

SKAVEN RULES SUMMARY

Lords	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Warlord	5	6	4	4	4	3	7	4	7	-
Grey Seer	5	3	3	3	4	3	5	1	6	Level 4 Wizard; High Ranking
Heroes	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Chieftain	5	5	4	4	4	2	6	3	6	-
Plague Priest	5	5	3	4	5	2	5	3	6	<i>Frenzy</i>
Assassin	6	6	5	4	4	2	8	3	8	<i>Poisoned Attacks; Scout; Hidden; Leadership</i>
Master Moulder	6	5	3	4	4	2	6	3	6	<i>Beastmaster</i>
Warlock Engineer	5	3	3	3	3	2	4	1	5	Level 1 Wizard (but no spells)
Core Units	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Clanrat	5	3	3	3	3	1	4	1	5	<i>Mainstay Unit</i>
Clawleader	5	3	3	3	3	1	4	2	5	Clanrat Champion
Stormvermin	5	4	3	3	3	1	5	1	5	-
Fangleader	5	4	3	3	3	1	5	2	5	Stormvermin Champion
Rat Swarm	6	3	0	2	2	5	1	5	10	<i>Swarm; Expendable; Skirmishers; Small</i>
Plague Rat Swarm	6	3	0	2	2	5	1	5	10	<i>Swarm; Expendable; Skirmishers; Small; Poisoned Attacks</i>
Giant Rat	6	3	0	3	3	1	4	1	3	<i>Mixed Units; Loss of Packmasters</i>
Packmaster	6	3	3	3	3	1	4	1	5	<i>Mixed Units; Loss of Packmasters</i>
Night Runner	6	3	3	3	3	1	5	1	6	<i>Skirmishers</i>
Nightleader	6	3	3	3	3	1	5	2	6	Nightrunner Champion; <i>Skirmisher</i>
Clanrat Slave	5	2	2	3	3	1	4	1	2	<i>Expendable</i>
Pawleader	5	2	2	3	3	1	4	2	2	Clanrat Slave Champion; <i>Expendable</i>
Globadier	5	3	3	3	3	1	4	1	5	<i>Skirmishers; Poisoned Wind Globes</i>
Weapon Team	5	3	3	3	3	1	4	2	5	<i>Skirmishers; Cavalry Base; Attached</i>
Special Units	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Plague Monk	5	3	3	3	4	1	3	1	5	<i>Frenzy</i>
Plague Deacon	5	3	3	3	4	1	3	2	5	Plague Monk Champion; <i>Frenzy</i>
Warplock Jezzail	5	3	3	3	3	1	4	2	5	<i>Skirmishers; Jezzail; Pavise; Cavalry Base; Reliable</i>
Gutter Runner	6	4	4	3	3	1	5	1	7	<i>Skirmishers; Scouts; (Tunnelling Teams)</i>
Black Skaven	6	4	4	3	3	1	5	2	7	Gutter Runner Champion; <i>Skirmisher; Scout; (Tunnelling Teams)</i>
Rat Ogre	6	3	0	5	4	3	3	3	5	<i>Fear; Mixed Units; Loss of Packmasters</i>
Packmaster	6	3	3	3	3	1	4	1	5	<i>Mixed Units; Loss of Packmasters</i>
Rare Units	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Censer Bearer	5	3	3	3	4	1	3	1	5	<i>Skirmishers; Frenzy; Hatred; Disciples</i>
Warp-lightning Cannon	5	-	-	-	6	3	1	-	5	See below.
Chariot	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Screaming Bell	-	0	-	5	6	6	0	-	-	<i>Large Target; Unit Strength 4; Ward save 3+; Magic Resistance (2)</i>

SKAVEN SPECIAL RULES

Strength in Numbers

Skaven units add their rank bonus to Ld.

He Who Runs Away...

+1 to total rolled for fleeing.

Life is Cheap

Can target ranged attacks at enemy in close combat with friendly units.

Lead from Back

Skaven characters can lead from the rear rank.

Warpstone Weapons

The following weapons count as magical:

Assassins' Gutter Runners' poisoned weapons, plague censers' gas & hits, Warlock Engineers' warp-blades, poisoned wind globes, warplock pistols, Jezzails, Ratling Guns, Warfire Throwers & Warp-lightning Cannons.

SKAVEN MAGIC RULES

Irresistible Force on a 13 (not two or more 6s).

Grey Seers have 4 Warpstone tokens.

Warlock Engineers have 1 Warpstone token.

TUNNELLING MISHAP CHART

D6/Result

1-2 *Cave in!*
The team is killed.

3-4 *Where are we?*

The team gets lost and does not take part in the battle, but the enemy does not earn any Victory points for it.

5-6 *I told you to turn left!*

Your opponent can place the Tunnel marker anywhere on the battlefield.

CLAN SKRYRE WEAPONS

RATLING GUN

Range	Str	Damage	Save	Notes
15"	4	1	-2	Move/fire

Ratling Gun Misfire Chart

Double 1 or 2 No shots are fired.

Double 3 or 4 Fire in random direction.

Double 5 or 6 No shots are fired & weapon destroyed.

WARP-LIGHTNING CANNON

Range	Str	Damage	Save	Notes
8D6"	Art. dice	D6	Normal	Move/fire

Warp-lightning Cannon Misfire Chart

D6/Result

1-2 Machine and its crew are destroyed.

3-4 Place large template over cannon. All models hit, including cannon, take 1 SD6 hit.

5-6 Pivot gun on the spot to face direction indicated by a Scatter dice. Resolve a shot at range 48" and Strength 10.

WARPFIRE THROWER

Range	Str	Damage	Save	Notes
Art. dice	5	D3	-2	Move/fire

Warpfire Thrower Misfire Chart

D6/Result

1-2 Place large circular template over barrel and resolve hit normally. Team is destroyed.

3-4 Move team 2D6" in a random direction, place small circular template over barrel and resolve hit normally. Team is destroyed.

5-6 Team is hit by their own weapon.

SKAVEN SPELLS

1 - SKITTERLEAP

4+

Range 12". A friendly character is transported anywhere on the battlefield (not into base contact with the enemy).

2 - WARP LIGHTNING

5+/9+

Magic missile. Range 24", 1D6/2D6 S5 hits. Any 1s rolled to determine the number of hits suffered are resolved against the caster.

3 - VERMINTIDE

7+

Large template moves 4D6" away from caster. All units touched suffer 3D6 S2 hits.

4 - PESTILENT BREATH

8+

Flame template. Models hit suffer S3 hit. No armour save.

5 - DEATH FRENZY

9+

Range 18". Friendly unit is *frenzied*. *Frenzied* friendly unit is *death frenzied* (+1 extra Attack, suffer D3 wounds at the end of turn).

6 - PLAGUE

13+

Range 18". All models in affected unit take a T test not to suffer 1 wound. No armour save.

Plague can spread, roll D6:

1-2: Opponent chooses 1 target within 6" of a previously affected unit.

3-4: Spell ends.

5-6: Caster chooses 1 target within 6" of a previously affected unit.