



WOEHAMMER ARMIES

SKAVEN



Skaven Special Rules

Pack Animals

The Pack and Pack Master special rule extends and replaces the Command and Hero special rules that other races have. It makes Skaven especially dependant upon their Broodlords and Broodmasters. Note that they are still Warlords and Heroes in terms of the game though - even though they lack the Command and Hero rule.

Skaven Warlocks also have the Pack Master rule, which means they can also pass on the benefit of their Command as described below. Units with the Pack special rule are treated as having a Command stat equal to the Command stat of a Pack Master within 10". If you have more than one Pack Master within 10" count the highest stat value. This boost to the unit's stat is treated just as if the unit had a Command stat the same as the Pack Master. This applies to all rules that use the Command stat, not just to tests taken using Command. It includes the Automatic Breaks from Pins rule, for example.

Bear in mind that Slaves only have the Pack rule so long as their Slavedriver is alive - as only the Slavedriver has the Pack rule and not the Rat Slaves. The same is true for the Giant Rats.

Pack Master Slain/Moves and Autobreaks

It can happen that a Pack Master is slain or moves beyond 10" of a Pack unit leaving the unit with enough pins to cause an automatic break where this was not the case before the Pack Master was slain/moved. In this situation we allow the Pack unit a chance to survive if it has not already taken its action that turn (or all of its actions should it somehow be endowed with more than one). If the Pack unit has no action in hand that turn it is auto-broken and removed at the end of the current action regardless of which side's action it happens to be (see p42 of the rulebook for the Autobreak rule). If a unit has yet to make its action and suffers one or more further pins before it has a chance to do so it is auto-broken and removed. Otherwise, the unit can be given an order and can attempt an action as normal. It is only auto-broken at the end of the action if it still has at least as many pins as its Command stat (bearing in mind this will be an enhanced stat if a Pack Master is now within range). Note that this exception to the autobreak rule is there to allow for another Pack Master to move into range and whip the Skaven into shape, or for the unit to recover one or more pins and avoid an autobreak by taking an order test. Depending upon the unit's own Command stat it might be sufficient to issue an order (removing a pin whether you pass or fail) or it might be necessary to pass a Rally order and shed more pins. In either case, a unit carrying so many pins is extremely vulnerable and its options very limited.

Although the Pack rule supplants both the Command and Hero special rules it doesn't affect the unit's Initiative stat or tests that use Initiative. It only affects the unit's Command stat. Skaven characters have relatively low Initiatives and relatively high Command to enable them to function as Pack Masters. The Pack rule has been added at no points cost to those units that have it, but the Pack Master rule is added at 20pts to the individual with the rule.

Screaming Bell

The power of the screaming bell is legendary, but like all Skaven contraptions is chaotic and hard to control. As long as the striker is alive he may strike the bell each time the unit is activated if he wishes. Roll D6 and consult the table below. The bell may be struck each time the unit is activated, rolling a further D6 each time (eg the second strike is 2D6, 3rd is 3D6, and so on).

1 - 2 - *the Skaven crew pushing the bell are filled with strength on each shuddering toll* - if the unit is undamaged it gains the rapid sprint rule this turn

3 - 4 - *the Skaven who hear the bell squeal with glee as they are emboldened by each strike* - any Skaven units within 10" of the bell may reroll failed order tests this turn

5 - 6 - *the mighty bongs of the bell sow fear through the low beasts of the world* - any cavalry units, friend or foe, within 20" of the bell must make an order test when activated even if it currently has no pins.

7 - *the noise grows louder, discomforting the enemy with its ominous clangour* - any enemy units within 20" of the bell must pass an order test to charge or fire missile weapons, regardless of whether it has any pins or not.

8 - 9 - *the tolls blend together into a single thunderous crack* - each building, structure, or wood within 20" of the bell take 2D6 damage as per main rulebook. Woods targeted will begin to degrade as the trees within topple as the tolling effects it. Thick forest will become dense woodland, and dense woodland will become light woodland, and light woodland will disappear altogether! As the wood deteriorates any models within must pass an Agility test or be hit by a falling tree, taking a SV5 hit.

10 - 11 - *the ringing send all Skaven nearby into a frenzy* - any Skaven slave, clan rat, plague monk, or Stormvermin unit within 12" at the start or end of their activation (ie if they have just completed a charge within range) gain the berserk rule for this turn.

