



SKAVEN **in** **Man O' War**

Compiled and collated by Zak. January 2009. Updated Feb 2011

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<http://games.groups.yahoo.com/group/theseaofclaws/>

SKAVEN CLANFLEET

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Admiral Ship: 0-1

Floating Nest: The Clanfleet may replace the Warlord's Man O'War with a Floating Nest.
A Skaven fleet only ever has 1 Floating Nest and the fleet must be at least 2000 points in size.
Cost: 400 points each.

Men O' War: 1

The Clanfleet must have at least one Doombringer as the Skaven Warlords Flagship.
A Skaven Clanfleet only ever has one Doombringer per 1000 points spent
Cost: 200 points each.

Ship of the Line squadrons: 2+

At least one squadron of Warp-raiders.
Cost: 75 points per squadron of 3.

At least one squadron of Clan Pestilens Deathburners.
Cost: 150 points per squadron of 3.

Any number of Colossal Rat Barge squadrons.
Cost: 150 points per squadron of 3.

Any number of Jezrail squadrons.
Cost: 75points per squadron of 3.

Any number of Ratling Gunboat squadrons.
Cost: 75points per squadron of 3.

Any number of Lesser Warp Lightning Generator squadrons.
Cost: 150 pt per squadron of 3.

Up to as many squadrons of Gar-Barges as Deathburner squadrons.
Cost: 50 points per squadron of 3.

Chaos Reward Cards:

Only Clan Pestilens Deathburners and Giant Poison Wind Globe Catapults may purchase Nurgle Chaos Reward Cards.
Cost: 25 points per card.

Grey Seer: 0-1

Cost: 100 or 150 points.

Independents: 0+

Maximum of 1 Dung Lobber per 1000 points spent.
Cost: 100 points each.

Maximum of 1 One Rat barrel Sub Launcher per 1000 points spent.
Cost: 100 points each.

Maximum of 1 Greater warp lightning generator per 1000 points spent.
Cost: 100 points each.

Maximum of 1 Explosive Warp Stone Barge per 1000 points spent.
Cost: 75 points each.

Maximum of 1 Giant Poison Wind Globe Catapult per 1000 points spent.
Cost: 150 points each.

Maximum of 1 Food Catcher per 1000 points spent.
Cost: 50 points each.

Maximum of 1 Sewer Rat Swarms, composed of 1-10 counters.
Cost: 25pt per counter.

Crew (per 1000 points)

For every 1000 points spent on a Skaven Clanfleet, it gets the following crew counters:

20 Slaves, 20 Clanrats, 5 Storm Vermin.

Cost: Free.

Skaven Warlord: 1

Cost: Free.

Special Crew: 0+

You may buy any number of Rat Ogre counters.
Cost: 25 points per rat ogre counter.

For every 500 points of the Clan Fleet you may buy one Clan Eshin Assassin counter.
Cost: 50 points per Clan Eshin Assassin counter.

You may buy maximum number of 2 Plague Monk counters per Clan Pestilens vessel.
Cost: 25 points for 2 counters.

SKAVEN SHIPS

Skaven vessels are heaps of wood and metal put together by the engineers of Clan Skryre. Here is a brief overview of the many vessels that occasionally terrorise the seas.

FLOATING NEST

This absolutely monstrous raft looks like a huge pile of refuse with odd pipes and mechanical constructions protruding from it at random. The main body of the raft holds the swarm of Skaven who are able to be deployed across the other vessels in a Skaven fleet as they are forced out of the nest by their overseers. The stench of months worth of faeces and debris is enough to leave even the most hardened of seadogs gasping in its wake. This enormous vessel is able to shoulder smaller craft out of its way as it ploughs through the seas.



DOOMBRINGER

Usually at the centre of the fleet, this large raft carries a huge Screaming Bell hung from a huge gibbet attended by hundreds of Skaven.

Paddlewheels fore and aft drag the vessel through the water as slaves trudge round the endless path to propel round.

The Bell itself emits a doleful clank that resonates across the water and builds in volume as it is feverishly rung on approaching an enemy fleet. This discordant sound causes horrendous effects on enemy vessels and can cause them to split apart and sink.



DEATHBURNER

This ship mounts a huge incense ball on a gantry across the vessels prow, spreading clouds of noxious fumes which causes lungs to bubble forth green liquid.



WARPRAIDER

Wildly thrashing paddle wheels hurl this vessel erratically across the seascape as the warp reactor power waxes and wanes. A huge vat of warp-naptha connects to a 'flame thrower' type weapon which can set enemy ships ablaze in a few moments.



COLLOSSAL RAT BARGE

This large raft is designed to carry a colossal rat towards the enemy fleet. This drugged monstrosity can then be goaded into a frenzy by warp chemicals and unleashed on the enemy to devastating effect. The rats can be rather unpredictable though and have been known to destroy the very vessel itself.



JEZZAILS

These ships mount huge Jezzail guns in an attempt to gain the Skaven some much needed range amongst their arsenal. However, Skaven engineering has not quite mastered the enormous barrels required for this and so they tend to be wildly inaccurate and often jam once fired.



SKAVEN SHIPS

RATLING GUN BOAT

These were designed purely for anti—flyer duty and often malfunction due to the problems of firing so much shrapnel up into the air at once (Skaven ‘artillery’ is rather inaccurate so they hope that volume will overcome lack of precision).



ONE-RAT BARREL-LAUNCHER

This strange contraption carries several cranes to lower small barrel like submarines into the water in an attempt to place explosive against the hulls of enemy ships.

LESSER WARP LIGHTNING GENERATOR

A strange prong sits on a gibbet whilst warp tanks build up a store of powerful warp energy ready to be released towards the nearest enemy before its power grows too great and explodes of its own accord. These vessels almost hum with a static electricity build up and sparks often jump to neighbouring ships if they get too close.



GREATER WARP LIGHTNING GENERATOR

This is a much larger version of the lesser warp lightning generator and as such has an even larger contraption of spinning electricity generators and a huge twisted gantry of a lightning conductor mounted onto its prow.

GAR-BARGE

These rafts are towed into battle to act as blockades and to hopefully cause more sensitive races to be violently ill and incapable of operating their ships. These pile of dung and refuse have been fermenting nicely and are very ripe—woe to the enemy who disturbs the crust and unleashes fouler smogs!



DUNGLOBBER

This massive raft carries an enormous mangonel on board designed to fling the refuse of the crew onto enemy ships and befoul them in stinking waste. The plague monk crew are also able to fire poison wind globes to incapacitate the crew.

EXPLOSIVE WARPSTONE BARGE

This small raft has a large lump of warpstone buried under a mass of tubing and wiring constructed by Clan Skryre. The power for the paddle wheel can be converted into power to cause the warpstone to explode in a potentially very violent and destructive manner. This is a highly unstable vessel and should only be used in extreme cases of desperation (or madness!)



SKAVEN SHIPS

GIANT POISON WIND GLOBE CATAPULT

This vast catapult is used to fling massive spheres filled with noxious gases towards the enemy fleet. This weapon can be rather dangerous in that the gas cloud often drifts across the seascape and engulfs unwary ships causing the death of crew members as they succumb to the fumes.



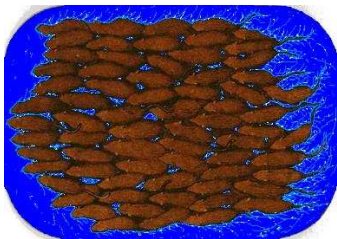
FOOD CATCHER

This speedy ship was designed to catch beasts of the deep, as the huge amount of meat they can provide to the Floating nest (hence feeding the crew for months) far outweighed the dangers inherent in pursuing these fearsome creatures, or the inability of the contraption to reliably work!



