

WARHAMMER ARMIES

SKAVEN – ERRATA AND FAQs

ERRATA

Page 33, Scurry Away!

‘All models in the Skaven army add +1 [...].’

will be changed to:

‘Units with the Scurry Away! special rule add +1 [...].’

Page 33, Strength in Numbers, first para.

‘All units in the Skaven army add their current rank bonus[...].’

will be changed to:

‘Units with the Strength in Numbers special rule add their current rank bonus[...].’

Page 33, the Scavenge-pile.

‘The same item may be purchased by more than one model in the army.’

will be changed to:

‘Models may purchase each of these items only once, but the same item may be purchased by more than one model in the army.’

Page 36, Cornered Rats.

‘Another hit is added to the total rolled for each additional rank of slaves after the first one.’

will be changed to:

‘Another hit is added to the total rolled for each additional rank of five or more slaves after the first one.’

Page 36, Expendable, third paragraph.

‘[...] automatically pass Panic tests caused by Skavenslaves.’

will be changed to:

‘[...] automatically pass Panic tests caused by friendly Skavenslaves.’

Page 39, Great Pox Rat, Special Rules.

~~‘Scurry Away!, Strength in Numbers, Poisoned Attacks.’~~

will be changed to:

‘Poisoned Attacks.’

Page 43, Pushed into battle, first para.

‘The Screaming Bell must be deployed in a unit of Clanrats or Stormvermin.’

will be changed to:

‘A single Screaming Bell can be deployed in each unit of Clanrats or Stormvermin.’

Page 43, Ringing the Bell, result 5-8.

‘All friendly Skaven within 24” of the Bell [...].’

will be changed to:

‘All friendly Skaven units within 24” of the Bell [...].’

Page 43, Ringing the Bell, result 14-16 and 17.

‘All friendly models within [...].’

will be changed to:

‘All models in each friendly unit within [...].’

Page 46, Plague Censer, third paragraph, first sentence.

At the beginning of any Close Combat phase all models [...].’

will be changed to:

At the beginning of any round of close combat, all models [...].’

Page 46, Plague Censer, third paragraph, first sentence.

‘[...] all models (friend and foe) in base contact with one or more models bearing a plague censer must take a Toughness test [...].’

will be changed to:

‘[...] all models fighting with a plague censer, and any model (friend and foe) in base contact with one or more models fighting with a plague censer, must take a Toughness test [...].’

Page 49, Pushed into Battle, first para.

‘The Plague Furnace must be deployed in a unit of Plague Monks.’

will be changed to:

‘A **single** Plague Furnace **can** be deployed in **each** unit of Plague Monks.’

Page 49, Enshrouded by Fog, second sentence.

At the start of any close combat, any unit [...]

will be changed to:

At the start of any **round of** close combat, any unit [...]

Page 49, Wrecker Attack, second sentence.

This attack happens last in any close combat the Plague Furnace [...]

will be changed to:

This attack happens last in any **round of** close combat the Plague Furnace [...]

Page 53, Mixed Unit.

‘on a 1-4 a Giant Rat is hit,’

will be changed to:

‘on a 1-4 a Giant Rat **or Rat Ogre** is hit,’

Page 54, Special Rules.

‘Scurry Away!, ~~Strength in Numbers~~, Mixed Unit (see page 53).’

will be changed to:

‘Scurry Away!, Mixed Unit (see page 53).’

Page 55, Special Rules.

‘Scurry Away!, ~~Strength in Numbers~~, Fear, Frenzy, Mixed Unit (see page 53).’

will be changed to:

‘Scurry Away!, Fear, Frenzy, Mixed Unit (see page 53).’

Page 57, Berserk Abomination Chart, Fluid Injected!

‘but will instead immediately inflict D6 wounds on the unit.’

will be changed to:

‘but will instead immediately inflict D6 wounds on **it**.’

Page 70, Whip of Domination, last sentence.

‘[...] but any enemy that takes an unsaved wound from the Whip of Domination [...].’

will be changed to:

‘[...] but any enemy **unit** that takes an unsaved wound from the Whip of Domination [...].’

Page 71, Verminous Bodyguard, last sentence.

‘Any enemy unit in base contact with Skweel at the start of any combat must immediately [...].’

will be changed to:

‘Any enemy unit in base contact with Skweel at the start of **any round of close** combat must immediately [...].’