12 - 13 - *the ground begins to split apart under the discordant clongs* - a great crack 18" long and 1" wide opens in the Earth. All models in the path of the ravine must make an agility test or perish by falling in. Surviving models are set up to one side of the ravine. Units take pins as normal as if hit by a magic missile. Monstrosity and Chariot units take a pin but are otherwise unaffected as they are large enough to straddle the gap with ease. Buildings in the path of the ravine take 2D6 damage as detailed in the main rulebook.

14 - 15 - *the grating tintabulations sounds like a million rats gnawing at the ears of the enemy* - all enemy units within 12" of the bell behave as if they are affected by the dread rule for this turn

16 - 17 - *the horrific clonging of the bell reaches its crescendo* - the tolls blend together into a single thunderous crack - each building, structure, or wood within 36" of the bell take 2D6 damage as per main rulebook. Woods targeted will begin to degrade as the trees within topple as the tolling effects it. Thick forest will become dense woodland, and dense woodland will become light woodland, and light woodland will disappear altogether! As the wood deteriorates any models within must pass an Agility test or be hit by a falling tree, taking a SV5 hit.

18+ - *with a final apocalyptic crack the great bell splits in two* - the unit is destroyed, all units within 3D6" of the bell take and automatic SV2 hit as their eardrums burst. The crew are killed except the Greyseer who takes his usual wound, is placed on foot, and then resolves the SV2 hit as above.

The Screaming Bell is considered a chariot, propelled by the attendant Skaven Clan rats.

Weapons Teams

The Skaven have several weapon teams operated by a number of hapless individuals. For rules purposes a single team is treated as one model, even though it will normally be represented by two or more operators. Weapon teams are classed as artillery units and as such are affected by the Warlock Engineers Mechanical Genius rule.

Ratling Guns

Ratling guns can double the shots they make and fire up to 6 shots per missile attack, the player must declare if they intend to do this, declare how many shots they will make, and roll all hit rolls concurrently. If the firer decides to make multiple shots all shots are at -1 Acc, and any natural 0s to hit are rolled the weapon has misfired and explodes, killing the crew and removing the unit from play.

Warpfire Mortar

The warpfire mortar is an overhead weapon and scatters if misses. Use the Poison wind mortar template if it scatters.

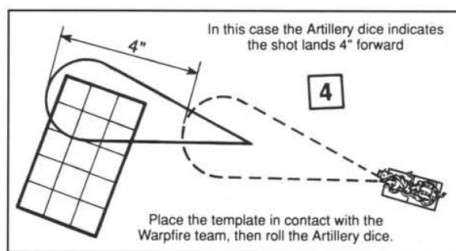


Warpfire Mortar Template

Warpfire Throwers

Warpfire throwers are devastating but unpredictable weapons. A warpfire team needs a fire order to shoot and cannot move and fire in the same activation.

When firing the weapon do not make a to hit test as normal but roll an artillery die. If a hit is rolled place the medium fire template from the teams base anyway in a 90 degree arc from its front. If a number is rolled place the start of the template that many inches away from the front of the team. If a misfire is rolled roll as D6 on the misfire chart below.



WARPFIRE MISFIRE CHART

D6 Roll	Result
1-2	<i>Kaboom!</i> The warpfire thrower crew disappears in a lurid mushroom cloud of flame. Any models within D3+1" are hit by warpflame. Work out damage as if they had been struck by the warpfire thrower.
3-4	The fuel barrels catch fire! The model carrying the barrels runs helplessly 2D6" in a random direction before the barrels explode, scattering warpfire over everything within D3". Work out hits against models within range as if they had been hit by the warpfire thrower itself. The model carrying the barrels is toasted.
5-6	The warpfire thrower's nozzle blocks and squirts burning fuel over its crew. Work out the effect as if the crew had been hit by their own warpfire thrower.

Infiltrate

Units with infiltrate may make a normal M move once all deployment is finished and before the first turn begins. This move may not end within 3" of any enemy models.

Skaven Magic

The Skaven Warlocks are capable sorcerers, and enhance their innate magical ability with consumption of warpstone, ignoring the extremely dangerous nature of the substance in exchange for its magical properties.

Orc and Goblin shamans have access to Beast, Dark, Destruction, Alteration, and Skaven spell lores and magic items. Skaven magic items are detailed below.

Skaven spells

Skitterleap

Casting level 8

The wizards opens a tunnel in the fabric of reality that sucks one friendly unit from the battlefield and deposits it to a more tactically advantageous position!

Range: Whole battlefield

Target: Any friendly unit

Effect: Unit is removed from current position and repositioned by the owning player to a chosen spot within 20" and LOS of the caster, normal rules for unit spacing applies.

Warp Lightning

Casting Level 7

A crackle of magical green energy blasts from the warlock to smite an adversary.