SEWER RAT SWARM

Rather than a ship, this is a huge mass of swimming rats which head towards the nearest enemy ship and attempt to swarm over it in search of food. This dark tide can completely overcome even Men O War if they are unlucky.



SKAVEN CREW

Skaven Clanfleet ships are crewed in a different way to other races fleets. Skaven have a large number of crew counters and may distribute them across their fleet as they see fit within certain limitations:

1. Each ship can only have one type of crew aboard. E.g. You cannot have Clanrats and slaves on the same ship.
2. Each ship in a squadron must have the same type of crew as all the other ships in the squadron.

For every 1000 points of fleet composition you get the following counters: 20 Slaves, 20 Clanrats and 5 Storm Vermin. Consult the chart below for crew for non-1000 point fleets.

In addition, there are 3 types of purchasable special crew: Rat-ogres, Clan Eshin Assassins and Clan Pestilens Plague Monks. These can be placed on any ship, no matter what the crew is already aboard.

Points spent	Slaves	Clan-rats	Storm Vermin	Rat-Ogres	Assassins	Plague monks
25	0	0	0	1	0	2
50	0	0	0	2	1*	4
100#	2	2	0	0	0	0
200#	4	4	1	0	0	0
1000#	20	20	5	0	0	0

* You may only have 1 Assassin counter for every 500 points your fleet is worth.

You do not need to spend these points—you get these crew counters for free.

CREW TYPES

When Skaven take part in a boarding action, roll the dice as normal and add the total number of counters in the stack plus any other modifiers. In addition, the crew types have the following effects:

Slaves

These are of any race and have been drummed into military service. They are poorly armed and often shackled together. Ships crewed by Slaves get a -1 adjustment to all boarding rolls.

Clan rats

These are the bulk of Skaven society, drawn from clans such as Rictus and Mors and are the equivalent of normal sailors in other races' fleets.

Clanrats have no special effect on boarding.

Storm Vermin

These are larger than average Skaven, and are usually given command of the most powerful ships in the fleet.

Ships crewed by Storm Vermin gain +1 to all boarding action rolls

Rat-ogres

Created by Clan Moulder these huge Skaven like creatures the size of ogres attack with an awesome ferocity for their beastmasters.

Each ship may have 1 rat-ogre counter on board, giving an additional +2 in boarding rolls (+1 for the counter and +1 for their fierce attack). If a ship with rat-ogres on board must lose a crew counter, the rat-ogre must be removed before any other crew.

Clan Eshin Assassins

These assassins lurk amongst the ordinary ranks of Skaven until they have the opportunity to strike. You may only have 1 assassin counter per squadron and a maximum of 1 counter per 500 points of your fleet.

The assassin counter does not count towards the boarding action roll. If you board an enemy vessel you may use the assassin. Choose any one crew counter on the target ship (including wizard, admiral etc) and roll 1 die. On a roll of 5 or 6 remove the crew. Discard the assassin counter whether successful or not. You may then decide to launch a boarding action or not.

Clan Pestilens Plague Monks

These Skaven, having spent a lifetime amongst the poisonous fumes and noxious chemicals of their craft are immune to all forms of disease and poison. If a ship with plague monks on boards is hit by an effect or spell which can kill crew via disease or poison (eg. Nurgle's rot), then the plague monk counters are immune to its effect and do not need to roll a die.

In any other circumstance that requires a crew to be lost, the plague monk counter must be the first to be removed.

In boarding actions Plague Monks count as standard Clanrats for resolution purposes.

They must begin play on a Clans Pestilens ship (ie. Deathburners, Dunglobbers or Poison Wind Launchers only)

SKAVEN MORALE

Skaven are not particularly brave and if a Skaven ship is hit for a critical the crew may panic and attempt to abandon their ship
Every time a Skaven ship takes a critical hit roll below:

Roll Result

- 0-1 Wide scale panic! Roll a dice and discard that many crew
- 2 Major panic. 2 crew counters discarded
- 3 Minor panic. 1 crew counter discarded
- 4-8 No problem. No crew lost

Modifiers:

Doombringer crew	+1
Crew are Slaves	-1
Storm Vermin crew	+1

SWIMMING RULES

The list below shows the movement allowance for each race if the crew is forced into the water. The number is the TOTAL distance that the crew can move before a drowning roll must be made. All swimming movement takes place in the end phase and if a crew is forced into the water, they MUST cling to the wreck or debris while it is still on the sea. Only on the turn where the debris disappears can the crew swim towards a nearby ship. They can move up to their total allowance if desired, but must then roll on the drowning table - regardless of how far they travel, if they are not picked up by another ship.

If a crew counter makes contact with another ship, make a Rescue Attempt by rolling a d6. On a 1 they are lost in the sea as the attempts to pluck them from the waves are made. A 2-3 means they are rescued, but may not be used on this ship as their time in the water has taken its toll. Place these crew counters next to the ship's template until the end of the game. For every 3 you have, you may deduct 1 Battle Honour from your opponent's total. A result of 4-6 means they are brought aboard the rescue ship. Place them on the template in the Below Waterline area flipped over. At the end phase of the following turn, flip them right side up but leave them in the BW area. On the following turn, they may be moved up to the Crew Box and used like the regular crew. Normally, you may not have more crew aboard a ship than what is allowed on the Template (except for Skaven). If there is no room in the crew box, these crew must remain in the BW area until a space is available. Crew transfers from the BW area to the Crew Box ONLY occur in the End Phase, and because of this, any crew in the BW area are unavailable for any ship duties. Any crew in the BW area or crew sitting next to the template are destroyed if the ship is sunk (no 2nd swimming attempts can be made by these crew) and all are immediately captured if the ship is taken over in a boarding action. If there are unused crew in a BW area at the end of the game, they count towards reducing your opponents battle honours like the others do and every 3 crew counters reduces an opponent's Battle Honours by 1.

RESCUE ATTEMPT

- | | |
|-------|--|
| 1 | The crew has drowned! Attempts to pluck them for the turbulent sea have failed! |
| 2 – 3 | The crew are rescued, yet are too weak to man the ship. Place them along side the rescuing ship's template to show that they are on board yet unavailable. |
| 4 – 6 | The rescued crew are safe and sound. Place them in the Below Waterline area of the |

rescuing ships template face down. Next end phase they may be flipped right side up, and the following end phase they may be moved up to the Crew Box if space is available and may then be used normally.

Undead Crew counters are lost and removed from the game on any roll but a 5 or 6.

MOVEMENT RATES

HUMAN - 3"

Empire
Bretonnian Knights of the Realm - 1"
Norse (all Types)

DWARF - 1"

Dwarf
Chaos Dwarf

ELF - 2"

High Elf
Wardancers - 3"
Dark Elf

ORC - 1"

CHAOS

Knight - 1"
Warrior - 3"
Beastmen - 1"
Cultists - 2"
Spawn - 0"

SKAVEN

Slaves - 1"
Clan Rats - 3"
Storm Vermin - 4"
Rat Ogre - 1"

UNDEAD - 2" (SPECIAL)

LIZARDMEN - 4"

DROWNING ROLL

A drowning roll is made in the end phase for any crew counters in the water that have not been rescued/captured by a ship, or that are not clinging to a wreck/debris marker. You must roll the Movement Allowance number or less to stay afloat. For example, a Chaos Warrior must roll a 3 or less or else it drowns, where as a Dwarf must roll a 1 or else it drowns. The next end phase each crew counter can move up to it's Total Movement Allowance again and then another Drowning roll is made ect...