Page 75, The Cloak of Shadows, fourth sentence.

‘The presence of an undetected Snikch won’t prevent enemy units marching, charging or shooting other targets [...] should he be in the path of an enemy charge.’

will be changed to:

‘The presence of an undetected Snikch won’t prevent units **moving**, marching, charging or shooting other targets [...] should he be in the path of an enemy **move**.’

Page 77, Bodyguard of Thanquol, fourth sentence.

‘While shut down, Boneripper cannot move and in combat he will be hit automatically and will not strike back.’

will be changed to:

‘While shut down, Boneripper cannot **do anything at all**, and in combat he will be hit automatically and will not strike back.’

Page 78, Howling Warpgale.

‘This spell does not affect Skaven missile weapons’

will be changed to:

‘This spell does not affect **your side’s** missile weapons’

Page 79, Curse of the Horned Rat.

‘If the number rolled is larger than the number of models in the targeted unit,’

will be changed to:

‘If the number rolled is **equal to or greater** than the number of models in the targeted unit,’

Page 103, Giant Rats, Special Rules.

'Scurry Away!, ~~Strength in Numbers~~, Mixed Unit, Rat Pack, Wave of Rats.'

will be changed to:

'Scurry Away!, Mixed Unit, Rat Pack, Wave of Rats.'

Page 104, Rat Ogres, Special Rules.

'Scurry Away!, ~~Strength in Numbers~~, Beast Pack, Fear, Frenzy, Mixed Unit.'

will be changed to:

'Scurry Away!, Beast Pack, Fear, Frenzy, Mixed Unit.'

Page 107, Blade of Corruption, second paragraph.

'[...] the wielder immediately suffers a wound that is multiplied to 2 wounds.'

will be changed to:

'[...] the wielder immediately suffers a wound (no armour saves allowed) that is multiplied to 2 wounds.'

Page 108 and 111, Warpstone Tokens, Storm Banner and Banner of Verminous Scurrying.

The following will be added to the beginning of each item's rules:

'One use only.'

Page 109, Skavenbrew, first paragraph.

'One use only. A character carrying Skavenbrew can force any unit of Clanrats of Stormvermin in base contact to guzzle the vile liquid. [...]'

will be changed to:

'One use only. **At the start of the game**, a character carrying Skavenbrew can force a **single** unit of Clanrats or Stormvermin in base contact to guzzle the vile liquid. [...]'

Page 110, Doomrocket misfire chart, Thooooom!

'Place the template over the model that fired the rocket [...]'

will be changed to:

'Place the template over **the centre of** the model that fired the rocket [...]'

Page 110, Electro-Whip

'Roll to determine the number of Attacks each combat.'

will be changed to:

'Roll to determine the number of Attacks each **round of combat**'

Page 111, Shroud of Dripping Death, second paragraph.

'[...] take a single Strength 3 hit with no armour save at the start of each and every Close Combat phase.'

will be changed to:

'[...] take a single Strength 3 hit with no armour save at the start of every **round of close combat**.'

Page 111, Banner of the Under-empire, second paragraph.

'[...] suffer 2D6 Strength 2 automatic hits at the start of each and every Close Combat phase.'

will be changed to:

'[...]suffer 2D6 Strength 2 automatic hits at the start of **every round of close combat**.'

FAQs

Q. Skaven templates seem to hit everything they touch, rather than causing partial hits on models that are not completely covered. Is that right?

A. Yes, it's the evil potency of warpstone!

Q. On page 53, the Packmasters' special rule Running with the Pack (i.e. no rank bonus) and the special rule Beast Pack mentioning the Strength in Numbers rule seem to contradict each other.

A. The Running with the Pack rule does not mean units of Rat Ogres never have a rank bonus, but rather than the Packmaster and Master Moulder models are ignored when working out the unit's rank bonus, so only ranks of Rat Ogres count. Use the Packmasters' or Master Moulders' Ld value (or the General's) as the base Ld for the unit, to which you then add the Rat Ogres' rank bonus.

