



QUESTIONS & ANSWERS

WARHAMMER ARMIES: SKAVEN

Q. Life is Cheap rule: On a result of 1-3 the hit is resolved against one randomly determined unit among those in close combat with the target, and on a result of 4-6 the hit is resolved against the intended target.

Does the random roll after the 1-3 result also include the originally intended target thus giving a 75% chance to hit it?

A: No. The target unit is not 'among those in combat with the target' – it IS the target!

Q. Do Rat Swarms have a Unit Strength of 3 per base or 5?

A. Unit Strength 3.

Q. Can Skaven weapon teams stand & fire at regiments that charge their parent units?

A. No.

Q. If a weapon team's parent unit flees, does the weapon team flee as well?

A. No (unless it panics, of course).

Q. Does the Cavalry Base special rule mean that weapons teams can be targeted by shooting even when within 5" of a unit because they are on a larger base?

A. No. It says on page 26 '...they cannot be singled out as targets by enemy shooters because they are the same size as the other Skaven around them.'

Q. Do you roll for the Storm Banner to burn out every player turn (I trigger it at the beginning of my turn, then roll to see if it burns out at the beginning of your next turn, then my next, etc), or just on each of my turns? I note that in the Skaven battle report on the Games Workshop website, it appears as if it is the latter option.

A. It is rolled every player's turn.

Q. Can you buy a Warpstone Token for a Plague Priest with the Liber Bubonicus?

A. Yes – with the Liber Bubonicus, he becomes a Wizard (and so can use items from the Arcane Items list).

Q. Can a hidden Assassin try to activate the Bands of Power?

A. No. He cannot do anything until he is revealed.

Q. Are you really allowed to have the same model as your General and your Battle Standard Bearer?

A. No, the usual paragraph preventing this was omitted by mistake.

Q. If you die from using a Warpstone Token but successfully cast the spell, would the effects of the spell still go off?

A. Best thing to do would be to roll a D6 for it. Sometimes a spell is cast, sometimes not...

Q. It states in the book that some Skaven units are treated exactly like cavalry. Does that mean that the Screaming Bell can affect them as it does cavalry? Does it mean that spells which affect cavalry units affect these Skaven units in the same way?

A. No. They are not affected by spells that affect cavalry because these spells generally speak of targeting the mounts (ie, scaring horses).

Q. If a Bolt Thrower killed a Grey Seer on a Screaming Bell, or destroyed the Screaming Bell, would the bolt continue through the ranks of Clanrats?

A. No, as the shooter could choose to aim at the unit OR the large target (the Screaming Bell and the Grey Seer). The Screaming Bell and the Clanrats are two separate targets (though a Cannon could hit both).

Q. Would the Umbranner's Ward save kick in against a Bolt Thrower after it has successfully gone through two ranks (down to Strength 4)?

A: Yes.

Q. If your Grey Seer riding the Screaming Bell is killed, is there any reason why the striker can't continue to ring the bell?

A. No, the striker can continue to hit the bell.

Q. Can a Grey Seer on a Screaming Bell use a Warpstone Charm to re-roll the roll for ringing the Screaming Bell?!

A. No. It is not directly affecting the Grey Seer – he is not the one ringing the bell!

Q. If, say, a unit of Jezzails causes a Panic test on itself, where does it run to?

A. Towards the nearest table edge.

Q. Can the Tenebrous Cloak protect against rolling a 1 with the Warp Lightning spell?

A. Yes.

Q. If an 11-12 result is rolled when ringing the Screaming Bell (Skaven units become subject to hatred) does a Skaven unit already engaged in combat get to re-roll failed hits?

A. Only if it is in the first round of combat – the normal rules for hatred still apply.

Q. Does Skitterleap count as movement for the purposes of shooting?

A. Being sensible, yes.

Q. Does an Undead General have to test under a result of 13 on the Screaming Bell chart?

A. No, as the General is a character and Undead characters never suffer wounds because of a dead General.

Q. Does a Warp-lightning Cannon count as a war machine or a chariot for things like deployment and Unit Strength?

A. A war machine with three crew.

Q. What happens if a Warp-lightning Cannon is forced to become engaged in combat, such as if the Slaanesh spell Delicious Excruciation was cast on them (making them Unbreakable, and as such unable to flee from a charge)?

A. If for any reason the Warp-lightning Cannon is engaged in combat, it is immediately destroyed (and the enemy unit can overrun as normal).

Q. Do poison wind globes count as poisoned attacks?

A. No. The hand-to-hand attacks are not poisoned, and the globes are shooting weapons with their own rules.

Q. What happens if a Tunnelling Team emerges directly below a fear-causing enemy unit and fails its Fear test?

A. It doesn't need to take a Fear test, as it will 'automatically engage it in close combat on the side closest to the marker (the team counts as charging)'. As it 'automatically engages', it does not need to take a Fear test.

Q. Does a Tunnelling Team need to test for terror if it emerges close to a terror-causing creature? (Both testing for terror and emerging from tunnels happen at the start of the turn, so which one occurs first?)

A. Yes, an emerging Tunnelling Team must take Terror tests on the turn they arrive. You could imagine it would be rather unnerving to emerge from a hole and find yourself at a Dragon's feet...

Q. Is the Skaven crew of a Warp-lightning Cannon assumed to always have line of sight to the Casket of Souls (since they can see anywhere on the battlefield) or can the Skaven player pick and choose when the crew is looking through the cannon sight? In the same vein, does it mean enemy scouts cannot use their Scouting rule?

A. No, and no. The cannon is assumed to be able to see through terrain during the Shooting phase only. At all other times, it counts as conforming to normal line of sight rules.

Q. Is the Skaven Warp-lightning Cannon a missile attack, and so can be stopped by an anti-missile magic item (ie, Banner of Doom or special Ward saves)?

A. Yes.

Q. Do the new Storm Banner rules (White Dwarf 272) mean that Ratling Guns, Warfire Throwers and Warp-lightning Cannons only work on a 4+?

A. Yes, since the text doesn't mention enemy only, and they are war machines that don't use BS.

Q. If the Screaming Bell rolls 16, are units not yet on the table (tunnellers, units pursuing out of the table units, etc) affected?

A. No, as they are not on the battlefield when the effect takes place.



ERRATA

The corrections printed here are designed to replace the relevant section in the first impression of the relevant Army books. You have permission to photocopy these pages so you can cut out the corrections and paste them directly into your books. This will save you from having to cross-reference between this book and the other publications.

WARHAMMER ARMIES: SKAVEN

Page 39 (STORMBANNER) – Replace entry with:

STORM BANNER

75 points

One use only

This ancient and tattered banner has the power to wrack the sky with storms, tearing the heavens apart with its fury.

The banner can be activated at the beginning of any player's turn. No flying movement is allowed and all missile fire is at -2 to hit. All war machines and other ranged attacks that do not use BS may only fire if the player first rolls a 4+ on a D6 (roll for each model). Magic missiles and other ranged spells are not affected. Roll a D6 at the beginning of each player's subsequent turns – on a roll of 1 or 2, the power of the banner is exhausted and it no longer has any effect for the remainder of the battle.