

# Skaven Clan Skryre 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.

### Warrior Wizard

Warrior may wear armour and cast spells.

### 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.

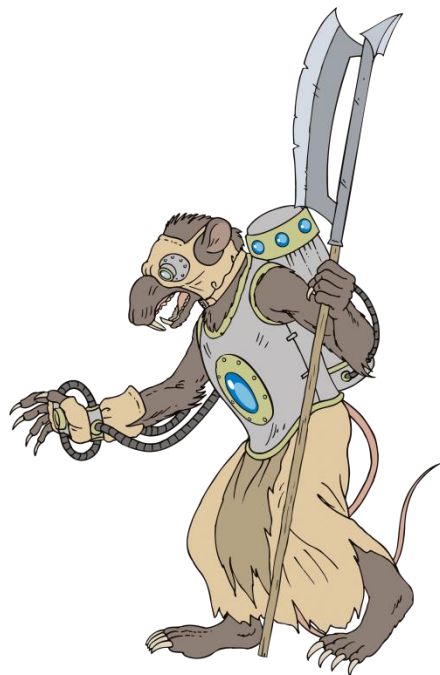
### Cornered Rat (1", S3)

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*.

## 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*).



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## Warband Special Equipment

### Warp Blade 10gc

**Close Combat Weapon: Halberd:** Is exactly the same as a normal Halberd, but with the following addition:

**Warp-Powered:** If wielder is wearing a Warp-Energy Condenser, all attacks with this weapon also have 'Sunder (1).'

### Lightning Gauntlet 20gc

**Missile Weapon**

**Range:** 12" **Strength:** 4

**Warp-Powered:** Warrior must be wearing a Warp-Energy Condenser to fire this weapon.

**Chain Lightning (2", S3):** If target is hit (*even if not wounded*), everyone (*friend or foe*) within 2" of target also suffers 1 Strength 3 hit.

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

**Malfunction:** Whenever a natural 1 is rolled 'to hit' with this weapon, wielder suffers 1 Strength 2 hit himself.

### Poison Globes 15gc

**Missile Weapon**

**Range:** 6" **Strength:** -

**Poison Cloud (2"):** If target is hit (*even if not wounded*), target, and everyone (*friend or foe*) within 2" of target suffer 1 *poisonous* Strength 3 hit that ignores armour saves. Warriors immune to poison suffer 1 Strength 1 hit instead.

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

### Poison Globe Mortar 30gc

**Blackpowder Weapon**

**Range:** 24" **Strength:** -

**Poison Cloud (3"):** If target is hit (*even if not wounded*), target, and everyone (*friend or foe*) within 3" of target suffer 1 *poisonous* Strength 3 hit that ignores armour saves. Warriors immune to poison suffer 1 Strength 1 hit instead.

**Move or Fire.**

### Respirator 10gc

**Special Equipment:** Warrior is immune to poison. May be given to henchmen.

### 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.**

## 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.**

### Bionic Eye 10gc

**Special Equipment:** Whenever this warrior is deployed, choose one of the following:

- Warrior adds +3" to the distance he spots hidden enemies (*stacks with other modifiers*).
- Warrior may ignore the effects of one 'Eye Injury' from the campaign injuries chart.
- Warrior ignores enemy 'Stealth.'

The chosen effect lasts until the end of the battle.

### Warp-Energy Condenser 5gc

**Suit of Armour:** May be combined with Light or Heavy Armour. Critical Hits scored against wearer have a +D3 modifier to rolls on the critical hits chart and are *flaming*.

# Skryre Skill Table

	Combat	Shooting	Academic	Strength	Speed
Warlock Sorcerer	V	V	V	V	V
Black Skaven	V	V		V	V
Warlock Engineer	(+10gc)	V	V	(+10gc)	V
Grey Seer	(+10gc)		V		V
Warlock Initiate	V	V	V	(+10gc)	V

## Skryre Equipment Lists

### Black Skaven 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

### Warlock Sorcerer, Warlock Engineers and Engineer Initiates

#### Close Combat

Hand Weapon  
Great Weapon  
Halberd

#### Shooting

Warplock Pistol  
Warpmusket  
Warpfire Thrower  
Poison Mortar  
Poison Globes

#### Armour

Light Armour  
Heavy Armour  
Warp Energy Condenser

### Grey 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 Warlock Sorcerer

50gc to hire

Starting Experience: 18

Race: Skaven

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

### SPECIAL RULES

Leader (6"), Scurry Away (3D6"), Warrior Wizard, Heirloom: Bionic Eye or Respirator, Wizard (Death, Heavens or Metal): Starts with 1 spell.

## 0-2 Black Skaven

30gc to hire

Starting Experience: 12

Race: Skaven

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

### SPECIAL RULES

Scurry Away (3D6")

## 0-2 Warlock Engineers

30gc 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"), Heirloom: Bionic Eye or Respirator

## 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.

## 0-3 Engineer Initiates

20gc to hire

Starting Experience: 2

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"), Heirloom: Bionic Eye or Respirator

# 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.)