Q. Do Rat Ogres and Giant Rats without Packmasters have the Strength in Numbers special rule?

A. No, left on their own the beasts lose this rule.

Q. A Master Moulder counts as a champion in all respects, so it has to be placed in its unit's front rank, right?

A. Yes, but we think it looks better if you put it on the leftmost or rightmost position in the rank.

Q. Is a Master-bred Rat Ogre a unit champion in all respects? Can it issue/meet a challenge, for example?

A. Yes it is, and yes it can (in a kind of instinctive and inarticulate way, probably).

Q. As frenzied creatures, the Rat Ogres are Immune to Psychology. What about their Packmasters? Are they still subject to panic?

A. This is a bit of a complicated situation, where a unit has a mix of frenzied and non-frenzied models. The only other occurrence we can think of when something like this ever happens is when a non-frenzied character joins a frenzied unit. For simplicity's sake, we tend to apply these same rules for the Packmasters/Master Moulders in units of Rat Ogres. So, as long as the Rat Ogres are frenzied, we consider the entire unit Immune to Psychology and obliged to charge, but the Packmasters don't get any extra Attacks.

Q. What is the Doomwheel's Unit Strength? Is it a monster?

A. Even though it is quite monstrous, it is not a monster, and its Unit Strength is 5.

Q. Doomwheel. The special rule 'Rolling Doom', which describes the Doomwheel's random movement does not include the part 'pivot [...] to face the direction in which you wish it to travel and then roll 3D6; this is how many inches directly forward the creature will move' that is used when, for example, the Hell Pit Abomination is described. Does this mean that you are allowed to move it like a regular chariot (i.e. that you may pivot and move in any order) and that only the movement allowance is determined randomly?

A. Correct! Remember that, just like a chariot, it can pivot only once during a charge.

Q. Does the Doomwheel need to see the target unit before moving in order to charge it?

A. No, it doesn't. So it can charge an enemy that was behind it, for example.

Q. If a Doomwheel's random movement would be

enough to bring it into contact with an enemy unit, is that unit allowed charge reactions?

A. Yes. Measure to see if the charge is in range first and then declare the reaction. If the unit flees out of reach, move the Doomwheel after it the entire distance rolled.

Q. Can a Doomwheel start its move in a unit's front arc and move around the target in order to charge it in the flank, or from the flank to the rear, or even from the front to the rear, for that matter?

A. No, the Doomwheel must still obey the charging rule stating that it must charge the target in the same arc it begins the charge movement in.

Q. If a Doomwheel loses a movement dice due to a Disaster result on its Misfire chart, does it lose this movement for its flee/pursue moves as well?

A. Absolutely!

Q. If a Doomwheel suffers more than 1 wound in a phase, and subsequently rolls more than one 1 for 'Loss of Control', does it make one 'Out of Control' move per 1 rolled, or only one regardless of the number of 1s rolled?

A. Only one.

Q. Must a Doomwheel roll to hit with each 'Zzzzap!' bolt? Can it stand and shoot? Can it shoot units in close combat? If so, are the hits randomised as with Expendable?

A. No it does not roll to hit – bolts automatically hit the closest unit (literally!), whether it is in combat or not, so there is no randomisation. And no, it cannot stand and shoot, its lightning attack only happens in each friendly Shooting phase.

Q. If a unit is affected by the Curse of the Horned Rat and not entirely destroyed, who chooses which models are removed as casualties?

A. The player controlling the affected unit. Normally, characters and champions are more resilient than normal rank-and-files to the mutating effects of the Curse.

Q. As the Curse of the Horned Rat states that the new unit can have 'any normally allowed equipment or command', can you replace two of the models with a weapon team?

A. Most definitely not: 'equipment' refers to their choice of weapons, and 'command' to the champion, musician and banner. Nice try!

Q. Can I cast Wither on friendly units?

A. Yes, but your plan would have to be really, really cunning and treacherous for you to gain any advantage by doing so...

Q. What are the Unit Strengths and base size of a War-litter? And what about a Bonebreaker?

A. For both models, we suggest using a Unit Strength of 3 (plus 1 for the Warlord), and a base size of 40mm square. However, do keep in mind that, as for all conversions, there are no strict rules about base size (other than: 'Be reasonable!'), and that any forthcoming Citadel miniature might be different from this suggested size.