Range: 18"

Target: Any enemy model within range and line of sight.

Effect: Magic Missile, the target is struck by an SV2 hit. If the Res test is failed the lightning will leap to the nearest model (friend or foe) within 18" who are also hit, and should they fail the lightning will move on to the next nearest model, and continue to do so until a Res test is passed, stopping it.

Shadow of the Horned Rat

Casting level 7

The caster seems to grow vast in stature as the illusion make him resemble the foul Skaven god himself.

Range: -

Target: Self

Effect: The caster now causes Dread

Pestilential Breath

Casting level 8

This foul breath attack washes over the Warlock's enemies

Range: Template

Target: All models hit by the template

Effect: Magic Missile. Place the Pestilential breath template from the base of the caster. Affected models take an SV2 choking magic missile.

Duration: -

Plague

Casting level 7

The warlock infects the target with a magical virus cooked up by the most twisted minds of Clans Pestilens

Range: 10"

Target: Any enemy model within range

Effect: Target must make a Res Test. If the test is failed the model suffers a -1 Str penalty. The spell remains in effect, and each subsequent turn after this one the model must make a further check, and if failed suffers a further -1 Str penalty. If a test is passed the spell is broken and the victim retains any penalties already suffered but takes no more tests. If a model has their Str reduced to 0 they are considered slain and removed from play. Note that only that model's base command stat can be used for these checks and cannot be modified in any way.

Duration: Lasts until the end of the game

Skaven Magic Items

The Skaven use their technological know how, magical abilities, and copious amounts of warpstone to create all manner of strange and dangerous items.

Hero units may take magical items as listed below, or magical items of the Beast, Dark, Alteration, or Destruction lores. No one hero can take more than one magical item at a time.

Magic Weapons

Blade of Black Fury - *This rusty sword quickens the wits of the wielder* - This sword grants the wielder an additional HtH attack when charging, and in any follow up combat if victorious in the first round - 12 points

Poisoned Blade - *This dagger drips with the most potent poisons conceivable* - This dagger ignores all non magical armour and also has the venom damage rule. - 10 points

GutterBlade - *This small blade is dripping with the most foul poisons imaginable* - This sword can be used in place of the bearers normal weapon. All hit roll of a natural 1 from this sword inflict a further 1D3 hits - 15 points

Warpstone Throwing Stars - *These twisted blades are enthused with dark energy* - Once per battle these may be used in place of normal throwing stars, upgrading the SV to 5. Assassin units only. - 12 points

Magic Standards

Any model carrying a standard can upgrade to one of the standards listed below

Verminhide Banner - *This banner is a terrible sight and constantly produced loathsome filth, filling the air with a noisome stink* - Any enemy units within 10" of this banner are at -1 Acc and Str - 20 points

Magic Items

Warpstone Snuff - *This small jar of ground up warpstone is consumed by warlocks to boost their power despite its unpredictable nature* - Once per battle the possessor of this snuff may consume some prior to casting a spell. The spell is automatically cast with no chance of dispel, however on conclusion of the spells effects the user must roll on the miscast table as if they had failed the spell. Can only be taken by wizard units - 5 points

Plague Phial - *This small clay phial contains the worst diseases conjured up by the plague priests* - Once per battle the bearer may crack open the plague phial whilst in hand to hand combat. Their attack immediately takes 1D6 SV1 choking attacks as if hit by an exchange of missiles. Skaven units are immune to the effects of the plague phial - 10 points

Skaven Army List

Army Composition

When choosing a Skaven army the following restrictions apply, based on max percentage of overall points, accept in the case of troops which must make up at least 25% of overall points cost of the army.

Heroes 25%
Monstrosities / Chariots 25%
Artillery 25%
Elite Troops 25%
Troops 25% minimum

Not that these costs include any additional costs accrued via magic items, extra spells etc. For heroes riding monstrosities the values for the heroes and their steeds are considered separately for calculating percentages.

Some troop types have built in restrictions to the amount you can take in an army, which is listed before their description, for example '0-1 units of foot knights'. This is based on a points limit of 1,000 points; for games larger than this it can be considered to be the limit per 1,000 points, for example in a 2,000 point game 2 units of foot knights could be taken, a 3,000 point game 3 units, and so on. The point value must 'break into' the next 1,000 point barrier for this to work, for example a 1,500 point (or even 1,999 point) game would not qualify. The exception to this is the Warlord; the warband May only ever have one warlord. The restriction on spell casters is likewise based on the 1,000 point limit, an armies may take a spell caster per 1,000 points.

