

Skaven Clan Eshin v.1.4.4

Warband Special Rules

Pack Tactics (+1 Ld)

Skaven warbands add an extra +1 Ld modifier to all rout tests they have to take.

Scurry Away (3D6")

Warriors with this rule *flee* 3D6" instead of the normal 2D6".

Stealth

While this warrior is in cover, enemy shooting at him suffers an additional -1 to hit.

Poisonous Attacks

All of this warrior's attacks may re-roll natural 1s to wound (*except where attacks cannot be poisoned, such as with Slings*).

Eshin Arts

Warriors with this rule suffer no penalties for fighting unarmed and may *never* use other missile weapons than the ones on their starting equipment list (*not even if a training skill would otherwise allow them to do so*).

Heirloom

Warrior has this item when hired. It *cannot* be swapped or sold, but *may* be robbed and discarded as normal.

Expendable

- Warriors with this rule can never use the Ld of other warriors with the 'Leader' ability.
- Other warriors in the warband who do *not* have this rule may fire into close combat involving Skavenslaves. Roll to randomize hits.

No Promotion

This warrior cannot be promoted to a hero.

Warpstone Token

Warriors with this rule start each battle (*and all pit fights*) with 1 Warpstone Token. This token acts as a free Power Dice if used, and if the result comes up as a natural 1, the warrior also suffers 1 wound with no saves of any kind allowed.

Warband Special Equipment

Weeping Blades 30gc

Paired Weapons. Cannot be separated.

Poisonous: May re-roll natural 1s 'to wound.'

Swords: Are affected by anything that affects Swords, but are a separate weapon proficiency from normal Swords.

Initiative Bonus: +1 Initiative in *all* rounds of combat.

Seeping Venom: If wielder has the 'Poisonous Attacks' rule, all hits with Weeping Blades have +1 'to wound' (*this does not affect the enemy's armour save*). No effect vs. enemies immune to poison.

Warplock Pistol 15gc

Blackpowder Weapon: Pistol: Is affected by anything that affects Pistols, but is a separate weapon proficiency from normal Pistols.

Range: 6" **Strength:** 5

Armour Piercing (1)

Multiple Shots x2: May fire twice at the same target with -1 to hit on both shots if armed with two Warplock Pistols.

Assault: May Run and Fire.

Stand and Shoot

Unstable: When this weapon misfires, roll twice on the Misfire chart and apply the lowest result.

Warpmusket 25gc

Blackpowder Weapon: Handgun: Is affected by anything that affects Handguns, but is a separate weapon proficiency from normal Handguns.

Range: 24" **Strength:** 5

Armour Piercing (D3)

Lethal: Causes 2 Wounds instead of 1 on 'Deathblow' critical hits.

Unstable.

Move or Fire.

Smoke Bombs 5gc

Special Equipment: Use at the *start* of a close combat phase, before any blows are struck: This warrior may *flee* that close combat *without* his enemies gaining Free Hacks against him. One use only. Can only be carried by warriors with access to Rogue skills.

Eshin Skill Table

	Combat	Shooting	Academic	Strength	Speed	Rogue
Chieftain	V	V	V	V	V	
Assassin	V	V			V	V
Seer	(+10gc)		V		V	
Sorcerer	(+10gc)		V		V	
Night Runner	V	V			V	V