Q. What's the base size of a Hell Pit Abomination?

A. We suggest 60 x 100 mm. However, do keep in mind that, as for all conversions, there are no strict rules about base size (other than: 'Be reasonable!'), and that any forthcoming Citadel miniature might be different from this suggested size.

Q. What are the Unit Strengths (and base sizes) of Warplock Jezzails and Weapon Teams?

A. They are all Unit Strength 2. The safest bet is to assume they are all on a cavalry base, even though they are obviously infantry models. However, do keep in mind that, as for all conversions, there are no strict rules about base size (other than: 'Be reasonable!'), and that any forthcoming Citadel miniature might be different from this suggested size.

Q. The Hell Pit Abomination's description does not exactly describe how it flees/pursues.

A. It flees/pursues 3D6", and note that you don't roll on the 'Berserk Abomination chart' when you roll a triple for fleeing/pursuing.

Q. What's the range of the Warp-Lightning Cannon? 48" or 60"?

A. It counts as a Cannon (as opposed to a Great Cannon), so its range is 48".

Q. Regarding the Doom-flayer's armour save, does it get it only against hand-to-hand attacks, or also against ranged ones? And what about against result 3-5 of its own Mishap chart?

A. It's for both ranged and close combat attacks. Hits from the Mishap chart are treated as hits against its side/rear (as in reality they would be coming from inside it!), so the machine does not get any armour save against them.

Q. What is the Unit Strength of a Screaming Bell/Plague Furnace?

A. For both models, we suggest using a Unit Strength of 6 (plus 1 for the rider).

Q. The Screaming Bell/Plague Furnace serves as a mount for a Grey Seer/Plague Priest who (with his 'mount') has to join a unit at the beginning of the game. What if your army does not include an appropriate unit for it to join?

A. If you don't have a unit for the Bell/Furnace, you can deploy it, but it won't be able to move for the rest of the game. So why would you do that?

Q. Can I join other characters to the units with the Screaming Bell/Plague Furnace? They make their units Unbreakable and non-Unbreakable characters cannot join Unbreakable units.

A. At deployment, characters can be deployed in the unit pushing the Screaming Bell and they will also become Unbreakable. The drawback to this is that they cannot leave the unit as long as the Bell is still there. Once the game is started, no characters can join the unit as long as the Bell remains, as characters cannot join an Unbreakable unit.

The same goes for the Plague Furnace, except that the only characters that can be deployed in its unit are those belonging to Clan Pestilens (i.e. Plague Priests, Lord Skrolk, and any other Pestilens characters we might publish or you might design). The reason for this is that the Furnace only makes Plague Monks Unbreakable and no other Skaven.

Q. If the unit that is pushing the Bell/Furnace is completely destroyed, can the Bell/Furnace join another unit (or vice versa), so that it can be moved again?

A. No, once its unit is gone the Bell/Furnace is stuck for the rest of the game, but it is still Unbreakable.

Q. If the rider is killed, what happens to the Bell/Furnace?

A. It continues to function normally inside its unit. The only difference is that all ranged attacks against it will hit the Bell – no need to randomise.

Q. Are the dice used to ring the Screaming Bell power dice? If so, are they taken from the pool, from the Grey Seer's, or neither?

A. The dice rolled for the Screaming Bell are not power dice, but, as at least one of its effects can act as spells, it is still best to roll the Bell's powers before casting spells.

Q. What types of movement within their own unit can the Screaming Bell/Plague Furnace execute during a game? For example, can it move within the ranks to reach a fighting position?

A. When the unit executes any manoeuvre (other than a wheel), the Bell/Furnace is immediately moved to the centre of its front rank. If the unit is engaged in combat, the Bell/Furnace is stuck in place and cannot be moved within the ranks until the unit can manoeuvre/reform again.

Q. Can 'Billowing Death' be used when the unit marches?

A. Yes, the great censer works nicely with an extra bit of forward movement!

Q. How many attacks does the Plague Furnace gain from Frenzy?

A. Just one, for a total of 7 attacks. This represents the fact that the Monks mostly channel the energies of their frenzy into swinging the great censer!

Q. Do models killed by 'Maddening Fumes', 'Ensbrouded by Fog', plague censers' fumes, magic banners or indeed any other rule that has a chance of causing damage on your own units count against who can attack in combat? And how about combat resolution – do these wounds caused on your own unit count towards the combat resolution score?

