

SKAVEN REWARDS

Skaven ships are from beginning rather ram-shackle like constructions, thus coming in a variety of shapes and versions. As some of them survive battle after battle they are refitted, sometimes modified. Certain clan ships or Warlocks try to overtrump others of the same clan or another clan by fitting in little extras into their ships or squadrons.

The Skaven player may buy Skaven reward cards at a cost of 25 pts each before the game is started. A Skaven player does not receive free rewards for the Men o War and Admiral class ship of the fleet.

The Skaven reward deck consists out of 29 cards, 7 for each of the 4 major clans (Skryre, Moulder, Eshin, Pestilens) and one reward for the Horned Rat itself. Even a number of Skaven Ship of the Line and Independent ships are allowed to carry rewards, see below.

After assigning for how many points you want to buy cards, draw first for Men o War and Admiral class ships, thereafter for Independents and Ship of the Line.

When drawing cards for **Men o War or Admiral class ships**, shuffle the whole deck (4 clans plus Horned Rat) and draw from it. A ship can carry several cards, but only cards from one clan. An exception from this rule is the Horned Rat card, it can be combined with any clan. If you have purchased more Rewards for your Men o War and Admiral class ship then you can use while following the clan restrictions above, you have to discard the cards you cannot use, without getting the point cost back.

When drawing cards for **Independents or Ship of the Line**, separate the deck into the four clans, remove the Horned Rat card (if not already drawn for a Man o War or Admiral class). If buying rewards for a certain Independent or Ship of the line type, look in the list below, which reward type is allowed on this type. You may not mix rewards from several clans on one ship, neither in one squadron. Once you have decided for drawing from a certain clan's deck, you can only draw from this clan deck for this ship if you decided to buy several cards for it, or if the whole squadron is to be equipped with rewards.

Clan restrictions for assignments on **Ship of the Line, Independent Ships**:

Clan Skryre cards can be assigned to:

Any ship except Ratling Gunboats, Jezzail ships, GarBarges, Clan Pestilens Deathburners, Clan Pestilens Poison Wind Globe Catapult.

Clan Moulder cards can be assigned to:

Any ship except Ratling Gunboats, GarBarges, Colossal Rat Barge, Explosive Warpstone Barge, Clan Pestilens Deathburners and Poison Wind Globe Catapult.

Clan Eshin cards can be assigned to:

All Independents except Clan Pestilens Poison Wind Globe Catapult.

Clan Pestilens cards can be assigned to:

Dunglobber, Clan Pestilens Deathburners and Poison Wind Globe Catapult.



Blessing of the Horned Rat

The ship is blessed by the Horned Rat.

Morale rolls are always at +2, cumulative with any other bonus.

Every round you may re-roll/demand re-roll of any single one die roll affecting this ship. You may apply the better result of the two rolls.



SKAVEN



REWARD

SKAVEN



REWARD

SKAVEN



REWARD



Jezzail Squadron

A number of the ship's crew carries Jezzails. The ship has always +1 in defence in boarding actions regardless of the direction of attack. This ability is lost when the ship is abandoned. It is not regained when re-crewed later.



Bow Jezzail Gun

The ship carries a Jezzail type gun at the bow location. Discard when the location is damaged. The ship has one extra forward attack with a range of 9". 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.



Stern Jezzail Gun

The ship carries a swivel mounted Jezzail type gun at the aft location. Discard when the location is damaged. The ship has one extra broadside attack with a range of 9". 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.



Heavy Timbering

The hull of this ship is constructed from rare and much sought after pieces of scrap and timber of great strength and resilience.

The ships gains +1 to all saving rolls.



Engineers

This Ship carries very dedicated engineers proud of their ship. At end of round roll a die for one location of your choice (no below waterline locations, areas ablaze or affected by Nurgle rot): This one location is repaired at 5-6.

Ability is lost when the ship is abandoned. It is not regained when re-crewed later.



Massive Hull

This ship is very old and has been rebuild a lot of times. Its hull now consists of layer upon layer of hard timber and thick metal scrap pieces.

The ship may ignore its first below waterline hit, discard instead this card.

