

# Skaven Clan Mors v.0.7

## 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".

### 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. Warriors that are promoted to Heroes lose this rule.

## Warband Special Rules

### 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*).

### Scaly Skin (6+)

Warriors with this rule have a natural 6+ armour save that stacks with other armour saves. Scaly Skin saves are negated by Armour Piercing and Armour Sundering effects as normal.

- However, Scaly Skin saves that have been Sundered are restored to their full armour save value at the start of each of the controlling player's Power Phases.

## Warband Special Equipment

### Warlord Blade 15gc

**Close Combat Weapon: Sword:** Is affected by anything that affects normal Swords and can be used by anyone who can use normal Swords.

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

**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.

### Full Plate Armour 30gc

**Suit of Heavy Armour:** Is affected by anything that affects Heavy Armour and can be worn by anyone who can wear normal Heavy Armour.

**Armour Save:** 4+

**Initiative Penalty:** -1

### Standard of the Horned Rat 10gc

**Special Equipment:** Wielder cannot *hide* and loses 'Stealth' if he has it.

**Bestial Ferocity:** Other warriors in the warband (*but not wielder himself*) who do not have the 'Expendable' rule may re-roll 6s when taking panic tests. No effect on Hired Swords. Requires line of sight and is not active while wielder is *fleeing*.

**Order of Battle:** When deploying the warband in scenarios, there can only be one warrior with this item in each combat group.

### Warpstone Token 5gc

**Special Equipment:** Wielder adds +1 Power Dice to any one spellcasting roll, chosen by you (*also contributes to miscasts*). (*Declare that you are using this item before rolling any dice.*) If this extra power dice comes up as a natural 1, wielder also takes 1 Strength 3 hit that ignores armour saves (*if this hit takes caster out of action, the spell fails*). One use only. Can only be carried by Wizards.

### Skavenbrew 5gc

**Special Equipment: Drug:** 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 1-2 he also takes one automatic Strength 2 hit with no saves of any kind allowed.

## 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.

### Warpmusket 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.**

# Mors Skill Table

	Combat	Shooting	Academic	Strength	Speed
Chieftain	V	V	V	V	V
Fang Leader	V	V	(+5gc)	V	V
Grey Seer	(+10gc)		V		V
Sorcerer	(+10gc)		V		V
Fangling	V	V	(+5gc)	V	V

## Mors Equipment Lists

### Chieftain, Fang Leaders, Fanglings 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

### Seer and Sorcerer

**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  
 Warfire Thrower

**Armour**  
 Light Armour

# HEROES

## 0-1 Mors 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 Fang Leaders

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	7

### SPECIAL RULES

Scurry Away (3D6")

## 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 Mors 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 Fanglings

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	6

### SPECIAL RULES

Scurry Away (3D6")

# 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

## 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")

## 0-4 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 Wolfrats

35gc to hire

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

### SPECIAL RULES

Scaly Skin (6+)

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