A. Yes, they do count, just like impact hits would. The wounds caused by these rules on the enemy are added to your side's combat resolution score, while those caused on your own unit are added to the enemy's combat resolution score. Note that this answer covers everything that can cause wounds in combat both on the enemy and on its own side (and the Skaven are famous for this kind of 'accident').

Q. What manoeuvres, if any, are permitted with the D6" of movement granted by the 'Unholy Clamour' and 'Avalanche of Energy' results on the Bell chart?

A. The unit can only advance straight forward and/or wheel, nothing else.

Q. Are buildings which collapse due to 'Deafening Peals' removed in the same way as buildings affected by Cracks Call?

A. Yes, that is a reasonable solution.

Q. What is the Leadership value of a Screaming Bell/Plague Furnace?

A. They have Ld 0 (-) and so will fail Ld tests automatically, but as they are Unbreakable, this will matter only very rarely (spells and magic items that force Ld tests, etc.).

Q. What is the Stubborn Ld value of Plague Censer Bearers if they are within 6" of a Plague Monk unit with a rank bonus of +3, and within 12" of the Plague Furnace. Are they 'Stubborn Ld 5', or 'Stubborn Ld 8'.

A. 'Stubborn Ld 5', as Stubborn troops use the Ld on their profile for Break tests.

Q. The Warlock Engineer can choose a Warlock-augmented Weapon as a piece of equipment. This weapon is also a magical weapon. Does that mean that only one Warlock Engineer in all the army can take this option? The same question applies to Death Globes and the champions of units of Globadiers.

A. All Warlock Engineers can choose a Warlock-augmented Weapon from their basic equipment, and this was intended to make them more freely available for players wishing to field them. This still counts as a magic weapon from all points of view (so, for example, the Warlock Engineer cannot buy another magical weapon). In addition to Warlock Engineers, a single other character in the army can pick a Warlock-augmented Weapon as his magical weapon. Exactly the same goes for Death Globes – all Globadier champions can have them, as well as one character.

Q. Gutter Runners can be upgraded to have Poisoned Attacks, and Assassins have this rule by default. Is this the Poisoned Attacks as described in the Scavenge Pile (page 33), or the Poisoned Attacks as described in the special rules of the rulebook? In other words, do the models get poisoned throwing stars and/or slings?

A. Assassins, and Gutter Runners that upgrade to Poisoned Attacks, use the normal rules (the Scavenge-pile only refers to non-Eshin characters) – that is, Assassins and Gutter Runners have poisoned throwing stars and slings!

Q. As Boneripper is Unbreakable, he cannot join non-unbreakable units, including Thanquol. Is this OK?

A. Yes, Thanquol rather prefers that his bodyguard protects him from a distance (we suspect that he does not entirely trust this 'gift'...).

Q. What are the VPs for Boneripper?

A. On his own, Boneripper is not worth anything. His points values are incorporated into Thanquol's, much like the cost of a magic item.

Q. Does the Doomrocket need line of sight to a target? Can it be used to stand and shoot?

A. No, the Doomrocket does not need line of sight, as it's simply fired in a nominated direction. It can be used to stand and shoot. Essentially, it follows the normal rules for missile weapons, except that it does not roll to hit and instead has its own firing rules.

Q. When a new unit is created using the Curse of the Horned Rat, where is it placed and in what formation/facing etc?

A. The Clanrats are placed in the same position, formation and facing of the destroyed unit (imagine you are literally replacing each model with a Clanrat). If the destroyed unit was a skirmishing unit, replace the models and then immediately form the Clanrats up and roll a scatter dice to determine the unit's facing.

Q. If a template weapon fires into combat using the Skavenslaves' Expendable rule, how are hits distributed?

A. In this case, ignore the randomisation roll and simply hit all models touched by the template.

Q. When a model with a Plague Censer causes a wound on a ridden monster or other model with separate target-able components, how is the damage distributed?

A. Take a Toughness test with the best Toughness value available to the ridden monster/chariot/multiple statline model and then if the test is failed, randomise the wound as you would for a missile hit.

Q. Can a unit of Night Runners accompanied by a character make a 'Slinking Advance' move?

A. Only if it's a Clan Eshin character.

Q. Can Assassins be revealed only when the unit hiding them is in combat? The placement rules only allow Assassins to be placed where they can fight.