USE, THEN DISCARD



Spiked bow

This ship carries ram-shackle ram-device on its bow. To attack with it move a straight line of at least 3". If the enemy fails its waterline save roll a die.

1-2: 1 WL* damage.

Ram destroyed, discard.

3: 1 WL damage.

4-5: 2 WL damage.

6: 3 WL damage.

* WL=below waterline area



Warpstone Brew

Before commencing to a boarding actions the whole crew drinks from a huge steaming cauldron. Roll a die before boarding action:

- 1: 1 crew dies, the rest fights at -1 *)
- 2-5: all crew counters fight at +2 *)
- 6: all crew counters fight at +d6 *)

* Cumulative to any other bonus/malus of a crew type

USE, THEN DISCARD



Giant Rat

A Giant rat is caged onboard the ship. It is not counting towards crew total. It can be released in boarding action, roll a die.

- 1: Giant rat is confused, attacks own crew with +2.
- 2-5: Fights the enemy with +d3.
- 6: Fights the enemy with +d6. First crew to be destroyed in boarding actions. Cannot steer ship. After boarding action roll a die: On 1-3 it swims away (discard), 4-6 the crew manages to cage the Giant rat again.



Giant Rat

A Giant rat is caged onboard the ship. It is not counting towards crew total. It can be released in boarding action, roll a die.

- 1: Giant rat is confused, attacks own crew with +2.
- 2-5: Fights the enemy with +d3.
- 6: Fights the enemy with +d6. First crew to be destroyed in boarding actions. Cannot steer ship. After boarding action roll a die: On 1-3 it swims away (discard), 4-6 the crew manages to cage the Giant rat again.



Rat Ogre

Ship carries 1 Rat Ogre counter, which is not counting towards crew total of that ship. Fights with +2 (+1 for the counter, +1 for their fierce attack). First crew to be destroyed. Rat Ogres cannot steer the ship.



Whip 'em

The Moulder master whips the slaves toiling in the wheels with a special Moulder whip. You gain one extra move this round (play as move, move, attack).

Afterwards roll a die:

- 1: many slaves die, move is from now on halved.
- 2-3: some slaves die, move from now on reduced by 2".
- 4-6: no effect.

If drawn for a ship with non-slave-move: discard, draw a new card.



Rallying

The Moulder captain of this ship knows how to motivate the crew. He is constantly rallying and goading them onwards in their efforts.

All morale rolls are at +1, cumulative with any other bonus.



Transformation

A Moulder Beast-master uses a warpstone to transform some slaves. At beginning of the game before allocating crew to ships: Take 2 of your slave counters, roll 2 dice:

- Double 1: Remove both counters
 - Double 2 or 3: Exchange against clan-rats
 - Double 4 or 5: exchange against Storm Vermin,
 - Double 6: Exchange against Rat Ogres.
- Any other result: keep slaves.

USE, THEN DISCARD



Assassin

An assassin swam over to an enemy ship of your choice: Roll a die:

- 1 Discovered - Assassin killed.
- 2 Poison - Loose one random crew counter
- 3 Captain killed - Ship only defends itself this round. If an admiral on board roll a die, 4-6 admiral is killed (collect battle honour), 1-3 captain killed.
- 4 Arson - Fire breaks out in two areas of your choice.
- 5 Hallucinogens - You may fire all the ships guns on one target of your choice.
- 6 Sabotage - Two below waterline damage

USE, THEN DISCARD



Gutter Runner

A Gutter Runner swam over to an enemy ship of your choice. Roll a die.

- 1: Internal squabble - Gutter runner stayed on ship, roll again, apply result to your own ship.
- 2: Poison - Loose one random crew counter.
- 3: Spiked guns - Enemy ship loses one random weapon battery. (If only one big weapon: half the damage boxes are filled).
- 4 Arson - Fire breaks out in area of your choice.
- 5 Rudder jammed - Ship may only move d6 inches straight this turn.
- 6 Sabotage - 1 below waterline damage

USE, THEN DISCARD



Gutter Runner

A Gutter Runner swam over to an enemy ship of your choice. Roll a die.

