



# BATTLETOME: SKAVEN

## DESIGNERS' COMMENTARY, AUGUST 2021

The following commentary is intended to complement *Battletome: Skaven*. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team and explain how the rules are intended to be used. The commentaries help provide a default setting for your games, but players should always feel free to discuss the rules before a game, and change things as they see fit if they both want to do so (changes like this are usually referred to as 'house rules').

Our commentaries are updated regularly; when changes are made, any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

*Q: The Master of Magic command trait for MASTERCLAN HEROES allows me to add 1 to a casting, dispelling or unbinding roll once in each hero phase. Do I have to decide whether to use the modifier before I make the roll?*

A: No. Modifiers are applied after the roll has been made, and unless noted otherwise the decision as to whether to apply them happens at that time.

*Q: If Thanquol on Boneripper has more than 1 Warpfire Projector, can he make 1 attack with each one? For example, if he had 4, would he be able to make 4 Warpfire Projectors attacks and roll 4 dice for each model in the target unit each time?*

A: No.

*Q: Thanquol's Warpstone Addiction ability and the Grey Seer's Warpstone Tokens ability say that the roll cannot be re-rolled or modified. Can you re-roll or modify the 2D6 roll once you have removed one of the three dice?*

A: No.

*Q: Are Verminlords allowed to take a spell from either of the Skaventide spell lores?*

A: No.

*Q: Does the Magical Backlash result for a Screaming Bell inflict D3 mortal wounds on the Screaming Bell too?*

A: Yes.

*Q: If I roll the 'A Stirring Beyond the Veil' result on the Peal of Doom table for a Grey Seer on Screaming Bell, does this stop any other Screaming Bells from summoning a Verminlord if they roll the same result?*

A: No, it only applies to the model that the roll was being made for.

*Q: The Arch-Warlock's Warpstorm spell can inflict D3xD6 mortal wounds on the Arch-Warlock. How exactly are these mortal wounds worked out?*

A: Roll a D3 and then roll a D6. Multiply the two rolls together and apply the result as mortal wounds to the Arch-Warlock. For example, if you rolled a 2 on the D3 and a 3 on the D6, the Arch-Warlock would suffer  $2 \times 3 = 6$  mortal wounds.

*Q: I found the 'More-more Warplead!' rule for the Ratling Gun rather confusing. Can you explain in layman's terms how it works?*

A: Certainly. Normally when you fire a Ratling Gun it makes 2D6 attacks. The 'More-more Warplead!' rule allows you to double the number of attacks, as long as you say you wish to do so before the dice roll is made. However, if you say that you will double the number of attacks and the dice roll is a double (e.g. two 1s, two 2s, etc.), then after all of the attacks have been made and you have inflicted any damage that they caused, the attacking model is slain.

*Q: If I cast both Death Frenzy and Dreaded Death Frenzy on the same unit, can the models pile in and attack twice when slain?*

A: Yes, as long as they have not already fought in the same phase.

*Q: Can a model that has used Skitterleap use the Tunnels Through Reality ability in the same turn?*

A: Yes.

*Q: Does a SKAVENTIDE HERO garrisoning a terrain feature move the terrain feature with them when they use Skitterleap?*

A: No.

*Q: Does the Pushed Into Battle ability apply to all moves or just normal moves?*

A: All moves.

## ERRATA, AUGUST 2021

The following errata correct errors in *Battletome: Skaven*. The errata are updated regularly; when changes are made, any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

### General Errata

Replace all references to a 'Skaventide army' with 'Skaven army'.

### Warscroll cards – Verminlord Corruptor, Plaguereapers

Change the Rend characteristic of Plaguereapers to '-' to match the warscroll in the battletome.

### Page 67 – Strength in Numbers

Change to:

'When a **SKAVENTIDE** unit takes a battleshock test, subtract 1 from the battleshock roll for every 10 models that are in the unit.'

### Page 68 – Pestilens, Echoes of the Great Plagues

Change the first sentence to:

'If the unmodified chanting roll for a prayer chanted by a friendly **CLANS PESTILENS PRIEST** is 6, you can pick 1 of the following Great Plagues to manifest (in addition to the effect of the prayer).'

### Page 70 – Master of Rot and Ruin

Change to:

'You can re-roll chanting rolls for this general.'

**Page 74 – Liber Bubonicus**

Change to:

‘The bearer becomes a **PRIEST**. If the bearer is already a **PRIEST**, you can re-roll chanting rolls for the bearer.’

**Page 78 – Spell Lores**

Delete the sentence under the header.

**Page 78 – Lore of Ruin**

Change the caveat under the table header to:

‘**GREY SEER** (including Unique units) only.’

**Page 79 – Lore of Warpvolt Galvanism**

Change the caveat under the table header to:

‘**CLANS SKRYRE WIZARD** (including Unique units) only.’