Undead Crew are already dead and therefore cannot drown, but since Skeletons and Zombies aren't capable of swimming, the Movement Allowance is the distance that they can walk along the bottom of the sea before the Magic that binds them is dispelled. If after they have moved 2" and no ship is "in contact" with the counter(s), simply remove them from the game. If a friendly Undead ship is "in contact" (really meaning directly overhead of them as they walk along the bottom), then a Rescue Attempt is made using the rules above.

SKAVEN MAGIC

SETTING UP

One Grey Seer is allowed in the Skaven Fleet. The Grey Seer starts on the Doombringer, or the Floating Nest if there is one in the fleet.

The Grey Seer starts with 24 Warpstone counters and all 8 Skaven Magic Cards. The Seer starts the game with all 8 cards in its hand and doesn't draw from the deck.

GREY SEERS

There are 2 levels of Grey Seer:

Mastery Level	Cost	Battle Honours
Warlock Champion	100	2
Warlock Master	150	3

As a 150 point sorcerer, the Warlock Master gets the standard +1 bonus when casting and dispelling magic.

CASTING SKAVEN MAGIC

Cast as normal during the magic phase, roll a dice and score equal to or above the casting number. The Seer can consume Warpstone counters to increase his chance of casting (before rolling to cast the spell). For each Warpstone eaten increase the chance of casting by +1. 1 is still an automatic failure. Once the spell has been cast or failed, discard the card and the Warpstone counters consumed.

FAILING TO CAST SKAVEN MAGIC

If you fail to cast a spell (being dispelled does not count), roll a dice for each Warpstone counter consumed. For every double rolled, consult the table:

Double	Effect
---------------	---------------

- | | |
|-----|--|
| 1 | Grey Seer consumed by the warp! All spells in hand instantly go off centred on the ship the seer was on and Seer killed. |
| 2-4 | Roll a dice: Seer consumes that number of additional Warpstone counters—discard this number. |
| 5-6 | extra +1 to casting roll next turn. |

RUNNING OUT OF WARPSTONE

Once a Seer has run out of Warpstone there will be some spells he cannot cast. Remove any spells of 7+ casting for a Champion and 8+ casting for a Master.

DISPELLING SKAVEN MAGIC

Skaven magic is very difficult to dispel. A normal wizard must give up cards from his hand to dispel Skaven magic. For each 2 cards given up he increases his chance of dispelling the Seer's spell by

+1.

Giving up 2 cards therefore allows the wizard to dispel on a 6; 4 cards dispels on a 5 or 6 and 6 cards gives a dispel on 4,5 or 6. The wizard may add any special bonuses (a Wizard Lord will gain his +1 bonus). This may deprive the wizard of cards to cast this turn, but the Wizard's hand may be replenished as normal during the end phase. Chaos Sorcerors follow the rules for Chaos magic when dispelling Skaven Magic by rolling a 6 as for Chaos Magic. There is no chance to auto-dispel Skaven magic.

DISPELLING ENEMY MAGIC

The Seer may attempt to dispel magic cast against the Clanfleet by rolling a 7 or more on a single dice, adding +1 for each Warpstone counter consumed (and +1 if a Warlock Master). Roll on the 'failed casting' table with 1 dice for each warpstone counter used in this fashion.

REPLENISHING CARDS

All cards remain discarded until the Seer has no cards in his hand. At this point, replenish all castable cards back into the Seers hand during the end phase.

—SKAVEN FLEET—

FLOATING NEST

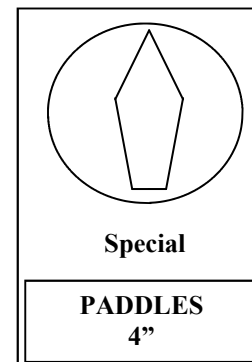
Admiral class

MOVE

Paddles: 4". Turns using normal turning template. May move backwards at will. May turn on the spot 45 degrees for 2" of move or 90 degrees for 4" of move. Unaffected by wind direction.

Suffers from momentum: Due to the nest being a huge barge it tends to keep moving once it gets going.

To simulate this the following rules will be used:



- 1 Whenever moving 2" or more in the same direction (i.e. a straight line with no turns), momentum is built up for the following turn.
- 2 Each full 2" move in the same direction builds up a momentum of 1" in the same direction for the next turn. This momentum build up also occurs when travelling backwards.
- 3 The maximum amount of momentum that can be built up is 2", regardless of how far the Nest moved in total.
- 4 Momentum inches do not count when working out momentum build up next turn
- 5 Momentum markers should be placed as the Nest moves during the battle phase.
- 6 Magic that affects movement does not affect momentum; only ship powered movement can build momentum.
- 7 All momentum movement must be done at the beginning of the next battle phase for the Nest before any normal movement occurs.

When moving the Nest from momentum push the ship in the direction of the momentum buildup—this is to simulate a 'skid' if you are not facing that direction.

Any wreck marker or ship of size less than 150 points will not stop the Nest's movement and it can push the ship out of the way in the same way as the Black Ark. Ships of 150 points or above will cause movement to stop and the Nest must 'push off' to free itself from these ships.

Running aground: as it is a barge it has a very shallow draft. If it moves onto terrain, make a below waterline save at +1 and if it fails roll on the following table:

1	3 Below waterline hits
2-3	2 Below waterline hits
4	1 Below waterline hit
5-6	0 Below waterline hits

If damage is taken the Nest is considered stuck until it can break free. At the beginning of each battle phase for the Nest, roll a dice. Due to its size it may only move off on a 6. Each subsequent battle phase, add +1 to the dice roll. No further damage occurs whilst stuck.

Pushing off: This is only needed if the ship in contact is 150 points or above. This costs half the Nest's movement

WEAPONS:

None. (Terrible stench*).

SPECIAL RULES:

Crew generation:

Instead of firing, roll 1 dice for every undamaged box in high locations 4 and 5. Remove all duplicate numbers from this throw. Any dice remaining causes a crew counter to be generated on the box of the same number if undamaged—i.e. If 6 dice are thrown and 1,2,3,3,3,6 are thrown, then a crew will be generated on boxes 1,2 and 6 (2 Slaves and a Storm Vermin).

The crew counters stay on their production boxes until the end phase where they get moved up to the Crew Boxes as space allows. Crew Boxes represent the maximum crew allowed above decks at any one time! On the following end phase these crews can swim over to nearby ships (using the swimming rules), or transfer over to other ships in contact with the Nest.

Once a production space is damaged, you ignore all production rolls of that number AND you roll one less die.

Terrible stench:

The only 'attack' the Floating Nest has is from the stench of the massive dung pile that sits on the ship. It starts with a 12" range (use the Elf range ruler) and is placed downwind from the ship and cannot be aimed. Any enemy caught under it's template must make a below waterline save or else it cannot move / shoot this turn (one or the other, enemy players choice). Attacks against the Nest can hit the dung pile, which are ineffective against the ship itself and actually extend the stench by 1" for each hit as buried (and extremely rank) dung is exposed.

Skaven, Orc and Nurgle crew / ships are immune to the effects of this.

DOOMBRINGER

Man O'War class

MOVE

Paddles: 6". Turns using normal turning template. May move backwards at will. Unaffected by wind direction.