- 1: Internal squabble - Gutter runner stayed on ship, roll again, apply result to your own ship.
- 2: Poison - Loose one random crew counter.
- 3: Spiked guns - Enemy ship loses one random weapon battery. (If only one big weapon: half the damage boxes are filled).
- 4 Arson - Fire breaks out in area of your choice.
- 5 Rudder jammed - Ship may only move d6 inches straight this turn.
- 6 Sabotage - 1 below waterline damage

USE, THEN DISCARD



Rats!!

An assassin blows a small earthen pipe louder and louder until it cracks.

All enemy ship within a 6" circle round the ship have the rats they carry in their holds aroused. Roll a die:

- 1-2: no damage
- 3-4: 1 random low hit
- 5: 1 crew killed, opponent chooses which one
- 6: 1 below the waterline hit

USE, THEN DISCARD



Poison Arrows

Choose an enemy ship within 6" range:
For each crew counter on it roll a die: on 5-6 remove this crew counter is removed. No effect on an admiral if on board.

USE, THEN DISCARD



Crows Nest Assassins

The ship carries assassins on highest up on the ship (located on (high) 4).

Discard if the location is damaged. You gain +1 to boarding attack and defence, regardless of direction of attack.

If an enemy admiral ship is in max 1" distance, you can attempt to shoot the admiral once per firing phase, the admiral is killed on a die roll of 6 (collect battle honour).



Underwater razor

The ship carries hideously sharp thorns and spikes hidden under the waterline. If it passes alongside enemy ships or monsters within max 1" distance: If target is an oar-powered ship, all oar location have to save, otherwise they are destroyed.

another type of ship: one random low attack (re-roll to hit) with save of -1.

monster: automatically hit, save at -1, gaining one wound.

This is not counted as attack, but as part of the move. Multiple targets can be attacked.



Plague Censors

The ship carries one extra crew not counting towards total. Plague Censors have incredible pain resistance, and literally have to be hacked into pieces. They fight at +1 and have a morale of +2. If "killed", roll a die, on 4-6 they continue to fight. If boarding is won and they had been wounded, roll a die: On 1-4 they die of their wounds. First crew to be killed, but immune to poison attacks.



Plague Censors

The ship carries one extra crew not counting towards total. Plague Censors have incredible pain resistance, and literally have to be hacked into pieces. They fight at +1 and have a morale of +2. If "killed", roll a die, on 4-6 they continue to fight. If boarding is won and they had been wounded, roll a die: On 1-4 they die of their wounds. First crew to be killed, but immune to poison attacks.



Hideous Stench

The ships stinks enormously and is trailing a raking cloud behind. Every enemy ship which is downwind 9" of this ship fights at -1 in boarding actions.

If drawn for the Floating nest: discard and draw a new card.



Ship Rot

The ship has a forward firing catapult with 9" range. Roll to hit as catapult. Any area hit takes 1 pt of damage. Roll immediately for spreading, using the fire spreading table. Any area it spreads to must save or take 1 pt of damage. Roll until spreading to an area it cannot, re-infects already affected are or whole ship rotten. No more spreading after this round.

USE, THEN DISCARD



Mesmerizing Stench

The ship is carrying a globe on the bow location, filled with mesmerizing substances. When the crew decides to smash the globe, every enemy ship within a 6" circle has to roll a die: On a result of 4-6 it only defends itself this round. If bow the location is damaged, the globe is automatically activated as above.

USE, THEN DISCARD



Slime Trail

At the end of movement of this ship roll a die. On 3-6 place the Nurgle slime trail template at the stern of the ship. Any enemy ship touching the trail rolls a die, and loses one crew at 5-6. Opponent chooses which crew type.



Poison Globe Catapult

The ship is fitted with a Poison Globe catapult with 9" range. Roll to hit as catapult, a roll of 1 means misfire. If enemy ship hit (no saving roll necessary), roll a die for every crew counter, remove on 5-6. If bow location on this ship is hit or misfire was rolled, roll a die for every Skaven crew on this ship, removed on 5-6. (Plague monks immune). If drawn for the Dunglobber: discard and draw a new card.

USE, THEN DISCARD