Eshin Equipment Lists

Chieftain and Stormvermin

Close Combat

Hand Weapon
Great Weapon
Halberd
Morning Star
Flail
Combat Whip

Shooting

Sling
Throwing Axes
Javelins
Warplock Pistol
Warpmusket

Armour

Light Armour
Heavy Armour
Shield

Assassins and Night Runners

Close Combat

Hand Weapon
Fighting Claws
Weeping Blades

Shooting

Sling
Blowpipe
Throwing Stars / Knives
Crossbow Pistol
Warplock Pistol

Armour

Light Armour

Sorcerer and Seer

Close Combat

Hand Weapon
Great Weapon

Shooting

Sling

Armour

None

Clanrats

Close Combat

Hand Weapon
Great Weapon
Spear

Shooting

Sling
Warplock Pistol

Armour

Light Armour
Shield

Skavenslaves

Close Combat

Hand Weapon
Great Weapon
Spear

Shooting

Sling

Armour

Light Armour
Shield

Sharpshooters

Close Combat

Hand Weapon

Shooting

Sling
Blunderbuss
Warpmusket

Armour

Light Armour

HEROES

0-1 Eshin Chieftain

40gc to hire

Starting Experience: 18

Race: Skaven

M	WS	BS	S	T	W	I	A	Ld
5	4	4	3	3	3	4	1	7

SPECIAL RULES

Leader (6"), Scurry Away (3D6")

0-2 Eshin Assassins

45gc to hire

Starting Experience: 20

Race: Skaven

M	WS	BS	S	T	W	I	A	Ld
5	4	4	3	3	3	4	1	5

SPECIAL RULES

Scurry Away (3D6"), Eshin Arts, Poisonous Attacks, Stealth

0-1 Grey Seer Apprentice

30gc to hire

Starting Experience: 8

Race: Skaven

M	WS	BS	S	T	W	I	A	Ld
5	2	2	3	3	3	4	1	6

SPECIAL RULES

Scurry Away (3D6"), Warpstone Token
Wizard (Lore of Horned Rat): Starts with 1 spell.

0-1 Eshin Sorcerer

30gc to hire

Starting Experience: 8

Race: Skaven

M	WS	BS	S	T	W	I	A	Ld
5	2	2	3	3	3	4	1	6

SPECIAL RULES

Scurry Away (3D6")
Wizard (Death, Heavens, Shadow, or Beasts): Starts with 1 spell.

0-3 Night Runners

25gc to hire

Starting Experience: 6

Race: Skaven

M	WS	BS	S	T	W	I	A	Ld
5	2	2	3	3	3	4	1	4

SPECIAL RULES

Scurry Away (3D6"), Eshin Arts, Poisonous Attacks, Stealth

HENCHMEN

Clanrats

25gc to hire

Starting Experience: 6

Race: Skaven

M	WS	BS	S	T	W	I	A	Ld
5	3	3	3	3	3	4	1	5

SPECIAL RULES

Scurry Away (3D6")

0-6 Skavenslaves

15gc to hire

Starting Experience: 0

Race: Skaven

M	WS	BS	S	T	W	I	A	Ld
5	2	2	3	3	3	4	1	4

SPECIAL RULES

Scurry Away (3D6"), Expendable, No Promotion

0-3 Sharpshooters

25gc to hire

Starting Experience: 6

Race: Skaven

M	WS	BS	S	T	W	I	A	Ld
5	2	4	3	3	3	4	1	5

SPECIAL RULES

Scurry Away (3D6")

0-3 Stormvermin

40gc to hire

Starting Experience: 14

Race: Skaven

M	WS	BS	S	T	W	I	A	Ld
5	4	3	3	3	3	4	1	7

SPECIAL RULES

Scurry Away (3D6"), Heirloom: Heavy Armour

0-3 Rathounds

35gc to hire

M	WS	BS	S	T	W	I	A	Ld
6	4	-	4	3	3	4	1	5

SPECIAL RULES

Poisonous Attacks
Animals (*Cannot Climb; Cannot Hide; Flee 3D6"; Cannot use the Leader's Ld; Cannot Capture Objectives; Fight Unarmed; No Promotion.*)

v.1.4.4

Warpmusket lose Oversplinter (1); Armour Piercing upped from (1) to (D3); -5gc price.

v.1.4.3

Weeping Blades -5gc price.

v.1.4.2

Weeping Blades changed to poisonous and +1 to wound if wielder has the 'poisonous attacks rule); +10gc price.

Warpmusket gains 'Lethal' (2 wounds instead of 1 on deathblow criticals)

v.1.4.1

Clarified that Cornered Rats gives +1 Ld (i.e. it is a positive bonus).

Clarified that Poisonous Attacks Rule cannot poison Slings and Weeping Blades.

v.1.4

Clarified that weeping blades can cause multiple hits.

Sharpshooters have Ld 5.