A. No, they can be revealed even if the unit is not in combat, in which case he must be placed in the unit's front rank, just like any other character.

Q. Are the Rat Swarms generated by 'The Rats Emerge' worth any victory points?

A. The unit is worth 50 victory points, regardless of its size. It just seems fair!

Q. The 'Berserk Abomination' result 'Blind Fury' and the Doomwheeler's 'Out of Control' addresses the situation where the random movement takes the Abomination/Doomwheeler off the table. Does this mean that the Abomination/Doomwheeler leaves the table if it contacts the edge when moving normally?

A. No, they normally treat the table edge as impassable, while when Out of Control and in Blind Fury they will leave the table as described.

Q. When an Abomination/Doomwheeler flees, does it pass through friendly units or stop as specified by 'Shambling Horror' and 'Rolling Doom'? If it passes through, does it cause impact hits?

A. Fleeing Abomination/Doomwheeler move through units as normal, inflicting impact hits just like a chariot would.

Q. If an Abomination suffers a 'Fluid Injected!' result, are any subsequent close combat hits resolved at S7?

A. Yes, as its Strength affects the Strength of its attacks.

Q. What happens if an Abomination rolls 'It's Alive!' but there is insufficient room to replace the model within 3" of the marker and 1" from enemy?

A. It is destroyed, just like the rats that might emerge from its carcass.

Q. What range is used for a Warpfire Thrower's Stand and Shoot reaction?

A. The Warpfire Thrower is fired before the charging unit is moved. If the target is too far, then we suggest fleeing instead...

Q. Does a 'Bbbrrrrrrtt!' result include the shots from the dice that caused the Misfire?

A. Yes, it does, just like in the 'Spins Wildly' result.

Q. Are the shots from a 'Spin Wildly' result limited by the weapon's range?

A. Yes, the shots stop after travelling 18".

Q. At what Strength are impact hits from the Doom-Flayer resolved? The machine's or the weapon team's?

A. The machine's – Strength 4, -2 armour save modifier.

Q. What is the Unit Strength of the Warp Lightning Cannon?

A. The same as its number of crew, which is 3 (even though the models are not separate).

Q. Does Storm Daemon's lightning attack ignore armour saves?

A. The 'no armour save' applies only to the close combat attacks made by the weapon. Hits from Storm Daemon's magic missiles have a normal -2 armour save modifier.

Q. Are eligible characters permitted a 'Look Out, Sir!' roll against Cracks Call?

A. Yes they do, as this spell pretty well fits the rulebook definition of 'a ranged attack with unique targeting rules, which allow the player to deliberately aim his shot at a character inside a unit'.

Q. Must models in a building hit by Crack's Call take an Initiative test regardless of whether the building collapses?

A. No, as the exact position of the models is not known, the 5+ roll for the building effectively replaces the individual tests for the models in the unit. Initiative tests aplenty will need to be taken if the building collapses, of course!

Q. How are casualties from the Curse of the Horned Rat distributed? Can characters in a unit of 5 or more rank and file models be harmed? What if they are mounted on a steed or monster?

A. The casualties are distributed as hits from shooting. If the unit includes characters, just follow the normal rules for shooting hits against such units. However, if the characters in the unit are Unit Strength 5 or more, they are not affected by the spell at all and casualties will fall amongst other models in the unit (just imagine the characters are not there). If the unit is destroyed by the spell, the player controlling the characters must place them anywhere 1" away from the newly formed Clanrats, facing in any direction.

Q. When facing Dwarfs, can the wielder of Dwarf Bane re-roll to wound with shooting and magic, and are his ranged attacks armour piercing?

A. No, these bonuses only apply to close combat hits.

Q. How long does the Rival Hide Talisman's effect last?

A. One round of close combat only (i.e. one 'set of attacks').

8th March 2010

The questions answered in our FAQs have been gathered from many sources. Some have been submitted by members of the public, others by representatives of the online gaming community and more still are the result of face to face meetings with keen and inquisitive players at a myriad of gaming events. We are always happy to consider more questions, and aim to update these FAQs as frequently as is practical. See the Contact Us, page of the Games Workshop website for the address to which you can send your questions. Thanks to all those who have done so already!