Augmented Rat Ogre	6	3	0	6	4	3	3	3	5
Packmaster	6	3	3	3	3	1	4	1	5

Unit Size: 1-5. A unit of Augmented Rat Ogres is made of one or more packs (a pack consists of one Augmented Rat Ogre and one Packmaster).

Weapons and Armor: Augmented Rat Ogres have a 4+ armor save.

Packmasters have light armor, hand weapons, and whips.

Options: One Augmented Rat Ogre per unit may be armed with a Warpfire Thrower (+40 pts). Do not roll an Artillery die to see how far the jet of liquid is projected, simply place the teardrop-shaped template with the thin end touching the model's base and determine hits as normal.

Special Rules: *Fear, Mixed Unit, Loss of Packmasters, Stupidity.*

Choosing Troops

Troops are divided into Core, Special, and Rare units. The number of each type of unit available depends on the army's points value, indicated in the chart below.

Army Points Value	Core Units	Special Units	Rare Units
2,000 or more	3+	0-4	0-2
3,000 or more	4+	0-5	0-3
4,000 or more	5+	0-6	0-4
Each +1,000	+1	+1	+1

In some cases, other limitations may apply to a particular kind of unit. These limitations are specified in the unit entries.

Unit Entries

Each unit is represented by an entry in the army list. The unit's name is given, and any limitations that apply are explained.

Profile: The characteristics profiles for the troops in each unit are given in the unit entry. Where several profiles are required, they are also given, even if, as in many cases, they are optional.

Unit Sizes: Each entry specifies the minimum and maximum size for each unit.

Weapons and Armor: Each entry lists the standard weapons and armor for that unit type. The value of these items is included in its points value. Additional or optional weapons and armor cost extra and are covered in the *Options* section of the unit entry.

Options: This section lists the different weapon, armor, and equipment options for the unit and any additional points cost for taking them. It may also include the option to upgrade a unit member to a musician or standard bearer.

Special Rules: Many troops have special rules, which are explained in the army special rules, and sometimes summarized for your convenience in the army list.

It would be tedious to repeat all the special rules for every unit within the army list itself. The army list is intended primarily as a tool for choosing armies rather than for presenting game rules. Wherever possible, we have indicated where special rules apply, and where space permits, we have provided notes within the army list as "memory joggers." Bear in mind that these descriptions are not necessarily exhaustive or definitive, and players should refer to the main rules for a full account.



FLAYERKIN
Points/model: 14

Flayerkin are mutants crafted from a fusion of Chaos Marauder, Skaven, and bell-forged iron. They use long, sharp claws grafted onto their wrist stumps to behead their foes and scale castle walls with equal ease. The chains fused to their spines ensure that even if they are killed while climbing up a battlement, their comrades can scale the walls by using the trail of dangling corpses.

	M	WS	BS	S	T	W	I	A	Ld
Flayerkin	4	4	3	4	3	1	4	1	7
Wallcreeper	4	4	3	4	3	1	4	2	8

Unit Size: 5-20

Weapons: Brutal climbing claws (two hand weapons).

Options: One Flayerkin may be upgraded to a Wallcreeper at +14 points.

Special Rules: Scouts, Killing Blow, Skirmishers, Human Chains.

Human Chains. Flayerkin may scale walls as if equipped with grappling hooks. If any non-mounted model/unit reaches any wall or tower section that has had at least five Flayerkin scale its walls, it may climb up as if it were equipped with up to five ladders. Flayerkin ignore the penalty for attacking over a defended obstacle.

The Wood Elves find that, as far as heads are concerned, the beasts of Clan Moulder have them outnumbered.



RARE UNITS

TROLLS*

Points/pack: 55

North of Praag, Trolls wander through the warpstone-laced sludge. Clan Moulder is only too happy to give them a home and an extra limb or two in the bargain.

	M	WS	BS	S	T	W	I	A	Ld
Troll	6	3	1	5	4	3	1	3	4
Packmaster	6	3	3	3	3	1	4	1	5

Unit Size: 1-5 packs. A pack consists of one Troll accompanied by a Packmaster in the same way as a Rat Ogre pack.

Weapons and Armor: Trolls don't need to carry normal weapons, though they often have a club, bone, or bit of tree (which count as hand weapons).

Special Rules: Fear, Stupidity, Regenerate, Troll Vomit.

Troll Vomit. A Troll may vomit on his foes in the Close Combat Phase instead of making his normal 3 Attacks. *Troll Vomit* is a single attack that always hits and inflicts a S5 hit with no armor save allowed.

