

SKAVEN LIST V2

BACKGROUND

Skaven are neither rats nor humans but a vile combination of the two races. The origins of the Skaven are not known for certain. It is likely they were mutated at the dawn of the Age of Chaos when powerful waves of magic swamped the world. Millions of tons of magically energised material were hurled over the planet in the form of meteorites. Some of these were huge boulders as big as a house but most were much smaller down to the finest particles of dust that fell to earth and polluted the ground with magical energy. Creatures that breathed the dust or strayed within the radiating power of the larger stones became mutated into the most horrible monsters. The Skaven may well have mutated from ordinary vermin as a result of consuming this corrupting material – or ‘warpstone’ as they call it. Even today the Skaven crave warpstone. Even minute traces of warpstone would kill most creatures but for Skaven it is a potent stimulant and one that confers great powers upon their sorcerers. It also destroys and mutates Skaven and drives them insane – but such is its hold over the whole race that they delve for it beneath the earth wherever it may be found.

Like ordinary rats Skaven abhor the daylight and avoid open places. They dig tunnels beneath the earth, often taking over old Dwarf mines and Goblin burrows. Though few suspect their presence they live below the cities of men in the sewers and cellars and amongst ruins, emerging only at night to prey upon vagrants and other unfortunates. Over the centuries the Skaven have constructed thousands of miles of tunnels and huge city-sized nests so that the whole planet is riddled with their workings. Even the mines of the Dwarfs are undermined by the underworld of the Skaven and the two races have fought many battles beneath the earth.

The Skaven thrive upon decay and corruption but their society is highly stratified from the highest Lords of Decay to the most lowly Skaven slaves. They live as large extended groups called Clans of which there are a great many. The most powerful Clans rule the rest and they in turn are ruled over by the Council of Thirteen whose members are the dreaded Lords of Decay. It is this council that directs the Skaven’s attempts to overthrow the races of the Overworld and take over the whole planet.

The ordinary Clans are made up of many thousands of Skaven warriors and slaves and very little else but some Clans have developed special skills. These include Clan Pestilens whose rulers have developed a form of germ warfare, spreading pestilence and corruption by means of noxious vapours and poisons. Clan Eshin is the master of subterfuge whose agents scuttle over the rooftops of human cities on their secret missions of sabotage and intelligence gathering. Clan Moulder’s sorcerers have become the masters of mutating magic and have created many vile monsters by feeding them warpstone – their most successful creations are the Rat Ogres – gigantic Skaven monstrosities many times the size of an ordinary Skaven. Clan Skryre is famed for its machineries that blend sorcery and an advanced science far beyond the understanding of mere humans. Most powerful of all are the Grey Seers the supreme sorcerers of the Skaven Race.

CAPTIONS

Clanrats. This encompasses the great mass of Skaven – the workers and overseers, the miners and warriors, and the lowest of all – the slaves taken in internecine wars with other Clans. Their lives are as nothing in their masters' eyes – mere fodder to be expended for the greater good of the Skaven race. They wear little armour and carry an assortment of hafted weapons and shields emblazoned with Skaven runes. The largest and bravest warriors form the bodyguards of the Clan rulers and are called Storm Vermin.

Jezzails. These are Skaven armed with warp-lock firearms – heavy handguns of such length that it takes two Skaven to fire – one to operate the weapon and one to support the barrel and carry the heavy shield for them both to hide behind. These weapons shoot balls suffused with warpstone dust so that even the slightest wound quickly becomes corrupt and infected.

Plague Monks are fanatical minions of Clan Pestilens the masters of disease and pestilence. They are dedicated to spreading disease via the corruption of their own bodies. Their plague-ridden necrotic flesh is immune to pain and their deranged minds are alien to fear.

Rat Swarms are just that – huge masses of ravenous rodents. These creatures infest even the Skaven burrows and live alongside their larger kin. Skaven Sorcerers are said to have the power to speak to and direct rats by force of will. Clan Pestilens breeds infected Rats, which they release into human cities to spread disease.

Gutter Runners are the agents of Clan Eshin – masters of espionage and assassination. They are highly skilled warriors who use their skills to infiltrate areas of ruin and destruction where they lie in wait to ambush the foe.

Rat Ogres are huge mutant Skaven bred by Clan Moulder – they are employed as bodyguards by the most important Skaven. Large and clumsy, and not especially intelligent, they are none-the-less very strong and few would-be assassins would dare to face one.

Warp Lightning Cannon. The Warlock Engineers of Clan Skyre have invented many strange and wonderful devices – including far-seeing machines that enable Skaven masters to communicate over vast distances, gaseous engines for pumping air through the deep Skaven tunnels, and many other wonders undreamed of by human science. These machines do have an annoying tendency to explode but such dangers are of no consequence to the Skaven masters who sensibly keep a good distance from these infernal contraptions. The Warp Lightning Cannon uses warpstone powered warp-lighting generators to create a bolt of powerful lightning – as potentially destructive as it is unpredictable.

