

Broadside Bash 2010

SKAVEN FAQ – If the Official GW FAQ comes out before the tourney, it will be in effect; otherwise, here is our current FAQ for the Skaven rulebook.

1) Master Moulders are described as pack masters. They have, or can buy "magic whips." Whips allow a model from a back rank to fight. Can you place these models in a rank other than the 1st? As "champions" you would normally have to place them in the front. In the front rank only, it makes the "electro whip" impossible to use.

Packmasters and Master Moulders may be placed in the back ranks, even though they say MMs are considered “champions in all respects” (page 103,104).

2) If Master Moulders are in a unit, do they take any hits if you have 5+ rank and file? As "Champions in all respects" they should not be hit; though the mix-pack rules seem to indicate otherwise.

The Mixed Pack rules apply.

3) The base unit for Rat Ogres is 2 Rat Ogres and 1 pack master. An additional pack master can be added for every 2 ogres. It doesn't say for every 2 additional ogres, so does this mean I can have 2 ogres and 2 pack masters?

No. It is interpreted as “per every 2 additional ogres.”

4) Can other characters join units with a screaming bell or a Plague Furnace?

For all intents and purposes, the unit is unbreakable, so unless the character is allowed to join an unbreakable unit, then no.

5) What is the unit strength of a Warlord on a War-Litter? If he is US3+ he becomes immune to killing blow (just like a dwarf on shield bearers). What about the Rat ogre Bone breaker?

Warlord on War Litter = US4. Warlord on Bone Breaker = US5

6) Can you use a single "warp stone tokens" more than once? If so, how often can you use them; 1/phase each, 1/spell each?

Each Warpstone shard can only be used once per GAME.

7) Please clean up Censers Gas wording.

You only test if you are actually engaged in combat. Characters wouldn't test unless they were in contact with another censer.

8) Night Runners w/Warp Grinder. If you tunnel onto an enemy (putting you directly into combat) when do you decide on your formation?

The unit formation should be decided after the roll to determine if the unit shows up is made, but before rolling scatter and artillery.

9) Jezzails do not have "Strength in Numbers,"—is this an oversight?

Jezzails don't have Strength in Numbers. That's why they don't march into battle.

10) Poison Wind Globadiers can target an enemy unit, even if in combat. Do you have to see with all the poison wind guys to fire?

Each model throwing needs line of sight to throw.

11) Abomination/Doom Wheel have rules as to what happens when they accidentally leave the table via compulsory movement. Normally they'd stop at the table edge, but the rule to return makes it pretty clear they intend them to be able to blunder off.

They go off the table. The next turn they are placed at the table edge. They cannot move because the compulsory move phase has already passed.

12) Plague Furnace: Billow Death (the shooting phase effect) do you have the option not to shoot?

Yes, it's optional.

13) Pestilence Breath: Can a wizard not in combat hit a unit in combat with this spell, if he meets the whole target in line of sight restriction? This spell has no "target" so you are not targeting an enemy in combat. A fire mage does the same when he pops off a "Burning Head" through combat.

It has to say it can be cast into combat. The spell states that a wizard IN combat can cast it into combat.

14) Storm Banner. One use only?

One use only.

15) Fellblade: Gives the user S10 and makes the enemy re-roll successful ward saves. In melee, does D6 wounds. Does this mean, if I give this to a Grey Seer, he forces targets of his spells to re-roll ward saves? If said Grey Seer is on a bell (4+ ward), does he have to re-roll his own 4+ ward when he rolls a 1-2 at the start of the turn?

Only re-roll Ward Saves against wounds caused by the Fellblade. Ward saves against the wounds caused by the baleful energies surrounding the blade are made as normal.

16) Poison Wind Globadiers "life is cheap". Do characters who join this unit benefit from this rule?

No. Just like characters who join fast cav do not benefit from the ability to march and fire.

17) Slaves, Cornered Rat Rule. 1 hit per rank, 1 hit per rank bonus, or 1 hit per rank of 5 or more models?

Per full rank of 5 models.

18) Does the gutter runner upgrade of poisoned attacks at 5 points per model affect ranged weapons, such as slings and stars? How about the unit champs weeping blade?

Yes, except for the Weeping Blade, it's a magical blade and can't be poisoned.

19) Do unit champs buying upgrades from their unit entry count against the 1-per-army limit on magic items? Master Moulder has an option for thing catcher (killing blow, 30 pts) as a unit upgrade; but can also buy gear off the clan Moulder list (no save weapon, and magic whip). I would think you could take multiple thing catchers, but the items on the list are 0-1.

Items from the Scavenge Pile can be duplicated on different champions or characters. The Things Catcher is weapon option, not a magic item. Electro Whips, Shock Prods, Death Globes, and Weeping Blades are unique items (until the GW FAQ says otherwise).

20) Abomination, Shambling Horror: do you do impacts as you flee (also compulsory movement)?

NO. It is not chariots. That is a chariot special rule.

21) How does a Doomwheel charge?

The Doomwheel charges as a spawn.

22) Can a Doomwheel shoot into the combat it is engaged in?

Yes, unless the player decides not to and successfully passes the leadership test.

24) Can the screaming bell 4+ ward save wounds from warpstone tokens?

Yes.