ABERRATION*

Points/model: 60

Aberrations are beyond classification, the aborted experiments of crazed Moulders whose ambitions outweigh their skills. Invariably driven mad by their fate, Aberrations will go to every length they can to ensure that their miserable lives are drawn to a close as quickly as possible. Aberrations often plead for death as they throw themselves upon the enemy's blades.

	M	WS	BS	S	T	W	I	A	Ld
Aberration	6	3	0	5	5	4	1	D6	4

1-2 Aberrations may be taken per Rare choice.

Unit Size: 1.

Weapons and Armor: A nightmarish assortment of snapping mouths and mutated limbs.

Special Rules: Unbreakable.

BURROWING BEHEMOTH*

Points/model: 215

The vast, balding monstrosities that burrow blindly in the deepest tunnels of Hell Pit were originally pioneered as a way of expanding Moulder's subterranean empire. However, these blind and twisted beasts are no less effective in battle, when they burst from the earth and smash into the enemy with earth-shaking force.

	M	WS	BS	S	T	W	I	A	Ld
Behemoth	8	3	0	6	5	6	3	5	5

Unit Size: 1

Weapons and Armor: Sheer bulk and vicious digging claws.

Special Rules: Terror, Stupidity, Large Target, Unit Strength 6, Tunneling (Burrowing Behemoths follow the Tunneling rules on p. 19 of *Warhammer Armies: Skaven*).

0-1 CHIMAERAT*

Points/model: 185

The rarest of all Moulder's creations, the Chimaerat defies all logic in its form and is a blasphemy against nature. The Chimaerat is to a common rat what a Hydra is to a common lizard. Inevitably multi-headed, the Chimaerat wheezes sickly green warpstone fire as it hauls its benighted bulk across the battlefield and scorches the earth in its wake.

	M	WS	BS	S	T	W	I	A	Ld
Chimaerat	5	4	0	6	5	6	4	6	7

Unit Size: 1

Weapons and Armor: Snapping jaws and razor-sharp claws.

Special Rules: Terror, Stupidity, Large Target, Unit Strength 4, Breathe Warpfire (S5 breath weapon, causes Panic test in enemy unit if a casualty is caused).

Bish Bash Bosch

A good part of this army list was inspired by the mad paintings of Heironymus Bosch, Gustave Doré, and, of course, our very own John Blanche – all masters of the bizarre. The human-headed rat centaur and the drooling snapping mouth with arms instead of legs could have lurched straight out of any of Bosch's depictions of Hell. If you like the sound of these arguably insane works of genius, why not look them up on the internet? Perhaps you'll find some inspiration for your own Moulder mutations that you can then happily inflict upon your friends in a frenzy of snapping mouths and flailing limbs.





HELL PIT SHOWCASE

Armored Rat Ogres by Kirsten Williams

Kirsten used parts from the Ogre Bull sprue and a simple chain mail green stuff technique to add armor to her Rat Ogres.



Augmented Rat Ogres by Phil Kelly

Phil raided his bitz box to make these augmented Rat Ogres.



Wolf Rats
by Kirsten Williams



Kirsten made her Wolf Rats by simply putting a Rat Ogre head and tail on a plastic Wolf model

Kirsten made this Burrowing Behemoth from the body of a Wyvern coated with static grass. The nose and ears are sculpted from green stuff to make the model more rat-faced.



Burrowing Behemoth
by Kirsten Williams



Tunnel marker

Chimaerat
by Kirsten Williams



Kirsten made this Chimaerat from a Dark Elf War Hydra and added Rat Ogre heads.



BREAKING THE MOULD

MODELING HELL PIT MONSTROSITIES

The horrific denizens of Hell Pit are among the most twisted and mutated in the Old World. Who better to show how to convert these monstrosities than crazed modeler Adi Wood?

Adi: I love monsters, and I'm always on the look out for opportunities to raid my bitz box and build a few more. The Clan Moulder army list contains lots of mutated creatures that can be built from all manner of parts plundered from the Warhammer range. When making the

Skaven creatures for this workshop, I limited myself to a few specific sprues of models. The new Rat Ogres were a good source, as they are not only one of the more successful creations of Clan Moulder but have loads of extra limbs, heads, and other parts that can be combined to make new and unusual monsters. Adding in a sprue of Plague Monks, some Bretonnian Peasants, Empire Militia, and even a Lizardmen Cold One, I had enough raw material to build plenty of weird models.

To make the modeling process easier to follow, I've included some unpainted conversions to show the different parts of the models more clearly. Remember that there are no rules when you're making mutations. The weirder they look, the better. You can either copy these ideas or let your imagination run riot and come up with some of your own.