The Doom Wheel is an unlikely triumph of Clan Skyre engineering – a vast mechanical wheel bristling with spikes, jezzails and warp-lighting generators. The Doom Wheel trundles across the battlefield scattering the enemy's ranks and raining destruction upon the opposing army.

Grey Seer. The Grey Seers are the masterminds behind Skaven supremacy – entrusted with the leadership of its most ambitious plans and the command of its most powerful armies. They are mighty sorcerers who inhale dangerous mind-destroying warpstone powder to enhance their magical powers. The most powerful of all command their armies from the great altar-machine known as a Screaming Bell – the tolls of the bell send waves of discord over the battlefield – driving the Skaven into an excited blood-thirsty frenzy whilst the enemies of the Skaven are thrown into a state of despair.

Characters. A Grey Seer keeps his subordinates in place by fear and punishment, rewarding failure with death, so it is not surprising that commanders have little taste for risk taking. Even successful commanders often find themselves out of favour – for no Skaven can tolerate a potential rival. The principle leaders of the Skaven come from the Warlords and other chieftains of the mighty Clans whose troops make up the army itself. Amongst them are Warlocks – Skaven sorcerers of more lowly status than Grey Seers but potent wizards all the same.

Troop	Type	Attacks	Hits	Armour	Command	Unit Size	Points Value	Min /Max	Special
Clanrats	Infantry	3	3	6+	-	3	40	2/-	-
Jezzails	Infantry	3/1	3	5+	-	3	80	-/2	*1
Plague Monks	Infantry	5	3	0	-	3	70	-/2	*2
Rat Swarms	Infantry	2	3	0	-	3	25	2/-	*3
Gutter Runners	Infantry	3/1	3	6+	-	3	60	-/4	*4
Rat Ogres	Infantry	4	4	5+	-	3	110	-/2	-
Warp Lightning Cannon	Artillery	1/D6	2	0	-	1	50	-/2	*5
Doom Wheel	Machine	5	4	4+	-	1	110	-/1	*6
Grey Seer	General	+1	-	-	9	1	130	1	*7
Hero	Hero	+1	-	-	8	1	70	-/2	-
Warlock	Wizard	+0	-	-	6	1	30	-/1	-
Screaming Bell	Chariot Mount	+0	-	-	-	-	+120	-/1	*8

ARMY RULES

Strength in Numbers. Brigades may be of any size and are not restricted to the normal four unit maximum.

Vermintide. Skaven units that win a round of combat can choose to pursue retreating enemy units regardless of troops type. Any Skaven units (including artillery) can pursue any enemy units (including cavalry and chariots).

Note that although allowed to pursue regardless of enemy troop type, Skaven are still constrained by terrain and fortified status the same as other armies – eg they cannot pursue if fortified.

Skaven units that have destroyed their enemy can never advance. This represents the constant pressure of the massed horde – but inability or reluctance of units to strike out from the mass.

Rick Note. Alternative to the above. Skaven units can only advance if they destroy their enemy in the first round of combat. They advance 20cm in the same way as other units that destroy their enemies in the first round of combat. Skaven units that destroy their enemy in a second or subsequent round of combat cannot advance. This rule represents Skaven as cowardly vermin – but easily carried away by an easy victory!

Under the Lash. All Skaven characters have a Command range of 20cm whether General, Heroes or Wizards. Even Skaven Generals have a Command range of 20cm. Skaven are very good at directing their underlings – but only so long as they remain close at hand. We call it ‘under the lash’.

Rick Note. Additional idea – the notion is that Skaven units can’t fall back enough to consolidate their positions. SO. Skaven units that fall back **double** the maximum distances rolled. For example, on a roll of 3 + 4 + 6 a Skaven unit can fall back up to 13cm.

Back! Back! Skaven units that fall back at the end of combat **double** the maximum distance rolled. So, on a roll of 3+2+6 Skaven can fall back up to a maximum of 22cm rather than 11cm. This allows Skaven to scurry away rapidly to safety.

SPECIAL RULES

Jezzails. Count enemy armour values as one worse than normal when shot by a jezzail. So, for example, an armour value of 3+ counts as 4+, 5+ counts as 6+, and 6+ can’t save against a jezzail.

Plague Monks. A unit of Plague Monks will **always** use its initiative to charge an enemy if possible and can’t be given orders instead. They will **never** use their initiative to evade. They can’t be driven back by shooting and never roll for drive backs. If victorious in combat they **must** pursue where possible.

Plague Monks are unaffected by enemies that cause terror in combat, they do not suffer the usual –1 Attack modifier.

Rat Swarms Rat Swarms cannot be driven back by shooting and do not roll for drive backs. A Rat Swarm cannot be given magic items.

Gutter Runners Gutter Runners ignore the -1 Command modifier for dense terrain. Gutter Runners are allowed to shoot as if they had bows, but their range is reduced to 15cm. However, they may shoot from any edge without turning stands to face their target.