Hero Units

0 - 1 Verminlord, 271 points Monstrosity Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Verminlord with massive glaive	6	5	6	10	7	9	Pack Master, MoD 2, 4 x HtH, Magic Level 3, Dread, Terror

Note; if Verminlord is taken as general he also counts as first spell caster for the army

0 - 1 Skaven Warlord, 112 points Warrior Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Skaven Warlord with sword, medium armour	6	4	5	5(7)	6	8	Tough, Pack Master, Follow, Wound, 3 x HTH
2 x Skaven Bodyguard with swords, medium armour	6	4	5	5(7)	6	6	Pack

Upgrade to Tough 2 @ 10 points, to wound 2 @ 14 points. Give unit halberds @ 1 point, spears @ free. Give unit Venomous rule @ 5 points. Give unit heavy armour increasing Res to 5(8) and adding heavily laden rule @ 8 points plus 2 points per bodyguard. Add up to 2 bodyguards @ 11 points each

0 - 1 Skaven Warlord Mounted on Brood Horror, 236 points
Mounted Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Skaven Warlord with sword, medium armour	[6]	4	5	[5(7)]	6	8	[Tough], Pack Master, Follow, [Wound], 3 x HTH
Brood Horror	5	-	5	10	-	-	Large, Irresistible Charge, Fast 6, MoD 2, Dread, 3 x HtH SV2

Upgrade to Tough 2 @ 10 points, to wound 2 @ 14 points. Give halberd @ 1 point.

Note. The warband must include one, and only one, Warlord Unit

0 - 1 Skaven Grey Seer riding Doombell, 273 points
Chariot Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Doombell with Greyseer and Striker pulled by Skaven slaves	5	-	-	10	-	-	Large, Tough, Irresistible Charge, Doombell
Skaven Greyseer with stave	[6]	[4]	5	[4]	6	7	[Tough], Pack Master, [Wound], Magic Level 3
Striker with large club			5				
8 x slaves with swords			5				

Give warlock sword @ 1 point, Make Greyseer Tough 2 @ 10 points, Wound 2 @ 8 points.

0 - 1 Skaven Warlock, 73 points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Skaven Warlock with stave	6	4	5	4	6	7	Tough, Pack Master, Wound, Magic Level 1
0 x slaves with daggers	6	4	5	4	6	6	Pack

Give warlock sword @ 1 point, halberd @ 2 points. Give warlock a pistol @ 3 points. Upgrade to Magic Level 2 @ 25 points, Magic level 3 @ 50 points. Make Warlock Tough 2 @ 10 points, Wound 2 @ 8 points. Make warlock mechanical genius @ 10 points. Make unit venomous @ 5 points. Add up to 4 slaves @ 4 points. Give slaves swords or spears @ 1 point per model, light armour @ 2 points per model.

0 - 1 Skaven Champion Mounted on Brood Horror, 206 points
Mounted Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Skaven Champion with sword, medium armour	[6]	4	5	[5(7)]	6	8	[Tough 2], Pack Master, [Wound], 3 x HTH
Brood Horror	5	-	5	10	-	-	Large, Irresistible Charge, Fast 6, MoD 2, Dread, 3 x HtH SV2

Upgrade to Tough 3 @ 10 points, to wound 2 @ 14 points, wound 3 @ 28 points. Give halberd @ 1 point.

0 - 2 Skaven Champion, 82 points
Warrior Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Skaven Champion with sword, medium armour	6	4	5	5(7)	6	8	Tough 2, Pack Master, Wound, 3 x HTH

Upgrade to Tough 3 @ 10 points, to wound 2 @ 14 points, wound 3 @ 28 points. Give halberd @ 1 point. Can be given a battle standard adding the Heavily Laden rule @ free

0 - 1 Skaven Assassin, 88 points
Warrior Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Skaven Assassin with dagger, throwing stars	6	5	6	5	6	8	Tough, Pack Master, Wound, 3 x HTH Venomous, Stealthy, Infiltrate, 2 x throwing star attacks 10" range SV1 exchange of missiles

Upgrade to Tough 2 @ 10 points, Tough 3 @ 20 points, to wound 2 @ 14 points, wound 3 @ 28 points.