25) Page 33 states that all skaven models add 1 to their flee distance, but the Doomwheel does not have it. Does the Doomwheel benefit?

No.

26) A screaming bell makes the Grey Seer and the unit pushing it unbreakable. A Plague Furnace makes the Plague priest and the unit pushing it unbreakable. What happens when the pushing unit, and the Seer/priest is killed, leaving only the Bell/Furnace behind? Is it still unbreakable?

No, the Furnace/Bell is not unbreakable.

25.5) The bell and furnace do not have a leadership listed. If the bell/furnace is not unbreakable, once its buddies are whacked, what is its leadership for panic/break tests?

It auto-fails.

26) My orc has a skull wand. He flies into combat and whacks the bell. The wand says that the model stuck must pass a leadership test on its own unmodified leadership or be removed from the game. What happens?

The Furnace/Bell uses the Leadership of the character on top of it.

27) What happens to the Bell/Furnace when the rider is killed? Does it get pushed out of the unit?

No, the unit refuses to let it go.

29) I'm aware Plague Priests do not have verminous valour, but can a plague priest on the furnace still refuse a challenge? Would he scurry up like a Grey Seer, or would you place him in the back of the unit?

page 49, "Unlike a Grey Seer on the Screaming Bell, a Plague Priest cannot avoid challenges when mounted on a Plague Furnace, he is too fume-addled to climb away." The Priest can't refuse a challenge but someone else can take the challenge for him.

30) Other Plague Furnaces and Bells stuff:

- ♦ **If the character manning these dies, the bell/furnace remains with the unit in question and retains its unbreakable status. None of the other special abilities of the models in question may be employed that were dependant on the presence of the character, but a screaming bell will still ring from being hit as normal.**
- ♦ **Billowing Death is not a breath weapon (neither is a salamadar shooting attack) so it may not be fired if the unit marches.**
- ♦ **Units containing Plague Furnaces or Bells may not assault buildings, nor may they be deployed in buildings since they are in excess unit strength 3.**
- ♦ **The Furnace Crew is affected by frenzy as if it were 3 plague monks, meaning frenzy gives it 9 attacks and death frenzy gives it 12. The fog takes effect at the start of every close combat phase, immediately after impact hits have been resolved.**

31) Magic:

Plague Priests and Warlock Engineers may default twice, once to the listed spell and once to the number one spell of their lore.

32) Strength in Numbers:

This rule is a bonus to leadership for all models in the unit for any and all purposes. This means that it will affect things like the Banshee Howl but may not be used for effects that deny any leadership modifiers (specifically, the Blade of Realities ignores this rule).

33) Scavenge Pile:

- ♦ **Poisoned Attacks does not apply to any mount the character might select.**
- ♦ **Warplock Pistols count as an additional hand weapon but not as warpstone weapons when used in close combat.**
- ♦ **Scavenge Pile upgrades are limited to one of a type per model (to 20 rat hound attacks or dual Warplock Pistols)**

34) Slaves:

- ♦ **Skaven units ignore any sort of panic associated with slaves, period.**
- ♦ **Template weapons fired into slave units are randomized as other shooting attacks into combat, but you cannot get more than 1 hit per model from a template weapon. Any additional hits are lots. You cannot get 10 hits on a hydra/giant/etc. with a template by hitting more slaves and getting them to randomize onto the larger target.**

35) Plague censer bearers:

Plague censers may use the rank bonus of nearby plague monk units to increase their Leadership for stubborn tests, as the Stubborn rules only ignore combat resolution-based modifiers to leadership. The plague censer wounding effect tests off of the best Toughness value, per the main rules regarding characteristic tests, but the wound is randomized as if from a shooting source.

36) Eshin unit stuff:

- ♦ **Night Runner units carrying a character may make their Slinking advance move.**
- ♦ **Gutter Runner Sneaky Infiltrator roll increases once per game turn, not player turn.**
- ♦ **Assassins may only hide in friendly units and can only be revealed at the start of the close combat phase only if it results in them being placed into a fighting position. Their poisoned attacks rule applies to any and all non magical attacks, melee or ranged.**

37) Moulder Unit Stuff:

- ♦ **Master Bred Rat Ogres are unit champions. Yes, this means the unit can have two champions in it, sort of like Grail Knights.**
- ♦ **Hell Pit Rules Abomination**
 - **On a roll of "Its Alive," if the HPA cannot be legally placed at least 1" away from enemy models, then it is considered destroyed.**
 - **The minimum base size for a HPA is 50mm.**
 - **Fluid Injected results clearly intend the STR of attacks on the table to be modified.**

38) Skyre Unit Stuff:

- ♦ **Doom Wheels do NOT have the option to stand and shoot. They are treated as war machines, for the purposes of spells and effects in the game such as Virtue of Noble Disdain and Commandment of Brass. Shots from the Doom wheel do not require a roll to hit.**
- ♦ **The Jezzails are considered US2 infantry in all respects.**

39) Vermin Lord:

- ♦ **This model is a monster and monstrous character and considered a Greater Daemon for all rules related effects.**
- ♦ **The Doom Glaive is listed as a magical item, not an ability, so it can potentially be affected by spells and effects such as Law of Gold or Obsidian Armor. The Glaive is also a magic weapon, in all other respects, such as striking ethereal units.**