**Page 80 – Gnawholes**

Delete this rule (it is replaced with the rule on the Gnawhole warscroll in this document).

**Page 86-90 – Path to Glory**

These Path to Glory campaign rules are not compatible with the latest version of the Path to Glory rules from the Core Book. You can still use them to run a ‘classic’ Path to Glory campaign, or you can use the rules from the Core Book to run a ‘modern’ Path to Glory campaign.

**Page 99 – Thanquol on Boneripper, Mount**

Add:

‘He also attacks with Crushing Blows.’

**Page 104 – Verminlord Warpseer, Scry-orb**

Change the rule to:

‘Add 1 to save rolls for attacks that target this model. In addition, once per battle, in your shooting phase, you can pick 1 enemy unit within 13" of this model and visible to it. That unit suffers D6 mortal wounds, but for the rest of the battle, you cannot use this ability to add 1 to save rolls for this model.’

**Page 104 – Verminlord Warpseer, The Great Manipulators**

Change the rule to:

‘At the start of your hero phase, if any friendly models with this ability are on the battlefield, roll 1 dice. On a 3+, you receive 1 command point.’

**Page 111 – Warplock Jezzails**

Change the Save characteristic to 5+.

**Page 111 – Warplock Jezzails, Pavise**

Change to:

‘You can re-roll hit rolls for attacks made with this unit’s Warplock Jezzails if this unit has not made a move in the same turn. In addition, add 1 to save rolls for attacks made with missile weapons that target this unit.’

**Page 114 – Plague Priest, Plague Prayers**

Change to:

‘**Disease-disease!**: Disease-disease! is a prayer with an answer value of 3 and a range of 13". If answered, pick 1 enemy unit within range and is visible to the chanter. Roll 1 dice for each model in that unit. For each 6, that unit suffers 1 mortal wound. This prayer has no effect on **CLANS PESTILENS** units.’

**Pestilence-pestilence!**: Pestilence-pestilence! is a prayer with an answer value of 3 and a range of 13". If answered, pick a point on the battlefield within range and visible to the chanter. Roll a dice for each unit within 3" of that point. On a 4+, that unit suffers D3 mortal wounds. This prayer has no effect on **CLANS PESTILENS** units.’

**Page 115 – Plague Priest on Plague Furnace, Noxious Prayers**

Change to:

**Filth-filth!**: Filth-filth! is a prayer with an answer value of 3 and a range of 13". If answered, pick 1 friendly **CLANS PESTILENS** unit wholly within range and visible to the chanter. Add 1 to wound rolls for attack made by that unit until the start of your next hero phase.

**Rabid-rabid!**: Rabid-rabid! is a prayer with an answer value of 3 and a range of 13". If answered, pick 1 friendly **CLANS PESTILENS** unit wholly within range and visible to the chanter. Add 1 to the Attacks characteristic of melee weapons used by that unit until the start of your next hero phase.

**Page 116 – Plague Monks**

This warscroll is no longer used. It has been replaced with the warscroll on *Warhammer Age of Sigmar: The App*.

**Page 123 – Giant Rats, Wave of Rats**

Change the rule to:

‘The Range characteristic of this unit’s Vicious Teeth is 2" while it has 6 or more models. In addition, add 1 to wound rolls for attacks made by this unit while it has 6 or more models.’

**Page 125-126 – Endless spell and faction terrain warscrolls**

Replace these warscrolls with the ones in this document.



## ENDLESS SPELL WARSCROLL VERMINTIDE

**SUMMONING:** This endless spell is summoned with a spell that has a casting value of 6 and a range of 18". If successfully cast, set up this endless spell wholly within range and visible to the caster, and more than 1" from all models, other endless spells and invocations. Only **SKAVENTIDE WIZARDS** can attempt to summon this endless spell.

**PREDATORY:** This endless spell is a predatory endless spell. It can be moved up to 7".

**Ravening Horde:** A *Vermintide* rips and tears indiscriminately at anything in its path.

After this endless spell has moved, the commanding player can pick 1 unit within 3" of this endless spell and roll 13 dice. For each 6, that unit suffers 1 mortal wound. In addition, roll 13 dice for each unit that finishes a normal move, run, retreat or charge move within 3" of this endless spell. For each 6, that unit suffers 1 mortal wound.



An endless tide of unholy vermin pours through the cracks in reality, their eyes aglow and their fangs unnaturally sharp. This conjured swarm can strip even an armoured warrior to the bone in moments.

