BATTLETOME: SKAVEN

Designers' Commentary, March 2019

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 explain and 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 stated 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 says 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 2x3=6 mortal wounds.

Q: The Clawlord's Cornered Fury ability allows you to add the number of wounds allocated to the model to its Attacks characteristic. Is this the number of wounds currently allocated to the Clawlord, or can it include any wounds that were allocated even if they have been negated or healed?
A: It is the number of wounds currently allocated to the Clawlord.

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: On the Pitched Battle Profiles page, several entries have notes that say units are Battleline if all other units belong to a specific faction. For example, Giant Rats can be Battleline if the general is Masterclan or Clans Moulder, and all other units are Clans Moulder. Are allied units counted for this restriction?
A: No, the restriction only applies to the units in the Skaventide army, not to allied units.

Q: Can **Skaven** *units be taken as allies for a Skaventide army?*
A: No.