

WARHAMMER

DOOMWHEEL

Original background by Andy Chambers, new rules by Anthony Reynolds.

We know many Skaven players out there will have the older miniatures in their armies, so Anthony has updated the rules for the Doomwheel and Vermin Lord for the latest edition of Warhammer.

Rare Unit

Points/model: 150

The Doomwheel was designed by the mad genius Ikit Claw, Chief Warlock of Clan Skryre, who later created the highly successful Warp-Lightning Cannon. The Chief Warlock is obsessed with creating the ultimate killing machine, determined one day to outdo his predecessors who enjoyed the easy successes of warfire throwers and jezzails. By harnessing the power of raw warpstone to create energy discharges Ikit Claw has created a terrifying engine of destruction that rolls forward surrounded by a crackling halo of purple warp-lightning. Anything foolish enough to hold its ground before this infernal machine is blasted apart by the warp-lightning or crushed under the Doomwheel itself.

The Doomwheel has a single Skaven crewman as crew; its motive power is supplied by hordes of giant rats in two great treadmills. The turning of the treadmills in turn operates a warpstone generator which creates the lightning. Though it can be said that the warpstone reactor is somewhat unstable and the speed generated by the rats is rather erratic a series of tests using Slave units as targets has yielded impressive results. Now the Clan Skryre Warlock Engineers are building this new wonder weapon as fast as possible.

Unit Size: Each Doomwheel is a single unit.

Crew: Each Doomwheel is crewed by a single Skaven Driver.

Weapons and Armour: The Skaven Driver is armed with a hand weapon and a Warplock Pistol.

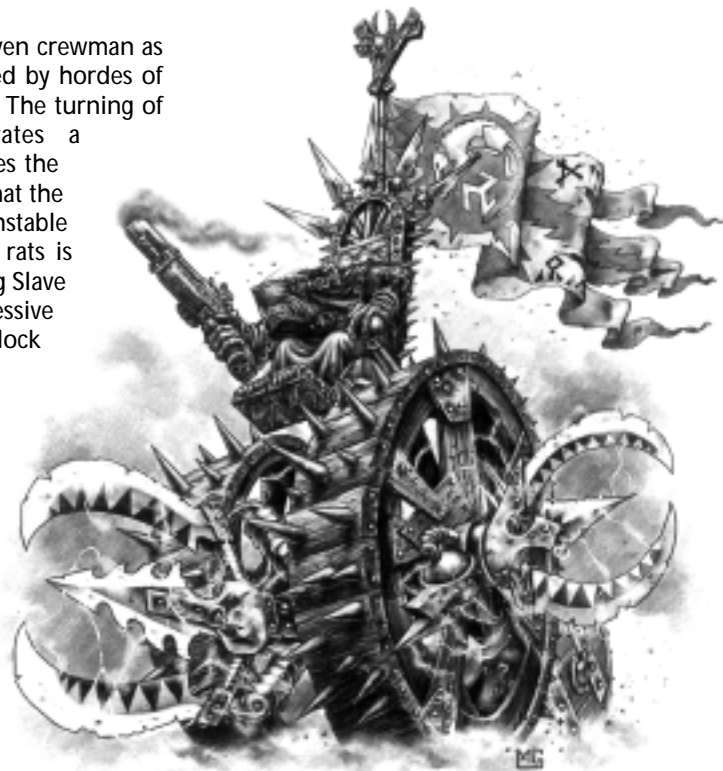
PROFILE	M	WS	BS	S	T	W	I	A	Ld
Doomwheel	3D6	-	-	5	5	4	-	-	-
Giant Rats	-	3	0	3	-	-	4	5	-
Skaven Driver	-	3	3	3	-	-	4	1	8

Drawn by: Giant Rats

Armour Save: 5+

SPECIAL RULES

Chariot: The Doomwheel is treated as a chariot with the exceptions noted opposite.



Movement: The rats scampering around inside the Doomwheel's tread mills are driven into an insane frenzy by the lightning flashing and sparking around them. As they tumble over each other the wheel rumbles forward, but the Doomwheel's speed is impossible to control accurately. Sometimes it will roll along more swiftly than a galloping horse, at other times it will virtually halt because the rats are temporarily exhausted.

To represent this the Doomwheel does not have a fixed Movement rate. It automatically moves 3D6" and is moved along with compulsory movement before any other troops can move. The player can control the direction the Doomwheel moves in, representing the Warlock Engineer using the trailing stern wheels to brake one side of the machine or another, but he has no say at all about the distance travelled. The player must decide which direction to move the Doomwheel before the dice are rolled for distance.

If the Doomwheel's movement is sufficient to move into contact with a unit it is considered to have charged. No formal declaration of a charge is necessary. The target unit can make the usual response just as if it had been charged in the normal manner. These rules apply even if the Doomwheel hits a friendly unit by accident!

Impact Hits: When the Doomwheel charges into combat it inflicts D6+2 impact hits at Strength 5. This is worked out exactly like other chariot impact hits and only differs in so far as the number of hits is greater.

Warp-Lightning: In each Skaven shooting phase the Doomwheel can unleash D3 bolts of warp-lightning (roll in each Shooting phase). The power of the warp-lightning can be very unpredictable – it can shatter mountains one minute and only cause slight burns the next. The Skaven player can decide not to release the warp-lightning – this helps to keep the Skaven alive until the Doomwheel gets closer to the enemy.