## ENDLESS SPELL WARSCROLL WARP LIGHTNING VORTEX

**PARTS:** This endless spell has 3 parts.

**SUMMONING:** This endless spell is summoned with a spell that has a casting value of 8 and a range of 13". If successfully cast, set up 1 part of the endless spell wholly within range of the caster, then set up the second and third parts exactly 7" from the first part and exactly 7" from each other (the parts will form a triangle with each part exactly 7" from the other two parts). All of the parts must be set up more than 1" from all models, other endless spells and invocations. Only **SKAVENTIDE WIZARDS** can attempt to summon this endless spell.

**Warp Lightning Bolts:** *Coruscating bolts of warp lightning leap outwards from the Warp Lightning Vortex, obliterating those nearby.*

When this endless spell is set up and at the end of each movement phase, roll 1 dice for each unit within 6" of this endless spell. Add 1 to the roll if that unit is within 6" of 2 parts of this endless spell. Add 2 to the roll instead if that unit is within 6" of all 3 parts of this endless spell. On a 4+, that unit suffers D3 mortal wounds. On an unmodified 6, that unit suffers D6 mortal wounds instead of D3 mortal wounds.

**Warp Vortex:** *The sheer destructive anarchy that surrounds a Warp Lightning Vortex slows the progress of warriors caught in its midst.*

Units within 6" of this endless spell cannot run. In addition, units cannot fly if they start the move within 6" of this endless spell.



A hurled clawful of warpstone shards swell rapidly in size until they become hovering prisms that crackle furiously with warp lightning. Green-black bolts flash back and forth, forming a lethal cage of energy that blasts apart any who approach too closely.



## ENDLESS SPELL WARSCROLL BELL OF DOOM



Swirling vapours boil from the yawning maw of the spell's caster, billowing into an unnatural cloud. Lightning flashes amidst the gloomy mass, silhouetting a huge bell that swings in mid-air, tolling out the doom of those who dare resist the skaventide.

**SUMMONING:** This endless spell is summoned with a spell that has a casting value of 6 and a range of 13". If successfully cast, set up this endless spell wholly within range and visible to the caster, and more than 1" from all models, other endless spells and invocations. Only **SKAVENTIDE WIZARDS** can attempt to summon this endless spell.

**PREDATORY:** This endless spell is a predatory endless spell. It can be moved up to 2D6" and can fly.

**Apocalyptic Doom:** *With a deafening explosion, the Bell of Doom splits asunder.*

Roll 3D6 after this endless spell finishes a move. On a roll of 13, each unit within 13" of this endless spell suffers D3 mortal wounds, and then this endless spell is removed from play.

**Boldness or Despair:** *The dreadful ringing of the Bell of Doom fills the minds of the skaven's foes with a deep despair, while emboldening the normally cowardly ratmen.*

Do not take battleshock tests for **SKAVENTIDE** units while they are wholly within 13" of this endless spell. Subtract 1 from the Bravery characteristic of other units while they are within 13" of this endless spell.



Gnawholes split the skin of reality, tearing open like lesions and allowing frenzied skaven swarms to spill forth. Manifesting as whirling green portals, gaping black holes, fume-wreathed chasms and countless other malignant phenomena, these tunnels through reality seep with the ruinous energies of the Horned Rat.

**FACTION TERRAIN:** Only Skaven armies can include this faction terrain feature. For each faction terrain feature a Skaven army can include, it can include up to 3 Gnawhole faction terrain features instead.

**SET-UP:** After territories are determined, you can set up this terrain feature more than 3" from all objectives and other terrain features, more than 18" from all other Gnawholes in your army, and wholly within 8" of the edge of the battlefield. If both players can set up faction terrain features at the same time, they must roll off and the winner chooses who sets up their faction terrain features first.

**IMPASSABLE:** You cannot move models over this terrain feature unless the model can fly, and you cannot set up or move a model onto this terrain feature (even if it can fly).

## FACTION TERRAIN WARSCROLL GNAWHOLE

**Tunnels Through Reality:** *The skaven can move through gnawholes to invade any corner of the Mortal Realms.*

At the end of your movement phase, if there is a friendly **SKAVENTIDE HERO** within 6" of this terrain feature, you can pick 1 friendly **SKAVENTIDE** unit within 6" of this terrain feature, remove that unit from the battlefield and set it up wholly within 6" of a different Gnawhole in your army and more than 9" from all enemy models. You can only transport up to 1 friendly unit in this way per battle round, regardless of the number of Gnawholes in your army.

**Aura of the Horned Rat:** *Gnawholes emit unholy radiation that empowers skaven spellcasters but is deadly to other races.*

Add 1 to chanting rolls for friendly **SKAVENTIDE PRIESTS** within 1" of this terrain feature, and add 1 to casting, dispelling and unbinding rolls for friendly **SKAVENTIDE WIZARDS** within 1" of this terrain feature.

Roll a dice for each enemy unit that finishes a normal move, run, retreat or charge move within 1" of this terrain feature. On a 6, that unit suffers D3 mortal wounds.