

Skaven Clan Moulder 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.

Warpstone Token

Warriors with this rule start each battle with one Warpstone Token. This token acts as a free Power Dice which also contributes to miscasts if used, and if the result comes up as a natural 1 or 2, the warrior also suffers 1 *poisonous* Strength 4 hit with no saves of any kind allowed. If this hit takes the caster *out of action*, the spell automatically fails.

Treacherous

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

Mutated

Warriors with this rule start with 1 free Mutation from the Mutations skill list (*choose separately for each warrior*).

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.

Insignificant

Warriors with this rule count as half a warrior for the purposes of determining whether the warband has to take Rout tests in scenarios. Warriors that are promoted to heroes lose this rule.

Warband Special Rules

Favour of the Horned Rat

Whenever this warrior rolls a natural 13 is rolled 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*).

Mutate Monsters

Moulder warbands cannot have any of the usual Rat Ogre Augmentations. Instead, Rat Ogres employed by Clan Moulder may acquire up to 4 Mutations from the Mutations skill list at 10gc per mutation. Any number of Mutations may be acquired when the Rat Ogre is first hired, as well as between each battle.

Dominate Animals

After each battle, a Moulder warband may attempt to revive any enemy Animals that die and press them into service as Animals in their warband. For each Animal you want to revive, roll a D6:

- (1-3): Animal is dead and cannot be revived.
- (4-6): Animal is revived. You may hire it as a Henchman in your warband by paying its hire fee.

Rending Claws

Warriors with this rule suffer no penalties for fighting unarmed and may re-roll one failed roll 'to hit' in each close combat phase (*i.e. also opponent's*) while they are fighting unarmed. (*Re-rolled dice cannot cause critical hits.*)

Poisonous Attacks

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

Warband Special Equipment

Things-Catcher 15gc

Close Combat Weapon: Halberd: Is exactly the same as a normal Halberd, but is a separate proficiency from normal Halberds and has the following addition:

Catcher: This weapon has +1 Strength on 'Free Hack' attacks and does not have the 'Slow Swing' rule of Halberds.

Beastwhip 10gc

Close Combat Weapon: Combat Whip: Is affected by anything that affects Combat Whips, but is a separate proficiency from normal Combat Whips.

Whipcrack (-2 I): At the *start of each* close combat phase where wielder is using this weapon (*i.e. also opponent's*), one enemy of your choice that is within 1" of this warrior suffers -2 Initiative to strike order that turn. Not active while wielder is *fleeing*.

Only Club, Axe, Sword or Nets in off hand.

Moulder Special Skills

Packmaster Prowess

Warrior may re-roll his first natural 1 'to wound' in each close combat phase (*including opponent's*).

Beastmaster

Animals attacking this warrior must re-roll their first successful roll 'to hit' in each close combat phase (*including opponent's*). No effect vs. Undead and Daemons.

Mancatcher

Warrior's 'Free Hack' attacks have +1 Strength and warrior may re-roll free hacks that failed to wound.

Moulderflock Trainer

In any battle that warrior is participating in, up to 2 Animals, chosen by you, add 'Poisonous' to their attacks. Active even if warrior has not been deployed yet, and while he is *out of action* himself.

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: 2 4" **Strength:** 5

Sunder (1)

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

Unstable.

Move or Fire.

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.

Skryre Skill Table

	Combat	Shooting	Academic	Strength	Speed	Mutations	Moulder
Master Moulder	V	V	V	V	V	V	V
Packmaster	V		V	V	V	V	V
Sorcerer	(+10gc)		V		V	(+10gc)	
Grey Seer	(+10gc)		V		V		
Initiate	V		(+10gc)	V	V	V	V

Moulder Equipment Lists

Master Moulder, Packmasters and Moulder Initiates

Close Combat
Hand Weapon
Great Weapon
Halberd
Things-Catcher
Combat Whip
Beastwhip

Shooting
Sling
Throwing Axes
Javelins
Warplock Pistol

Armour
Light Armour
Heavy Armour
Nets

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

Sorcerer and Seer

Close Combat
Hand Weapon
Great Weapon

Shooting
Sling

Armour
None

Throtlings

Close Combat
Great Weapon

Shooting
Sling

Armour
None

HEROES

0-1 Master Moulder

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	7

SPECIAL RULES

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

0-2 Moulder Packmasters

30gc to hire

Starting Experience: 12

Race: Skaven

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

SPECIAL RULES

Scurry Away (3D6"), Mutated

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"), Warpstone Token, Favour of the Horned Rat, Wizard (Lore of Horned Rat): Starts with 1 spell.

0-1 Moulder 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"), Warpstone Token, Wizard (Death, Beasts or Kin-Magic): Starts with 1 spell.

0-3 Moulder Initiates

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"), Mutated

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")

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

0-4 Throtlings

40gc to hire

Starting Experience: 14

Race: Skaven

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

SPECIAL RULES

Scurry Away (3D6"), Poisonous Attacks, Cause Fear, Rending Claws

Giant Rats

10gc to hire

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

SPECIAL RULES

Animals, Insignificant, Expendable

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.*)