WEAPONS:

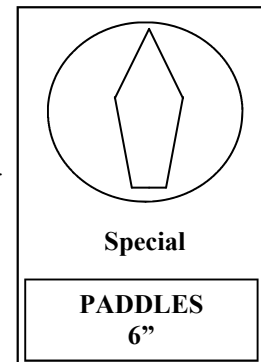
1 Great Bell firing through 360 degrees; may not be used to repel boarders.

SPECIAL RULES:

Roll 2 dice plus the number of dice indicated on the Volume track for the Great Bells' attack. Range of all attacks is equal to the highest double rolled. Look up each double rolled to find the attacks effect, apply the highest double first and then work down.

After ringing add an extra counter to the bell volume track. You can decide not to ring the bell, if so, remove one counter from the volume track

- 1 The Great Bell explodes and may not be used for the rest of the game. Place damage markers on all bell location of the template.
- 2 All enemy ships within range that have not yet moved may not move this turn.
- 3 All enemy ships within range that have not yet fired may not fire this turn.
- 4 All enemy ships within range take one random hit, normal saving throw.
- 5 All enemy ships within range take lose one crew counter.
- 6 Roll once on the critical damage table for each enemy ship within range. If a blaze, roll to see affected location—re-roll misses until they hit.



CLAN PESTILENS DEATHBURNER

Ship of the Line

MOVE

Paddles: 8". Turns using normal turning template. May move backwards at will. Unaffected by wind direction.

WEAPONS:

1 Plagueburner firing ahead. May not be used to repel boarders.

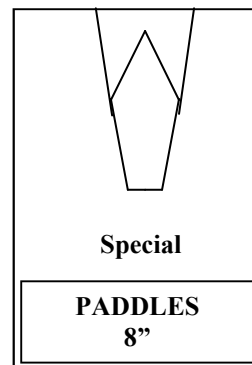
SPECIAL RULES:

Once the Deathburner has finished moving, place the Plagueburner template at the front of the ship; roll on the following table for each vessel that lies under the template:

1-4 No effect

5-6 The ship loses one crew counter

In addition, make a single 1 dice attack against each ship, which can be aimed high or low with a normal saving throw.



WARP-RAIDERS

Ship of the Line

MOVE

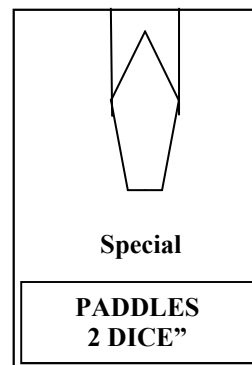
Paddles: 2 dice inches. Turns using normal turning template. May move backwards at will. Unaffected by wind direction.

WEAPONS:

1 Warfire-thrower firing ahead. May not be used to repel boarders.

SPECIAL RULES:

The warfire-thrower use the warfire-thrower template. The first target that falls under the template, even if only partially is hit. The warfire-thrower makes a 3 dice attack with a -1 saving throw modifier. If a location fails it save, it is set alight—place a blaze counter on the location. If you throw a double on the 3 dice when rolling the attack, the Warp-raider explodes and sinks (the attack is still carried through).



COLOSSAL RAT BARGE

Ship of the Line

MOVE

Paddles: 8". Turns using normal turning template. May move backwards at will. Unaffected by wind direction.

WEAPONS:

Giant Warp Serum injected rat

SPECIAL RULES:

Warp drugged rat:

Normally the rat sits on the barge in a stupor, but it can be injected with a warp drug and used to attack, or be provoked into a rage.

If so the rat acts like a sea monster—its initial attack is used as the weapon of that barge. In subsequent rounds the rat must move at the same time as the barge squadron, but it is not bound by squadron formation rules. The barges do still need to keep formation.

Giant rat: 1d6" move, using standard turning template. May use 4" of move to turn on the spot.

Hits:1; To hit: 5 or 6 at all ranges; Save: 5+; Gnow attack.

Gnow attack: if the rat comes into contact with another vessel it may attempt to gnaw the hull—roll on the following table:

- 1 Teeth stuck in the hull! Unable to free itself the rat drowns. Remove from play—no damage to the attacked vessel.
- 2 Teeth unable to penetrate hull. No damage.
- 3 Rat scrambles up side of ship—make a single low attack, save at +1
- 4 Rat bites into hull. Make a below the waterline save, no modifier. 1 below waterline damage if failed.
- 5 GNAW! Make 2 below waterline normal saves. Take a below waterline hit for each failed save.
- 6 CHOMP! Make 2 below the waterline saves at -1. Take a point of damage for each failed save.

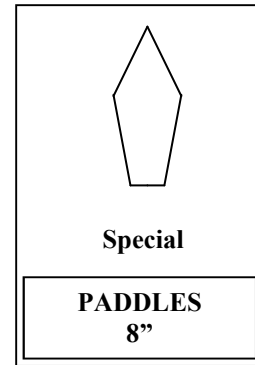
Once a gnaw attack has been attempted, the rat, if capable, may then make a normal boarding attempt at +1 for its single hit point.

Special event:

Roll 1 dice if the rat location of the barge is damaged (or crittalled) and the rat has not yet been 'deployed'.

- 1 YAWN! Rat still in stupor, no additional effect, rat does not take a wound.
- 2 OUCH! Rat takes the hit fair and square between the eyes. Rat dead.
- 3 RAT OVERBOARD! The rat dives into the water and swims d6" in a random direction (roll scatter dice). It does not attack any vessels and next turn comes under the Skaven players control.
- 4 SWIM AMOK! The rat swims off to attack the nearest vessel. Move d6" towards nearest vessel. If it makes contact make a special attack then a boarding attack. At the end of the turn the rat returns to the Skaven players control.
- 5 EAT! EAT! The rat tries to eat the Skaven crew. Make a boarding action between the rat and the crew—continue until the rat or the crew are dead. If rat wins it swims off into the sunset. Barge is left unscrewed.
- 6 FRENZY! The rat goes mad, attacks barge and sinks it will all hands on board. Remove barge and rat from play—full battle honours to enemy fleet.

Every round that the rat is no longer in a stupor, roll after its movement phase on the following table:



- 1 The drugs don't work—rat dies and sinks
- 2 Warp drugs diminished—rat only moves d3" from now on. A second roll of 2 now has the same effect as a 1.
- 3-6 Continue as normal.

The enemy fleet scores 1 battle honour for each destroyed raft and 1 battle honour for each destroyed rat. Once the rat has deployed, location 4 just becomes the hull of the barge and the barge no longer has any form of attack except crew boarding actions. Any number of additional crew counters may be placed on the template.

JEZZAIL

Ship of the Line

MOVE

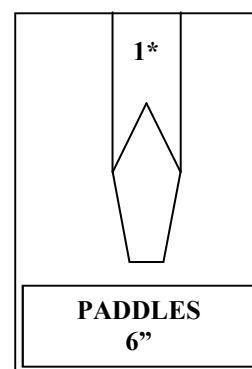
Paddles: 6". Turns using normal turning template. May move backwards at will. Unaffected by wind direction.

WEAPONS:

1 Jezzail firing ahead, may add +1 to repelling boarders

SPECIAL RULES:

The Jezzail has a range of 12" and uses the elf Range ruler. Due to its inherent inaccuracies, roll 2 dice when making an attack and always use the lower of the 2 dice. If a double is rolled on the 2 dice, the attack is still resolved, but the Jezzail is unable to fire next turn whilst the crew unclear the spent charge.