Elite Units

0 - 1 Units of Plague Censer Bearers, 63 Points Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Leader with plague censer	6	4	5	4	6	7	Tough, Pack, 2 x HtH SV2 Venomous Choking
2 x censer bearers with plague censers	6	4	5	4	6	6	Pack, 2 x HtH SV2 Venomous Choking

Add up to 3 Censer Bearers @ 17 points each

0 - 1 Units of Poison Wind Globadiers, 57 Points Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Leader with dagger, poison wind globes	6	5	5	4	6	7	Tough, Pack, Poison Wind Globes 10" SV2 Choking Exchange
4 x Globadiers with daggers, poison wind globes	6	5	5	4	6	6	Pack, Poison Wind Globes 10" SV2 Choking Exchange

Add up to 5 Globadiers @ 10 points each

0 - 1 Units of Rat Ogres, 32 Points Monster Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Rat Ogre	6	5	5	8	6	7	Large, 2 x HtH SV2, Venomous, Frenzied Charge, Pack

Add up to 2 Rat Ogres @ 32 points each

Troops Units

0 - 1 Units of Stormvermin, 82 Points Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Stormvermin Leader halberd, heavy armour	5	4	5	5(8)	5	7	Tough, Pack, Heavily Laden
4 x Stormvermin with halberds, heavy armour	5	4	5	5(8)	5	6	Pack, Heavily Laden

Add up to 5 Stormvermin @ 14 points each

Clan Rats, 47 Points Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Leader with sword, light armour	6	4	5	4(5)	6	7	Tough, Pack
4 x Clan Rats with swords, light armour,	6	4	5	4(5)	6	6	Pack

Give unit spears @ free. Add up to 5 Clan Rats @ 7 points each

Plague Monks, 49 Points Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Leader with dagger	6	4	5	4	6	7	Tough, Pack, Venomous, Choking
4 x Plague Monks with daggers	6	4	5	4	6	6	Pack, Venomous, Choking

Add up to 5 Plague Monks @ 6 points each

Gutter Runners, 82 Points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Leader with dagger, throwing stars	6	5	5	4	6	7	Tough, Pack, Stealthy, 2 x throwing star attacks 10" range SV1 exchange of missiles, infiltrate
4 x Gutter Runners with daggers, throwing stars	6	5	5	4	6	6	Pack, Stealthy, 2 x throwing star attacks 10" range SV1 exchange of missiles, infiltrate

Give unit spears @ free. Add up to 5 Gutter Runners @ 16 points each

Giant Rats, 53 points
Warrior / Beast Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Pack Master with Lash	6	4	5	4	6	7	Tough, Rapid Sprint, Pack
3 x Giant Rats	6	-	4	4	5	5	Rapid Sprint, 2 x HtH SV1 Venomous

Add up to 2 Giant Rats @ 10 points each.

Rat Swarm, 75 points
Swarm Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x Rat Swarms	6	-	4	5	3	8	3 x HtH SV1 Venomous

Add up to 2 rat swarms @ 25 points each

Artillery Units

Jezzail Team, 15 Points

Artillery Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Weapon team with daggers, Jezzail	6	6	5	4	6	7	Pack

Add up to 5 Jezzails @ 15 points each

Weapon	Short	Long	Extreme	SV	Special
Jezzail	10	30	40	3	Fire order to shoot

Rattling Gun Team, 23 Points

Artillery Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Weapon team with daggers, rattling guns	6	5	5	4	6	7	Pack, Rattling gun

Add up to 2 teams @ 23 points each

Weapon	Short	Long	Extreme	SV	Special
Rattling Gun	10	20	-	2	3 x SV2 hits, Rattling gun.

Warpfire Mortar Team, 30 Points

Artillery Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Weapon team with daggers, warpfire mortar	6	5	5	4	6	7	Pack, Slow 4, Warpfire Mortar

Add up to 2 teams @ 30 points each

Weapon	Short	Long	Extreme	SV	Special
Warpfire Mortar	10 - 20	30	40	2	D6 SV2 hits Choking, Overhead

Warpfire Thrower Teams, 30 Points
Artillery Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Weapon team with daggers, warpfire thrower	6	5	5	4	6	7	Pack, Warpfire thrower 10" D6 SV2 Fire hits exchange (charged only)

Add up to 2 teams @ 30 points each

Weapon	Short	Long	Extreme	SV	Special
Warpfire Thrower	-	-	-	3	D3 x SV3 fire hits, warpfire thrower, fire order to shoot

Monstrosity Units

0 - 1 Doomwheel, 152 points

Monstrosity Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Doomwheel	4	-	5	10	-	-	Large, MoD 2, Irresistible Charge, D6 x HtH SV1 on the charge, Stampede; Surly, Ramshackle Contraption, Lightning Cannon 3 x missile 10" SV3
2 x crew with daggers	-	4	5	-	6	7	

0 - 1 Brood Horror, 124 points

Monstrosity Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Brood Horror	5	-	5	10	6	8	Large, Irresistible Charge, Fast 6, MoD 2, Dread, 3 x HtH SV2