Rick Note. Alternative and additional to the above. Gutter Runners do not have to be deployed before the game if the player does not wish to do so. Instead they can be infiltrated onto the battlefield once the game has begun. To infiltrate a unit, the Skaven player nominates the point where he wants the Gutter Runners to appear and issues an order from any character. No modifier is applied for distance, but otherwise count the order as issued to the nominated point so apply any modifiers for proximity of enemy to that point. The point must lie within dense terrain or on any base line other than the enemy player's own table edge. If successful place one stand on the nominated spot and arrange the rest of the unit into formation around it; further orders can be given to the unit as normal and it is considered to have used its first order to deploy. If failed the unit is not deployed and cannot infiltrate that turn, it can attempt to infiltrate in a subsequent turn at the same or a different place.

Warp Lightning Cannon. The Warp Lightning Cannon has a range of 40cm. It has D6 Attacks – generate the number of Attacks and then roll for each Attack as usual. However, if the number of Attacks is 1 this indicates something has gone wrong. Roll the D6 again and work out this many Attacks against the Warp Lightning Cannon itself.

Units that take casualties from the Warp Lightning Cannon are not driven back as a result – disregard these casualties when working out drive backs.

Units that take one or more casualties from a Warp Lightning Cannon must roll a D6 immediately and on a roll of 6 become confused. Units that are adjacent to a unit taking casualties from a Warp Lightning Cannon can also potentially become confused. Roll a D6 for each unit that is touching the target unit. On a roll of a 6 the unit becomes confused. Note that it is possible for Skaven units to become confused if they are touching the Warp Lightning Cannon when it goes wrong and inflicts casualties upon itself.

Doom Wheel. When the Doom Wheel charges against targets in the open it receives D6 bonus Attacks in addition to the normal +1 Attack for charging. Note that this bonus applies only when charging – not during pursuits and not when the Doom Wheel is charged itself.

The Doom Wheel has a move of 20cm and causes terror in its foes.

Grey Seer. The Grey Seer is the army's General and can use Skaven magic in the same manner as a Warlock.

Screaming Bell. A Screaming Bell may only be included as a chariot mount for the army's General. Any Skaven Hero or Warlock within 30cm of the Screaming Bell adds +1 to their Command value. Any enemy character within 30cm of the Screaming Bell deducts -1 from their Command value. If a Skaven Grey Seer rides upon a Screaming Bell his movement is reduced to 40cm.

SPELLS

SKITTERLEAP

2+ to cast
Range N/A

Inhaling an especially large pinch of warpstone dust the Skaven vanishes in a cloud of green vapour to reappear anywhere on the battlefield.

The Wizard is moved to a new position anywhere on the table. He can leave or join a unit if he wishes, enabling a Wizard to move into or out of combat for example. Once the Wizard has moved he can cast a second spell, but note this must be a different spell and not a further Teleport! Roll to cast the second spell as normal. A Wizard that Teleports successfully can therefore potentially cast two spells that turn.

WARP LIGHTNING

5+ to cast
Range 30cm

An arc of pure warp energy strikes the foe wreaking strange changes, melting flesh and testing bone into monstrous forms.

This spell can be cast on an enemy unit. The Wizard must be able to see his target to use this spell. The spell cannot be directed at a unit engaged in combat.

Warp Lightning is treated like three ordinary shooting attacks except that armour has no effect (all targets count as having no armour). A unit can be driven back by Warp Lightning as with ordinary shooting.

DEATH FRENZY

5+ to cast
Range 30cm

The Skaven screams a blasphemous litany to the Horned Rat driving the Skaven masses into a frenzy of warpdust fuelled destruction.

This spell can be cast upon a friendly unit that is engaged in combat and which is within range. The Wizard does not have to be able to see the target to cast the spell.

The affect lasts for the duration of the following combat phase and the indicated bonus attacks are added to the unit's total attacks each round.

The unit gains bonus Death Frenzy attacks for the following combat phase. To determine the number of bonus attacks roll one D6 at a time and add the results

together. The player can roll as many D6 as he wishes up to a maximum of 1 per stand in the unit. The player always rolls one dice at a time and can decide to stop at any point. However – if the player rolls a second or subsequent dice and scores the same value as any previously rolled dice, then the total Death Frenzy attacks are directed against the targeted unit instead of its enemy. Death Frenzy attacks that rebound in this way are struck only once in the first round of combat: they are not struck each round.

Example, $1 + 4 + 6 = 11$ extra attacks for the Skaven unit each round. $1+4+1 = 6$ Attacks upon the Skaven unit in the first round.

PLAGUE

6+ to cast
Range 30cm

A swirling cloud of virulence envelopes the enemy troops causing their bodies to erupt with pustules and running sores, their skins to split apart with running sores, their joints to swell with buboes, and their hair to crawl with lice and fleas.

This spell can be cast on any unengaged enemy unit within range regardless of whether the Wizard can see it or not. The spell cannot be cast on a unit engaged in combat.

The unit suffers six attacks worked out in the usual way. A unit cannot be driven back by Plague (the vile Plague erupts from within!).