RATLING GUNBOAT

Ship of the Line

MOVE

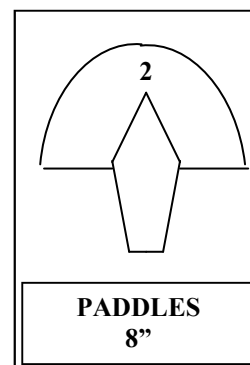
Paddles: 8". Turns using normal turning template. May move backwards at will. Unaffected by wind direction.

WEAPONS:

1 Ratling Gun firing in a 180 degree forward arc. May not be used to repel boarders.

SPECIAL RULES:

The Ratling Gun is an anti-flier weapon and can only be used against fliers. 2 dice attack – any roll of a double causes ratling gun to overheat and explode – place damage counter on gun location and apply a single roll on the critical hit table against this location.



LESSER WARP LIGHTNING GENERATOR

Ship of the Line

MOVE

Paddles: 8". Turns using normal turning template. May move backwards at will. Unaffected by wind direction.

WEAPONS:

1 Lesser Warp Lightning Generator firing forwards. May be used to repel boarders.

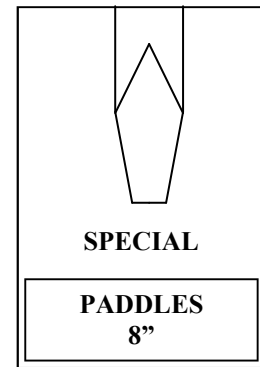
SPECIAL RULES:

Warp tanks – 1st hit causes critical hit.

Lesser Warp lightning generator – adds +1 to defensive fire if conductor location still intact. Every time ship moves add one counter to warp counter track. If fire, remove all counters and use the amount of dice attack under the top most counter ie. 1, 2 or 3 dice attack. Standard save, but any location which rolls a 1 for its save gains a blaze counter instead of the usual damage counter. Any triple roll the same causes warp tanks to suffer a hit – effect of attack still carried out on enemy vessel. Template for attack – use the howling insanity template placed directly in front of skaven ship (so an edge touches the skaven ship). The ship affected is the one falling most under the template, dice randomly if equal.

If all 3 dice come up the same, an explosion rips the generator location apart – apply a damage marker and critical hit to this location immediately after the attack.

If a 3 dice attack is not used on the turn it is generated, still roll all 3 dice to see if the above explosion happens due to built up energy.



GAR-BARGE

Ship of the Line

MOVE

Towed only, no self propulsion.

Addition to squadron rather than new squadron – can be towed by other ships with an individual point value of greater than 25.

WEAPONS:

None (Horrid stench)

SPECIAL RULES:

Towing:

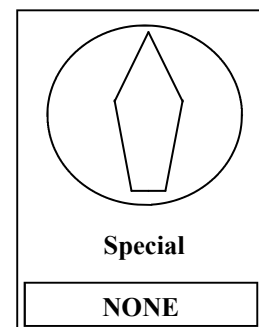
At any time during its battle phase, a ship towing the Gar-barge can release it, where upon it will move in subsequent turns according to the wind – in the same phase as the ship squad it was attached to move each barge d6" in the direction of the wind.

A ship can re-attach to the barge at any point in their movement by backing up to either end of the barge and ceasing any further movement that turn.

Horrible stench:

The only 'attack' the Gar-barge has is from the stench of the massive dung pile that sits on the raft. It starts with a 9" range (use the standard cannon range ruler) and is placed downwind from the ship and cannot be aimed. Any enemy caught under its template must make a below waterline save or else it cannot move / shoot this turn (one or the other, enemy players choice). Attacks against the Gar-barge can hit the dung pile, which will extend the stench by 1" for each hit as buried (and extremely rank) dung is exposed.

Skaven, Orc and Nurgle crew / ships are immune to the effects of this.



DUNG-LOBBER

Independent class

MOVE

Paddles: 6". Turns using normal turning template. May move backwards at will. Unaffected by wind direction.

WEAPONS:

Dung-lobber—forward firing, may not be used to repel boarders.

SPECIAL RULES:

Dung-lobber:

Dung-Lobbers have a very unorthodox attack.

The Dung-Lobber has a range of 24", a minimum range of 6", and may fire over other ships.

DUNG AMMUNITION:

To fire the Dung-Lobber, roll on the following table to determine how many die attacks the Dung-Lobber makes. You may add one to the roll if you did not fire over other ships or terrain and have a clear line of sight to the target.

Die roll	No. of Dung-lobber attacks
1	Shot disintegration. Shot(s) hit first ship within 12" in LOS, (Friend or Foe). Re-roll for # of attacks, ignoring this result. If no ship is in LOS, it is considered a miss.
2-3	3
4-5	4
6	5

Add +1 if not firing over any other ships or terrain.
A Natural "1" is still a "Shot Disintegration Result"

After determining the number of attacks, roll that many dice to see which locations are hit. The target vessel may make saving throw attempts at -1 in each location. Place a Fouled counter on any location that fails its save. Multiple hits to the same area simply add another Fouled counter.

Fouled location—

Areas that have been fouled by the dung attacks are considered unusable during that ships next battle phase(s) unless the dung is cleaned up. To remove the "Fouled" counters, the player must commit a crew counter to the area that was hit and roll a die. This can be done either at the end phase or battle phase as desired, though it is much more successful in the end phase.

	Battle Phase	End Phase
Remove Fouled Counter	5+	2+

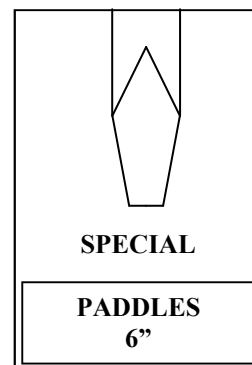
Simply take a crew counter and turn it face down on the Fouled counter where a clean up attempt is desired. Crew counters committed to clean up attempts cannot be used for Boarding Actions later in the Battle Phase. Up to two crew counters may be assigned to any one location with the player then getting two die rolls to remove the dung. If a ship that has committed all of its crew counters to clean up duty is boarded, it is automatically captured. Only one attempt per crew per turn may be made. Crews that made an attempt in the Battle Phase may not make another attempt in the End Phase. At the end of the turn, flip back over crews that made clean up attempts and place them back in the crew counter area.

Successive attacks that hit Fouled areas ignore the Fouled counter and cause damage normally. If an area gets damaged, leave the Fouled counter as well. Repair attempts made to an area that is damaged and Fouled do not suffer any penalties, but after repairs, a roll to clear the Fouled counter still must be made.

Poison Wind Globe Ammunition:

Due to the extreme fragility of this ammunition, they are only prepared during combat.

Preparing the Poison Wind Globes: During the Dung-Lobber movement, put one PWG counter in the



"Filling Globe" box on the template, OR, move a previous counter from that location to one of the "Globe Ready" box. Ship starts with one globe in the "Filling Globe" box.

To fire a poison wind globe, remove a PWG counter from a "Globe Ready" box, then roll to hit as normal. If ship is hit (any location), place a PWG counter next to it: the ship will count as a straggler until the end of turn, when the counter is removed.

Also: roll for each crew aboard:

- 1-2 Crew attempts to move out of the toxic cloud: as 4 on the Captain's Chart.
- 3-6 Crew is very sick! Flip the counter face down. That crew does not count for any action.

If all the crew are very sick, ship counts as abandoned, If ship is boarded it is captured. If none are sick, remove the PWG counter.

At the end phase, before moving stragglers, roll for each sick crew:

- 1 Crew is removed by toxic poisoning.
- 2 Crew still sick.
- 3-6 Crew recovers.

