

SKAVEN



TO THE STRONGHOLD!

v5.1

Army Trait

Clans of the Under-Empire

All troops have a Clan-(name) characteristic, the command containing them must only contain troops of the same Clan-(name). Each Clan command must have at least the minimum Core units.

Screaming Bell, Skavenslaves, Hell-Pit Abominations & Rat Swarms are excluded from this restriction

Clan Eshin

When a Clan Eshin uses their Minor hero (The Assassin) any successful hit counts as having the Poison characteristic at no cost.

Clan Pestilens

Clan Pestilens are immune to the effects of Poison

Army Characteristics

Clan Skyre

Clanrats in Clan Eshin are reclassified as Javelinmen - Deep. They have the Poison characteristic - Poisoned Wind Globadiers. The effect of Poison only applies to shooting attacks.

Clan Moulder

The Packmasters of Clan Moulder can ignore the hit taken when a 10-PIP card is drawn for troops with Under the Lash.

Under the Lash

Units with this characteristic, making a simple activation after the first, succeed if they equal the previous card. When a 10 PIP card is drawn for any activation, by a unit with this characteristic, the unit takes a hit. This hit may be saved

Spells

SKITTERLEAP

Cast 6+

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

If cast successfully the Wizard, and any unit in the same box, can be moved to any other vacant box within 4 boxes to the original location. The destination box must be empty and not be adjacent to any enemy troops

DEATH FRENZY

Cast 7+

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

Using line of sight, as if shooting, target a unit within 3 boxes of the casting Wizard. The spell affects only a single unit for the duration of your turn. When the target of the spell attacks it draws two cards, **adding** the results together! Heroes cannot participate in this attack as the troops are just too frenzied. If the total value of the card exceeds 10 then the frenzied unit also takes a hit, which cannot be saved

WARP LIGHTNING

Cast 6+

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

Using line of sight, as if shooting, target a unit within 3 boxes of the casting Wizard. Successfully casting the spell does one automatic hit. On an 11+ an extra hit is inflicted per PIP over 10 - up to the level of the caster. Saves can be made as normal.

PLAGUE

Cast 8+

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

Using line of sight, as if shooting, target a unit within 2 boxes of the casting Wizard. Each enemy unit in the box takes 1 hit. Saves can then be taken. Place a **Plague token** on one unit in the box. If the unit moves then the **Plague token** is moved along with it. Each subsequent player turn all units in the box with the **Plague token** take one hit. Saves can be taken. If the save is successful then the **Plague token** is removed. If the save is failed the unit takes a disruption and the **Plague token** remains in play. If the unit with the **Plague token** is destroyed for any reason and there is another unit in the box the **Plague token** is transferred to that unit, otherwise it is removed.

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Points

-60

Leader	Min	Max	Unit type	Characteristics	VMs	Save	VP	Points	
General	1	4	General on foot		2	2 +	2	50	
Wizard Level 1	0	3	General on foot	Wizard : Level 1	3	3 +	2	100	
Wizard Level 2	0	3	General on foot	Wizard : Level 2	4	3 +	2	150	
Wizard Level 3	0	1	General on foot	Wizard : Level 3	5	3 +	2	200	
Detached General or Mounted General or Senior General								+10	
Major Hero						+ 1		+10	
Brilliant	0	1					+1	+40	
Minor Heroes	2	4						+10	
Camp	1	1 - Per Command						+1	+10

Troops

Unit name	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
Screaming Bell	0	1		War wagon - Artillery (Cannon)		Army Standard (II)		5	3	7 +	5		160
Clanrats ●	2	10		Warriors, Deep		Clan Eshin	Under the Lash	3	3	7 +	3		105
				Warriors, Deep		Clan Moulder	Under the Lash	3	3	7 +	3		108
				Warriors, Deep		Clan Pestilens	Under the Lash	3	3	7 +	3		106
				Javelinmen, Deep		Clan Skyre	Under the Lash	Poison	3	3	7 +	3	
Skavenslaves ●	2	10		Warriors, Deep	Raw	Under the Lash		3	3	8 +	3		73
				Warriors, Deep	Veteran	Clan Eshin	-	-	3	3	6 +	3	
Stormvermin	0	3		Warriors, Deep	Veteran	Clan Moulder	-	-	3	3	6 +	3	135
				Warriors, Deep	Veteran	Clan Pestilens	-	-	3	3	6 +	3	133
				Javelinmen, Deep	Veteran	Clan Skyre	Poison	3	3	6 +	3	144	
				Handgunners		Clan Skyre	Under the Lash	2	2	8 +	2	87	
Plague Monks *	●	2	4	Warriors, Deep		Clan Pestilens	Under the Lash	Fanatic	3	3	8 +	3	106
Rat Swarms	0	4		Mobs	Raw	Swarm		1	3	9 +	2	60	
Gutter Runners	0	3		Light infantry, javelin		Clan Eshin	Poison	1	1	7 +	1	52	
Rat Ogres	0	3		Monstrous Creature (I)		Clan Moulder	Under the Lash	Fearless	2	2	5 +	1	113
Warp Lightning Cannon	0	2		Artillery (Cannon)		Clan Skyre	Black Powder	1	1	7 +	1	84	
Doom Wheel	0	2		War wagon - Artillery (Organ Gun)		Clan Skyre	Black Powder	3	3	7 +	3	144	
Hell-Pit Abomination	0	1		Monstrous Creature (II)		Clan Moulder	Regeneration	Terror	2	3	5 +	1	165