



# BATTLETOME: SKAVEN

## DESIGNERS' COMMENTARY, JULY 2022

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: Do modifiers apply to charge rolls for a Hell Pit Abomination that has the 'Lumbering Behemoth' mutation?*

A: Yes.

*Q: Do units that are set up hidden inside another unit e.g. Weapon Teams and Deathmasters count as being set up for the purposes of alternating deployment?*

A: No.

*Q: If I use the 'Warpstone Addiction' or 'Warpstone Tokens' to roll 3D6 for a casting roll, and the 3D6 roll is not 13, can the 2D6 that I use as the casting roll be re-rolled or modified?*

A: No.

*Q: Can you clarify the maximum range a melee weapon can have from the 'Strength in Numbers' battle trait?*

A: The maximum Range a melee weapon can ever have from 'Strength in Numbers' is 3". For example, a Plague Monks unit with Foetid Blades and Woe-staves has a Range characteristic of 2". With 10 models in the unit, the Range is increased to 3". The Range of its Foetid Blades and Woe-staves would remain at 3" even if that unit had 20 or 30 models.

*Q: Can a unit of CLANRATS or Stormvermin that has a Weapon Team hiding inside of it join a Warp-Grinder that is set up in reserve?*

A: Yes.

*Q: Can a Grey Seer on Screaming Bell be given a prayer scripture enhancement when it is treated as having the PRIEST keyword?*

A: No.

*Q: If I use the Brass Orb to remove an enemy unit from the battlefield, what happens to that unit if my opponent cannot set it back up again wholly within their territory and more than 9" from all enemy units?*

A: The unit is destroyed.

## ERRATA, JULY 2022

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.

### Page 66 – Always Three Clawsteps Ahead

Change the third paragraph of rules text to:

'After you pick a friendly **SKAVEN** unit to be your first unit to attempt a charge in a phase and make a charge roll for that unit, you can use that **unmodified** charge roll in place of any other charge rolls you make for friendly **SKAVEN** units until the end of that phase.'

### Page 74 – Lore of Ruin

Change the keyword restriction to:

'**GREY SEER** (including **Unique units**) only.'

### Page 102 – Warpfire Thrower, Hidden Weapon Team

Change to:

'When you select this unit to be part of your army, you can pick 1 friendly **CLANRATS** or **STORMVERMIN** unit that has 10 or more models and is already part of your army to be the unit in which this unit is hiding. Record this information on a separate piece of paper. Do not set up this unit until it is revealed as described next. You can hide up to 1 **WARPFIRE THROWER, RATLING GUN or DOOM-FLAYER** unit in a **CLANRATS** or **STORMVERMIN** unit for every 10 models in that **CLANRATS** or **STORMVERMIN** unit. Hidden **Weapon Team** units are destroyed if the unit in which they are hiding is destroyed before they are revealed.

At the start of your shooting phase, you can reveal this hidden unit. If you do so, set up this unit wholly within 3" of the unit in which it was hiding and more than 3" from all enemy units. This unit can shoot in the phase in which it is revealed as long as the unit in which it was hiding did not run in the same turn (it could have retreated).

### Page 103 – Ratling Gun, Hidden Weapon Team

Change to:

'When you select this unit to be part of your army, you can pick 1 friendly **CLANRATS** or **STORMVERMIN** unit that has 10 or more models and is already part of your army to be the unit in which this unit is hiding. Record this information on a separate piece of paper. Do not set up this unit until it is revealed as described next. You can hide up to 1 **WARPFIRE THROWER, RATLING GUN or DOOM-FLAYER** unit in a **CLANRATS** or **STORMVERMIN** unit for every 10 models in that **CLANRATS** or **STORMVERMIN** unit. Hidden **Weapon Team** units are destroyed if the unit in which they are hiding is destroyed before they are revealed.

At the start of your shooting phase, you can reveal this hidden unit. If you do so, set up this unit wholly within 3" of the unit in which it was hiding and more than 3" from all enemy units. This unit can shoot in the phase in which it is revealed as long as the unit in which it was hiding did not run in the same turn (it could have retreated).

**Page 104** – Doom-Flayer, Hidden Weapon Team

Change to:

‘When you select this unit to be part of your army, you can pick 1 friendly **CLANRATS** or **STORMVERMIN** unit that has 10 or more models and is already part of your army to be the unit in which this unit is hiding. Record this information on a separate piece of paper. Do not set up this unit until it is revealed as described next. You can hide up to 1 **WARPFIRE THROWER, RATLING GUN or DOOM-FLAYER** unit in a **CLANRATS** or **STORMVERMIN** unit for every 10 models in that **CLANRATS** or **STORMVERMIN** unit. Hidden **Weapon Team** units are destroyed if the unit in which they are hiding is destroyed before they are revealed.

At the end of your charge phase, you can reveal this hidden unit if the unit in which it was hiding made a charge move in that phase. If you do so, set up this unit wholly within 3" of the unit in which it was hiding (it can be set up within 3" of any enemy units and can fight in the following combat phase). **A unit set up with this ability is treated as having charged in the same turn.**