If location 6 HIGH (Globes Hut), is destroyed, the ship has to roll as if hit by the same number of PWG as those stocked in the PWG track. May only stock one "Globe Ready" from then on

Crew:

The Dung-Lobber has a special crew of 2 Plague Monks counters. They may get other crew as per the normal Skaven rules, any of those may mix with the Plague Monks.

Plague Monks are never affected by any disease or poison effect (Poison Wind, Nurgle Rot, Etc...).

Plague Monks will always lead and start a boarding action if possible. They are discarded if the action is lost.

GREATER WARP LIGHTNING GENERATOR

Independent

MOVE

Paddles: 8". Turns using normal turning template. May move backwards at will. Unaffected by wind direction.

WEAPONS:

1 Greater Warp Lightning Generator firing forwards. May be used to repel boarders.

SPECIAL RULES:

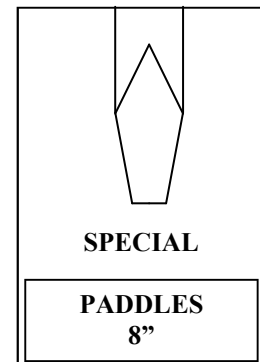
Warp tanks – 1st hit causes critical hit.

Greater Warp lightning generator :

Adds +2 to defensive fire if template's 'Upper 5' warp location is undamaged, +1 if 1 point of damage, 0 if both damaged (as per template). Every time ship moves add one counter to warp counter track. If fire, remove all counters and use the amount of dice attack under the top most counter ie. 3,6 or 9 dice attack. Standard save, but any location which rolls a 1 for its save gains a blaze counter instead of the usual damage counter. Any triple roll the same causes warp tanks to suffer a hit – effect of attack still carried out on enemy vessel. Template for attack – use the Slime trail template placed directly in front of skaven ship. The ship affected is the one falling most under the template, dice randomly if equal.

If 6 of the same results on the dice are rolled, catastrophic explosion rips the ship apart and it sinks, plus causes d3 random hits on all vessels within 3".

If the energy track has built up to full, but you don't decide to launch a 9 dice attack, roll anyway to see if catastrophic explosion happens due to built up energy. Roll every turn until discharged / fired when at max strength



ONE-RAT BARREL-SUB LAUNCHER

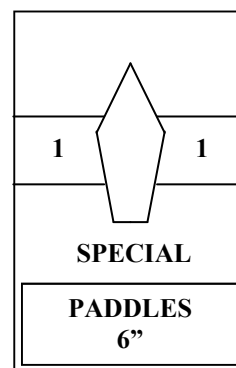
Independent class

MOVE

Paddles: 6". Turns using normal turning template. May move backwards at will. Unaffected by wind direction.

WEAPONS:

One-Rat Barrel-Sub Launcher, 1 to each side. May not be used to repel boarders.



SPECIAL RULES:

One-Rat Barrel-Sub Launcher:

Instead of “really” firing, the Carrier may release (“fire”) up to two barrel-subs in the firing phase of the Carrier’s movement. As the carrier has one crane at every longside, you may release one barrel directly on starboard, and one on port.

Upon release roll a dice for each released barrel:

- 1 “Misfire”: Disaster on release, roll one more die:
 - 1-2 Barrel crashes on the deck, warp splinter explodes, normal save, if failed, apply d3 waterline hits to the carrier
 - 3-4 Barrel crashes on the deck, apply one low hit, save -1
 - 5-6 Too many stones in the barrel, the barrel sub dives straight to the bottom of the sea.
- 2-6 Successful release, place the barrel-sub model immediately centered exactly beneath the Carrier’s model respective side (starboard/port)

The first movement of the just released barrels is resolved immediately. In subsequent turns the movement of remaining barrel subs will be resolved at the beginning of the turn before the Magic phase. Barrel movement follows normal rules with normal turning template.

Barrel subs::

For movement roll a die immediately after deployment:

If you roll a natural 1, then the barrel sub’s pilot is too oxygen-deprived and too drunk from the alcoholic residues in the barrel. Remove model from play.

- 1st round: d6-2, but at least 1” move (if not rolled natural 1)
- 2nd round d6-3, but at least 1” move (if not rolled natural 1)
- 3rd round d6-4, if calculated result is 0 or less, then the barrel sub’s pilot is exhausted. Remove model from play.

Setting the charge

The barrel model has to touch the target ship. The Skaven player rolls an attack for a low location (only to see if the pilot manages to settle the charge somewhere) – if successful hit, the target has to make a waterline save. If it fails the Skaven player rolls a dice:

- 1-2 The target ship takes 1 waterline damage
- 3-5 The target ship takes 2 waterline damage
- 6 The target ship takes 1d6 waterline damage

Barrel sub locations:

6 barrel, save: 6, “Destroyed”

No waterline hits, immediately sinking, if hit there.

If rammed or even touched by a ship normally moving, the barrel sub sinks immediately.

EXPLOSIVE WARPSTONE BARGE

Independent class

MOVE

Paddles: 6". Turns using normal turning template. May move backwards at will. Unaffected by wind direction.

WEAPONS:

Warp stone charge.

SPECIAL RULES:

This barge has a large cluster of warpstone on it and a set of engines which have been specifically engineered to supply power to the warpstone and overload its already unstable state, causing a catastrophic explosion.

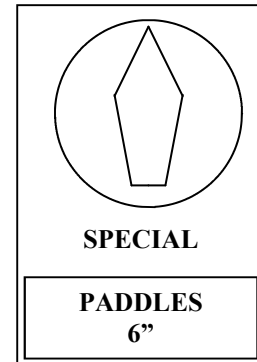
Warpstone overload:

The Skaven player declares at the end of his move that the engine power has been diverted to overloading the warpstone. On the next turn, the barge forfeits its standard move and instead drift 1d6" in the direction of the wind. In the end phase of this following turn the barge explodes and sinks (before dicing for fires etc). Remove the barge and its crew—no debris is left.

Roll 3d6 – that is the radius in inches of the explosion.

All ships within the first half of this radius take d8 randomised hits (do not re-roll misses). Those ships within the second outer half of the radius take half the d8 roll in randomised hits.

So this barge could detonate and destroy a large group of enemy ships (and certainly any fixed shore-forts which cant dodge!) or it could explode harmlessly, or even take out its own fleet's ships if badly managed / the opponent manipulates the wind etc.



GIANT POISON WIND GLOBE CATAPULT

Independent class

MOVE

Paddles: 6". Turns using normal turning template. May move backwards at will. Unaffected by wind direction.

WEAPONS:

Poison Wind Globe Catapult. May not be used to repel boarders.

SPECIAL RULES:

Globe catapult– a huge fixed forward firing slingshot which fires the globes up to 18" (minimum of 6", can fire over any intervening ships or low terrain within that 6").

The globe takes a full turn to reload, so the ship cannot fire in subsequent turns.

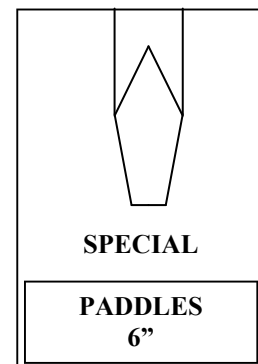
Determine the point you wish to aim (which must be visible to the catapult and within the standard firing template width but unlimited range—ie a 3" wide corridor in from of the ship) for then roll the scatter and misfire dice. This represents where the globe finally shatters (having skimmed and spun to this position).

Place a 3" diameter globe template centred on this location.

Any ship partially under the template must make a roll for each crew counter. On a 6 that counter is removed. If a ship is fully under the template it will remove the counter on a 5 or a 6.

