

TABLE 6-1: SKAVEN MELEE WEAPONS

Name	Cost	Enc	Group	Damage	Qualities	Availability
Plague Censer	10	85	Flail	SB+1	Impact, Special, Tiring	Rare
Punch Dagger	1	15	Ordinary	SB-1	Balanced, Defensive	Average
Rat Claws	2	10	Ordinary	SB-3	Special	Scarce
Tail Blade	2	5	Ordinary	SB-2	Fast, Special	Common
Things-Catcher	13	170	Two-handed	SB+1	Snare	Scarce

TABLE 6-2: SKAVEN MISSILE WEAPONS

Name	Cost	Enc	Group	Damage	Range	Reload	Qualities	Availability
Blowgun	2	10	Blowgun	0	8/16	Half	None	Very Rare
Poisoned-Wind Globe	6	5	Throwing	Special	4/20	Full	Special	Scarce
Ratling Gun	8	10	Engineer	3	10/30	10 Full	Experimental, Shrapnel	Very Rare
Smoke Bomb	3	5	Throwing	—	4/20	Full	Special	Scarce
Warpfire Thrower	10	—	Engineer	4	Special	10 Full	Experiment, Special	Very Rare
Warplock Jezzail	12	60	Gunpowder	5	48/96	2 Full	Armour Piercing, Unreliable	Rare
Warplock Pistol	10	25	Gunpowder	5	10/20	2 Full	Armour Piercing, Unreliable	Rare

disease. Though not contagious by normal means, the disease ravages the lungs and flesh of those it affects, leaving them choking upon their own clotting gore as they die.

When used in combat, any living creature struck by this weapon must succeed on a Hard (-20%) Toughness Test or lose 1d10/2 Wounds regardless of Toughness Bonus or armour. Furthermore, those who fail the initial test must pass Challenging -10% Toughness Test on the following round or lose an additional 1d10/2 Wounds regardless of Toughness Bonus or armour. Finally, living creatures struck by plague censers and who survive face a special horror. After 24-hours, they must make a Routine (+10%) Toughness Test. If they fail, their race changes to Mutant and they gain 1 mutation. For more information on playing Mutants, be sure to check out *Tome of Corruption*.

For as long as the Warpstone incense burns, everyone around the Plague Censer (including its bearer) is at risk of its horrid effects. All living creatures within 2 yards (1 square) of a burning plague censer must succeed on a Toughness Test each round or lose 2 Wounds regardless of armour or Toughness Bonus due to the toxic fumes.

### Poisoned Wind Globe

A Clan Skryre innovation, these small hollow glass spheres contain a noxious gas. When thrown, the sphere shatters, dispersing the poison. Used extensively by Clan Skryre Clan Rats, these weapons are devastating to both Skaven and their enemies.

To use a poisoned wind globe, select a square within range. Make a Ballistic Skill Test as normal. If you fail the test, roll 1d10 and consult the following chart to see where it shatters.

**Roll 1:** You drop the poisoned wind globe at your feet, but somehow it doesn't break.

**Roll 2-9:** The poisoned wind globe falls 1d10 yards short of the target. See diagram as to where.



**Roll 10:** You drop the poisoned wind globe at your feet and it shatters.

When the globe shatters, it releases a cloud of poisonous gas. Use the small template. The gas remains for 1d10/2 rounds after which time it loses potency. Any creature caught in the cloud must succeed on a Challenging (-10%) Toughness Test or take a Damage 4 hit that ignores armour and Toughness Bonus.