

# Skaven Clan Eshin v.2.4.1

## 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.

### Eshin Arts

Warriors with this rule start with one free skill from the Combat, Speed or Assassin list. (*Choose separately for each warrior.*)

### Heirloom

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

### Treacherous

Warriors with this rule may never use the Leader's Leadership characteristic.

### Expendable

Other warriors in the warband who do not have 'Expendable' may fire into close combat involving this warrior. Roll to randomize hits.

### No Promotion

Warriors with this rule cannot be promoted to heroes.

### Favour of the Horned Rat

Whenever this warrior rolls a natural 13 for any of his spellcasting rolls, he gains +D3 Power Dice and may immediately attempt to cast a spell again. Only Power Dice are counted (*modifiers to the spellcasting roll and D3 from Power Scrolls are not*). This ability can trigger multiple times during the same turn (*i.e. whenever the warrior rolls 13*).

## Warband Special Rules

### Cornered Rat (1", S3)

- Warriors with this rule cannot leave close combat voluntarily.
- Whenever a warrior with this rule would *flee*, all warriors within 1" of him (*friend or foe*) take 1 Strength 3 hit with armour saves as normal. Then warrior *flees*.



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## Warband Special Equipment

### Weeping Blade 10gc

**Close Combat Weapon: Sword:** Is affected by anything that affects Swords, but is a separate weapon proficiency from normal Swords.

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

**Poisonous** (May re-roll 1s 'to wound' except vs. enemies immune to poison.)

### Warpstone Throwing Stars 10gc

**Missile Weapon: Throwing Stars / Knives:** Is affected by anything that affects Throwing Stars / Knives, and can be used by anyone who can use normal Throwing Stars / Knives.

**Range:** 6" **Strength:** 2

**Armour Piercing (1)**

**Multiple Shots x2:** May fire twice at the same target with -1 to hit on both shots.

**Assault:** May Run and Fire.

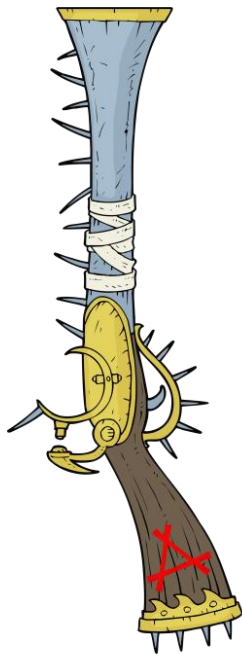
### Warpstone Tokens 5gc

**Special Equipment: Drug:** May be taken during any of the controlling player's Power Phases where owner is not *fleeing*. When taken, roll a D6:

- (2-6): Warrior gains +D3 Power Dice.
- (1): Warrior takes D3 *poisonous* Strength 4 hits with no saves of any kind allowed.

**One use only.**

**Can only be carried by Wizards.**



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## Warband Special Equipment

### Warpfire Thrower 10gc

**Blackpowder Weapon**

**Range:** 12" **Strength:** 3

**Flaming Attacks.**

**Incendiary (+D3):** +D3 to all rolls on the Critical Hit chart (*stacks with other modifiers*).

**Quick to Fire:** No -1 to hit for moving and shooting.

### 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

**Sunder (1):** Each time an enemy is successfully hit by an attack from this weapon (*even if not wounded*), he suffers -1 to his Armour Save for the rest of the battle.

**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.

### Warmusket 30gc

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

**Range:** 24" **Strength:** 5

**Sunder (1)**

**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* close combat this turn *without* his enemies gaining Free Hacks against him. One use only. Can only be carried by warriors with access to Assassin skills.

### Skavenbrew 5gc

**Special Equipment: Drug:** Warrior is immune to Concussive effects and *hates* all enemies this battle. One use only.

**Side Effect:** When warrior takes this drug, roll a D6: On a roll of 1 he also takes one Strength 3 hit with no saves of any kind allowed.

# Eshin Skill Table

	Combat	Shooting	Academic	Strength	Speed	Assassin
Chieftain	V	V	V	V	V	
Assassin	V	V			V	V
Grey Seer	(+10gc)		V		V	
Sorcerer	(+10gc)		V		V	(+10gc)
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 Claw  
Weeping Blade

#### Shooting

Sling  
Bolas  
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  
Javelins  
Bolas  
Warplock Pistol  
Warpmusket

#### 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  
Warpfire Thrower

#### 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

35gc to hire

Starting Experience: 14

Race: Skaven

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

### SPECIAL RULES

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

## 0-1 Grey Seer

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"), Favour of the Horned Rat, 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

20gc to hire

Starting Experience: 4

Race: Skaven

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

### SPECIAL RULES

Scurry Away (3D6"), 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, Treacherous, No Promotion, Cornered Rats (1", S3)

## 0-4 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")

## 0-4 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.2.4.1**

Skavenslaves cannot leave close combat voluntarily (hat tip to SanderDK).

#### **v.2.4**

Warpstone Tokens rules revamped.

#### **v.2.3**

Sharpshooters 0-4 (was 0-3).

Warpstone Tokens rules revamped.

#### **v.1.4.5**

Revamped Weeping Blades.

Warpmusket and Warplock Pistol replace Armour Piercing (1) with Sunder (1).

Revamped Eshin Assassins.

Warpmusket +5gc.

Added Warpmusket to Clanrat Equipment list.

Added Bolas to some equipment lists.

Revamped Eshin Arts rule.

Added Javelins to Clanrat equipment list.

Added Warpstone Throwing Stars.

New concept art.

#### **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.