If a ship moves through the cloud, out of the cloud, or the cloud moves over it in the end phase unless a roll has already been made this turn – roll a dice for each crew counter and on a 6 it is removed.

End phase: roll a dice, on a 1 the cloud vanishes. Otherwise the cloud moves that many inches in the di-



rection that the wind is blowing.

Misfire: if a misfire is rolled, the globe has shattered on board the Skaven vessel itself, roll a dice:

- 1: the globe explosively shatters. Place a damage counter on the launcher location – no globes can be fired until repaired. Roll a 2 dice hit against the ship. As the fumes are concentrated on the ship, roll a dice for each crew counter – on a 4+ it is removed. Place the poison wind template over the ship.
- 2: the globe shatters and envelopes the ship in a gas cloud. Roll a dice for each crew member on a 5 or a 6 remove that counter. Place the poison wind template over the ship.
- 3-4: the globe is stuck and isn't launched. Spend next 2 turns un-sticking and then reloading the globe.
- 5-6: plop! The globe rolls harmlessly off the front and sinks beneath the waves.

The Globe catapult has a special crew of 2 Plague Monks counters. It may have other crew as per the normal Skaven rules, as any of those may mix with the Plague Monks.

Plague Monks are never affected by any disease or poison effect (Poison Wind, Nurgle Rot, Etc...).

Plague Monks will always lead and start a boarding action if possible. They are discarded first if the action is lost.

The Catapult may purchase a single Nurgle chaos reward card.

FOOD CATCHER

Independent class

MOVE

Paddles: 3d6". Turns using normal turning template. May move backwards at will. Unaffected by wind direction.

WEAPONS:

Food Catcher. May not be used to repel boarders.

SPECIAL RULES:

Food catcher – when trying to capture beasts of the deep roll 2 dice and need to 'hit' with both dice.

If hit, monster is 'pinned' by the catcher and may not submerge and may only move half move (dragging the catcher with it). Any attack dice are halved, any special ability is 'halved' (if it normally automatically occurs it will only happen on a roll of 4+, if it occurs on a 5+ it will now only happen on a 6+ etc).

Any boarding carried out against the monster will gain +1 to the attacker.

To free itself the monster (or allies) must destroy the catcher location of the ship, or have the Skaven release the beast.

If the ship sinks it may take the beast to the bottom with it and eventually drown it...(for game play if the ship sinks the monster (only) has next round to attempt to damage the catcher location. If it fails then roll 1 dice and compare roll :

Roll is less than the number of hits the monster has left – monster escapes unharmed

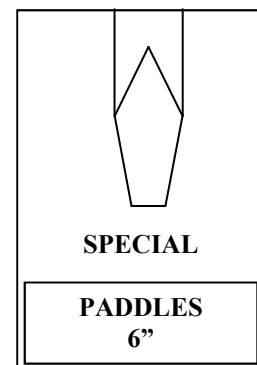
Roll is equal to current hits – monster escapes taking one wound.

Roll is greater than current hits – ship and monster sucked to the bottom – monster counts as killed.

Roll modified as +1 for each point of undamaged catcher location is left when sunk.

If the catcher location is not destroyed it can be used to do a 1 dice low attack against any other non-beast target as long as the vessel is able to move.

Any movement roll of a triple will cause an automatic hit on the warp tanks as they overheat. This will therefore cause an automatic critical on that location.



SEWER RAT SWARM

Independent class

MOVE

2d6", always towards the nearest enemy ship. May cross terrain.

WEAPONS:

Swarm.

SPECIAL RULES:

The rat swarm costs 25pts per "crew counter", and a rat swarm may consist of up to 10 rat swarm crew counters.

The rat swarm template is 3" by 2"

Rat Swarms have no missile weapons and do not ram or commit boarding actions against ships. If the swarm contacts an enemy ship break off a number of rat crew counters equal to the maximum crew of the ship to be infested. Those rats are now aboard the enemy ship, place them on the ship's template. The swarm in the water may now ignore the infested ship for purposes of movement. When the last crew counter moves onto an enemy ship or is destroyed through attacks remove the swarm template.

Infestation:

Rat crew counters have no effect on the ship except as follows:

When the infested ship's action comes up roll a d6 for each rat swarm aboard to determine what affect the rats have

- 1- swarm killed, remove this counter,
- 2- no effect
- 3- no effect
- 4- kill one ship's crew (Dark elf monster ships treat this as a loss of a wound instead.)
- 5- Ship slowed by 2" this turn
- 6- one below the waterline hit, save at +1

Hunting:

At the end of any infected ship's action if the ship has not been involved in a boarding action, the crew may hunt the rats on board. Resolves as a boarding action roll using any normal crew bonuses (no cannons) vs the number of rat swarm counters aboard. If the crew wins remove a rat counter and the crew may choose to continue the attack as normal. If the rats win no ship's crew are lost but the hunt ends immediately.

Shooting:

The rat swarms are very low in the water and cannot be shot at with most weapons. Cannons and bolt throwers go right over them. Indirect fire weapons (mortars, catapults) can attack swarms, as can magic attacks, and fliers with ranged weapons (Gyrocopter, Dragon, etc.). Attacks on rat swarms are resolved as normal. The Swarm only has a low location, is hit on 4+ and has a save of 5+. The only effect of a hit is the removal of one swarm crew counter.

Rats infesting a ship are immune to the effects of all attacks against that ship, they are never killed by attacks that kill crew on the ship (for example a kraken's special attack).

Close combat:

Monsters can close combat the swarm normally, use the swarm's crew counters as its bonus. The rat swarm will not initiate combat against a monster, and if they win they will automatically drive the beast off (after doing damage as usual). Dark elf monster ships are treated as ships, not as monsters for purposes of how rats react to them.

Deserting:

If a ship that has rat swarm counters aboard is sunk, either by the rats causing below the waterline hits or enemy attacks, the rats desert the ship like... well like rats deserting a sinking ship. The counters will form a new rat swarm or rejoin the original rat swarm if it happens to be within two inches of the sinking