To work out how powerful the lightning is, each turn roll an Artillery dice. If you roll a number (2,

4, 6, 8 or 10) then that is the Strength of all the lightning bolts this turn. Each of the three bolts has a range of 3D6" and will strike the nearest model within range in any direction – friend or foe! The bolts of warp-lightning arc wildly so they ignore any terrain between them and the nearest target. If the Doomwheel is in contact with a unit or model don't bother rolling for range, the bolts will automatically hit the targets in contact. If several targets are the same distance away (or in contact with the Doomwheel) the bolt will be attracted to the target with the best saving throw (since they have more metal armour on them). Each bolt will only damage a single model, but the model struck suffers not one but D6 wounds if the bolt damages them. Against war engines, ridden monsters and the like the hit scored by a bolt of warp-lightning is randomised between the machine/creature and its crew.

If you roll a 'misfire' result something has gone awry with the warpstone generator. The Doomwheel will fire three shots at full range and full power (so 18" at Strength 10). After this, the Doomwheel is itself destroyed and removed from play.

Crew Attack: In the close combat phase the rats and the Skaven Driver will fight enemy models in contact with the Doomwheel whether to its front, sides or rear.

Immune to Psychology: The Skaven Driver is so excited about riding the Doomwheel that the model is Immune to Psychology.

Unit Strength: The Doomwheel has a unit strength of 4.

Fleeing and Pursuing: The Doomwheel flees and pursues exactly like ordinary troops, although it flees and pursues 3D6".

Magic Resistance: The random discharges of energy and magic produced by the warpstone generator create a powerful protective field around the Doomwheel. Spells cast into this area are very likely to be disrupted by the magical turmoil, hence the Doomwheel counts as having Magic Resistance (2).

Leadership: The Skaven Driver in command of the Doomwheel draws great reassurance from the monstrous, infernal engine he's riding on and so counts as having a Leadership value of 8.



VERMIN LORD

Original background by Andy Chambers, new rules by Anthony Reynolds.

The Daemonic and insatiably evil Vermin Lord
for the latest edition of Warhammer.

Vermin Lord

650 Points

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Vermin Lord	8	8	0	6	6	6	10	6	9

DAEMON OF THE HORNED RAT

The Vermin Lords are thought to be the daemonic forms of ancient Lords of Decay, warped by the influence of the Horned Rat into his immortal servants. They are great, powerful creatures surrounded by an aura of creeping decay and inscrutable knowledge. Their heads are bedecked with the spiralling horns and sloughing flesh of the Horned Rat himself. Warpstone amulets and torcs decorate the Vermin Lord's leprous form, along with chunks

of raw warpstone hammered into their flesh. Vermin Lords are often seen armed with huge, wicked-looking glaives that are fully twice the height of a man but their chisel-teeth and sharp claws are easily capable of tearing a creature to pieces.

Only the Grey Seers hold the keys to summon the Vermin Lords into the material world, and they are loath to do so without great need, fearing to summon up what they cannot dismiss. A Vermin Lord is wiser and more wicked than any living Skaven and yet retains its mortal lust for power and love of betrayal. A bargain struck with one of the Vermin Lords will bring great power to the supplicant but will cost him dearly – the unwary can find themselves paying with their soul as well as their life.

Taking a Vermin Lord counts as taking a Lord, a Hero choice and a Rare slot. It must be fielded exactly as presented here and no extra equipment or magic items can be bought for it. Vermin Lords will always be the army General. Only a single Vermin Lord may ever be included in an army.

SPECIAL RULES

Daemonic Instability and Break

Tests: When a Vermin Lord loses a round of combat it must take a special Daemonic Instability test instead of a Break test. Use the following procedure to take a Daemonic Instability test:

1. Calculate combat resolution as normal.
2. Roll 2D6 and compare this to the Vermin Lord's Leadership value, with no combat resolution modifiers. If the roll is higher, the Vermin Lord loses its grip on the mortal world and disappears from the battlefield. It counts as destroyed.





Immune to Psychology: The Vermin Lord is immune to psychology.

Stands Alone: A Vermin Lord may never join units.

Horned Rat Incarnate: All friendly Skaven units with at least one model within 6" of the Vermin Lord are Immune to Psychology.

Daemonic Aura: Daemons are not of mortal flesh and have some immunity to mundane weapons. The Vermin Lord get a 5+ Ward save. However, this Ward save cannot be used against magical attacks (ie, spells and magic items).

Terror: The Vermin Lord is amongst the most terrifying of all monsters. The psychology rules for *terror* apply, as described on page 81 of the Warhammer rulebook.

Doom Glaive: The glaives wielded by the Vermin Lords are heavily ensorcelled with death magic. A hit from a Doom Glaive allows no armour saves.

Spellcaster: Vermin Lords are well versed in the realms of magic and have a magic level of 4, equivalent to a Grey Seer. Vermin Lords always take their spells from the Skaven Magic list. Vermin Lords have no warpstone.

3. If the Vermin Lord does not instantly disappear, compare the dice roll to their Leadership value, taking into account any modifiers for combat resolution. For each point the Vermin Lord fails its Instability test by, it suffers one additional wound. No saves of any kind are allowed against these wounds, including Ward saves, regeneration, etc. If characters are present in the unit, the controlling player can decide how to allocate wounds between the character/s and the unit.

4. If the Vermin Lord is wiped out by instability in the first round of combat, the enemy may overrun as normal.



Example: The Vermin Lord loses a combat by 4. The controlling player scores 7 on his 2D6 roll. This is lower than its Leadership of 9, so it doesn't disappear totally. However, because combat resolution modifiers count for Daemonic Instability, its Leadership is reduced to 5 for the second part of the test. This means that the Vermin Lord has failed the test by 2, and so the Vermin Lord loses 2 wounds.