Harbingers of Mutation

Based on a Rat Ogre Packmaster, the Harbinger has a tail from a Rat Ogre hooked around his face in a classic evil villain pose. His other arm is from the Plague Monk sprue. There are plenty of small rats on the Skaven sprues, and I placed a few across the Harbinger's shoulders and at his feet.



The nightmarish horde of Hell Pit advances through the wretched bleakness of the Troll Country.

THROTLINGS

Although described as mutated Giant Rats, I used all manner of parts to make these tiny critters. The trick was to use at least one Skaven model part for each Throtling. Inspiration came from many sources. I've been a fan of science fiction and horror for many years, and this interest provided me with plenty of ideas for weird creatures. Other excellent source material can be found in the artwork from the Mordheim rulebook.



I couldn't resist including one giant. I simply glued Rat Ogre arms together and repositioned the hands as feet.



I created these conversions by simply attaching Plague Monk, Gnoblar, and Packmaster heads to rat bodies.



This is a classic monster image: a rat with two heads. It would have been a shame to waste these two half rats.



Inspired by many classic horror movies, I simply glued these Rat Ogre hands to bases.



I glued this rat head to a whip and then attached it to a Rat Ogre's hand. I think the contrasting sizes help make the model look grotesque.



This banner top just cried out for a head to be glued to it.



This rat has lost his head to another conversion, so a spare bell makes for a suitably strange replacement.



Gnoblar legs make great foundations for Throtling conversions. The first has a Packmaster's head and a whip, and the second has a rat's tail and a Bretonnian Peasant banner bit. This model in particular was inspired by the art of Heironymus Bosch.



These two Rat Ogre feet have additional parts: a Packmaster head, a Rat Ogre bell, a section from a Rat Ogre weapon arm, and a Plague Monk's flail.



I made this model from a Rat Ogre tail, drilled a pair of eyes into the end, and glued a Gnoblar mouth underneath.



CLAN RAT SLAVES

You can use almost anything, in addition to Skaven models, to represent slaves. Here, I've used Zombie models with heads from Empire Militia and Bretonnian Peasant sprues. I shackled the slaves together with chains from the Rat Ogre sprue.



ABERRATION

Similar to a Chaos Spawn in size and shape, I made this creature from parts left over from making the Chimaerat, featured on the next page. I liked the idea of attaching a pair of arms to a Rat Ogre torso and flipping it such that it was standing on its hands, which were replaced with spare Rat Ogre feet. A set of spikes made the Rat Ogre head look even more bizarre and gruesome.



LOG ON!

For more craziness on mutated Rat Ogres, check out the Rat Ogre Pitfighting Mini Game online. For a link to this game, go to

www.games-workshop.com/whitedwarf/WD310

WOLF RATS

These models are, for the most part, based on a plastic wolf with the head and tail converted. Almost anything can serve as a cool head or tail, including a lot of the Rat Ogre bitz.



Combining a Cold One's tail and a Rat Ogre's head makes a striking Wolf Rat. I added a tiny passenger, a Skaven Familiar.



On this model, things are switched around a bit with a Rat Ogre tail becoming a huge tongue and a whip serving as an ideal tail.



Wolves have an angled neck joint. Thus, positioning one Rat Ogre head above the other looks suitably gruesome. Once again, I've used some whips as tails.



The Rat Ogre weapon arm is covered in lovely boils. The arm serves as a huge bulbous neck topped with a Plague Monk's head.



As well as using a Rat Ogre tail, I've replaced the wolf's face with a Skaven banner top.

CHIMAERAT

A part from an additional weapon blade on the end of one of the tails, I made this Hydra-inspired model entirely from one Rat Ogre sprue. After cutting several heads from the sprue and attaching a few to some arms, I assembled the creature's body, which I made from a couple of pairs of legs, with the feet cut away and the two halves glued together. I mounted this assembly on a Chariot base. Rat Ogre hands looked effective as feet for the beast. After I glued a torso in place, I added the various arms and heads. At first I wasn't entirely sure if the creature was coming or going, but in the end, I decided that the side with the most heads was the front!



HELL PIT PAINTING TIPS



1 Layering different inks on top of each other can create vivid looking sores.



2 Make specific parts of the model appear strange and mutated by using unusual colors.



3 Use Rotting Flesh for highlights, rather than Skull White or Bleached Bone, to give the flesh a slightly putrid appearance.



4 Apply Gloss Varnish to the boils to make them appear pustular and alive.



5 Long sharp teeth are a major Skaven characteristic. Highlight them so that they stand out.