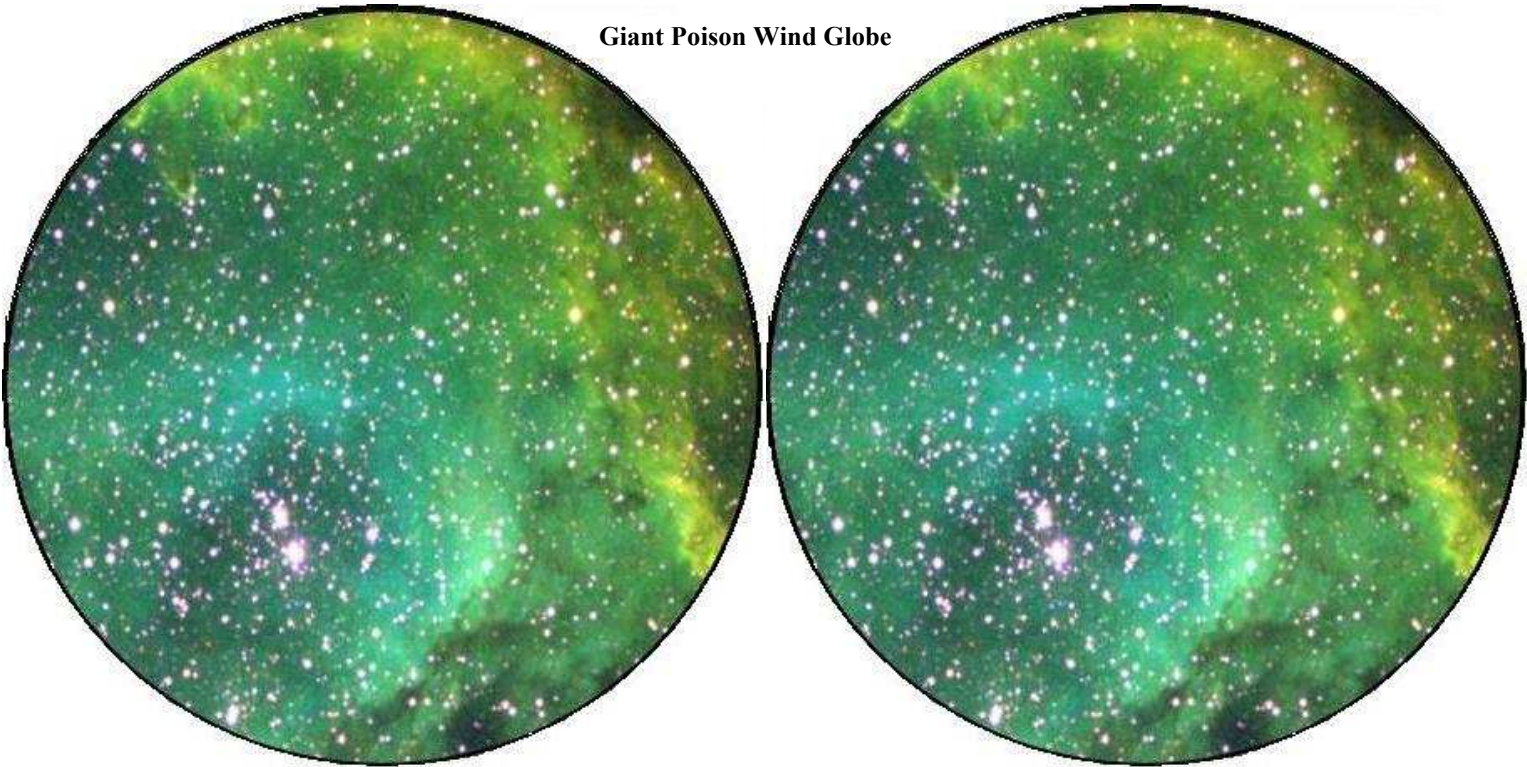


**No Ranged
Attack**

**SPECIAL
2d6"**

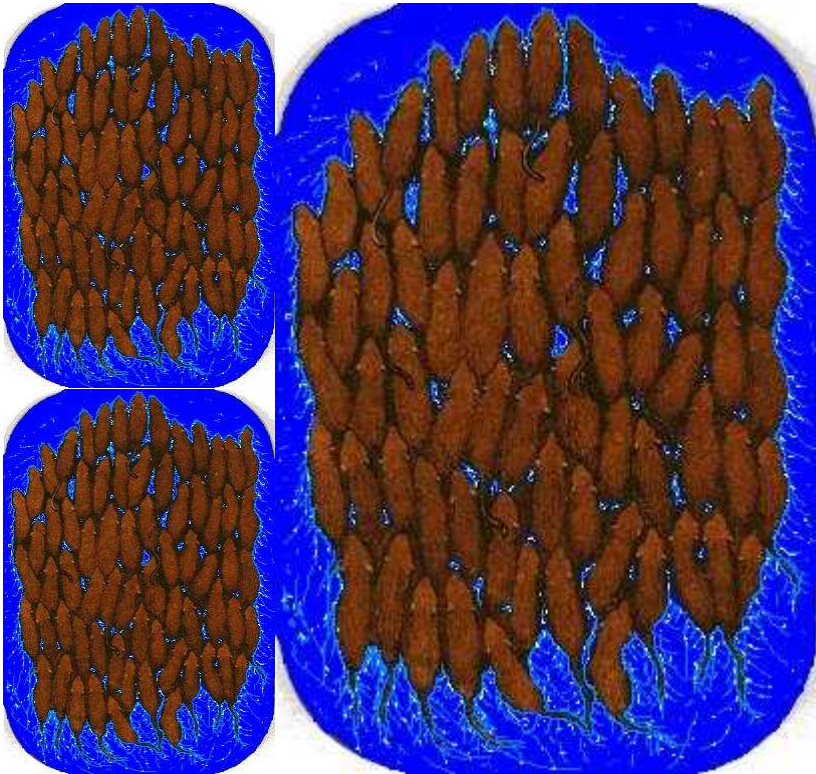
New counters

Giant Poison Wind Globe



GLOBE RELOAD	GLOBE RELOAD	GLOBE RELOAD	GLOBE RELOAD	
PLAGUE MONKS	PLAGUE MONKS	PLAGUE MONKS	PLAGUE MONKS	PLAGUE MONKS
STENCH	STENCH	STENCH	STENCH	STENCH
STENCH	STENCH	STENCH	STENCH	STENCH
1/2 Move	1/2 Move	1/2 Move	1/2 Move	1/2 Move
1/2 Move	1/2 Move	1/2 Move	1/2 Move	1/2 Move
Rat Swarm	Rat Swarm	Rat Swarm	Rat Swarm	Rat Swarm
Rat Swarm	Rat Swarm	Rat Swarm	Rat Swarm	Rat Swarm
Rat Swarm	Rat Swarm	Rat Swarm	Rat Swarm	Rat Swarm
Rat Swarm	Rat Swarm	Rat Swarm	Rat Swarm	Rat Swarm
CREW SICK	CREW SICK	CREW SICK	CREW SICK	CREW SICK
CREW SICK	CREW SICK	CREW SICK	CREW SICK	CREW SICK

BARREL Turn 1	BARREL Turn 1	BARREL Turn 2	BARREL Turn 2	BARREL Turn 3	BARREL Turn 3	PRIMED
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FOULED	FOULED	FOULED	FOULED	FOULED	FOULED	FOULED
JEZZAIL JAMMED	JEZZAIL JAMMED	JEZZAIL JAMMED	JEZZAIL JAMMED	JEZZAIL JAMMED	JEZZAIL JAMMED	



Standard Skaven Crew Types

SKAVEN WAR- LORD	GREY SEER CHAMP	GREY SEER MASTER	ASSASSIN	ASSASSIN	ASSASSIN	RAT OGRE	RAT OGRE	RAT OGRE	RAT OGRE
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STORM VERMIN	STORM VERMIN	STORM VERMIN	STORM VERMIN	STORM VERMIN	STORM VERMIN	STORM VERMIN	STORM VERMIN	STORM VERMIN	STORM VERMIN
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CLAN- RAT	CLAN- RAT	CLAN- RAT	CLAN- RAT	CLAN- RAT	CLAN- RAT	CLAN- RAT	CLAN- RAT	CLAN- RAT	CLAN- RAT
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SLAVES	SLAVES	SLAVES	SLAVES	SLAVES	SLAVES	SLAVES	SLAVES	SLAVES	SLAVES
SLAVES	SLAVES	SLAVES	SLAVES	SLAVES	SLAVES	SLAVES	SLAVES	SLAVES	SLAVES
SLAVES	SLAVES	SLAVES	SLAVES	SLAVES	SLAVES	SLAVES	SLAVES	SLAVES	SLAVES
SLAVES	SLAVES	SLAVES	SLAVES	SLAVES	SLAVES	SLAVES	SLAVES	SLAVES	SLAVES

1000 point fleet composition

1 warlord

5 storm vermin

20 clan rats

20 slaves