










## 4000 Pts - Skaven


Name	#	Type	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
<b>Grey Seer (4<del>5</del>, 664 pts)</b>															
Grey Seer	1	In	5	3	3	3	4	3	5	1	7	6+	4+	4	540
Composition: Lord SA; SiN; Starts with D3 Warpstone Tokens; Verminous Valour; <b>General</b> ; Hand Weapon; Screaming Bell															
<i>Warpstone Tokens</i>	1	Starts with D3 tokens. One use only. Use before spellcasting. For each token consumed, add an extra dice to his casting effort. For each 1 you roll on these added dice, take a wound with no armor save allowed. Spells may be cast solely with tokens.													[0]
Screaming Bell	1	Uq	-	-	-	5	6	6	-	-	-	-	4+		[200]
Causes D6 impact hits; See p42-43 of the Skaven rulebook; Pushed into Battle; Ringing the Bell; Altar of the Horned Rat; Above the Masses; Causes Fear; Large Target; Magic Resistance (2); Unbreakable; Rat Ogre Crew															
Rat Ogre Crew	1	-	-	3	-	5	-	-	4	3	-	-	4+		[0]
<i>Dispel Scroll</i>	1	Once per battle, automatically dispels an enemy spell.													[25]
<i>Obsidian Lodestone</i>	1	Magic Resistance 3													[45]
<i>Skalm</i>	1	One use only. Use at the beginning of any phase. Cures all bearer's wounds.													[30]
Chieftain (Battle Standard Bearer)	1	In	5	5	4	4/6	4	2	6	3	6	5+	4+		124
Composition: Hero SA; SiN; Verminous Valour; Always Strikes Last; Hand Weapon; Great Weapon; Battle Standard Bearer															
<i>Armour of Destiny</i>	1	Heavy Armour. Grants 4+ Ward Save													[50]
<b>Warp Lightning Cannon (1<del>5</del>, 90 pts)</b>															
Warp Lightning Cannon	1	WM					6	3							90
Composition: Rare Warp Lightning Cannon: Warpstone Weapon, as Cannon. Misfire chart: 1-2) Destroyed, 3-5) Turn to scatter dice and fire a shot 4D6" at maximum strength 6) Cannot fire this turn.															
Engineer & Crew	1	-	5	3	3	3	3	-	3	3	7	-			[0]
<b>Doomwheel (1<del>5</del>, 150 pts)</b>															
Doomwheel	1	Uq	3D6	-	-	6	6	5	-	*	-	4+			150
Composition: Rare D6+1 impact hits, Zzap Bolts are a Warpstone Weapon. See p67 for rules. ; Causes Terror; Immune to Psychology; Large Target															
Crew (Warlock & Rats)	1	-	-	3	3	2	-	-	4	2D6	7	-			[0]
<b>Rat Ogres (12<del>5</del>, 397 pts)</b>															
Rat Ogres	8	MI	6	3	1	5	4	3	4	3/4	5	-			397
Composition: Special 3 rank/6 horde, Support Att max 3; SA; Mixed units: Missiles hit rat ogres on 1-4, Packmaster on 5-6.; If there are no Packmasters or Master Moulders in the unit at the start of a friendly turn the Rat Ogres must test for Stupidity; Can use a Packmasters or Master Moulders Ld and SiN rule if with the unit of Rat Ogres; Beserk Rage; Causes Fear; Frenzy; Stomp															
xMaster Moulder	1	In	6	5	3	4	4	2	5	2/3	6	6+			[53]
SA; SiN; Verminous Valour; Hand Weapon; Things-catcher; Whip; Light Armour															
Packmaster	3	In	6	3	3	3	3	1	4	1/2	5	6+			[24]
SA; SiN; Hand Weapon; Whip; Light Armour															
<b>Gutter Runners (11<del>5</del>, 292 pts)</b>															
Gutter Runners	9	In	6	4	4	3	3	1	5	1/2	7	-	6+		292
Composition: Special SA; Sneaky Infiltrators: Can come in from any table edge on turn 2 (4+), turn 3 (3+), etc.; Hand Weapon; Extra Hand Weapon; Sling; Throwing Star; Poisoned Attacks; Scouts; Skirmishers															
Deathrunner	1	In	6	4	4	3	3	1	5	2/3	7	-	5+		[70]
Hand Weapon; Extra Hand Weapon; Sling; Throwing Star; Extra Attack: +1 Attacks; Poisoned Attacks															
Warp-Grinder Weapon Team	1	In	5	3	3	3	3	1	3	2	5	5+			[60]
SA; SiN; Warp-Grinder; Hand Weapon; Heavy Armour															

Name	#	Type	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
<b>Plague Priest (43<sup>+</sup>, 674 pts)</b>															
Plague Priest	1	In	5	5	3	4/6	5	2	5	3/4	6	6+	5+	2	339
Composition: Hero SA; SiN; Berserk Rage; Level 2 Upgrade; Hand Weapon; Flail; Frenzy															
Plague Furnace	1	Uq	-	-	-	5	6	6	-	-	-	-	-	-	[150]
Causes D6 S5 impact hits; See p48-49 of the Skaven rulebook; Pushed into Battle; Billowing Death; Icon of the Horned Rat; Pestilent Blessing; Berserk Rage; Frenzy; Large Target; Magic Resistance (2); Unbreakable; Plague Monk Crew															
Plague Monk Crew	1	-	-	3	-	3	-	-	3	6/7	-	-	-	-	[0]
Berserk Rage; Frenzy															
<i>Power Stone</i>	1	Once per battle, adds 2 dice to a casting roll.													[20]
<i>Foul Pendant</i>	1	5+ Ward Save.													[30]
<i>Skaven Spells of Plague</i>	1	Must choose from Skaven Spells of Plague													[0]
Plague Monks	39	In	5	3	3	3	4	1	3	1/3	5	-	-	-	335
Composition: Special SA; SiN; Berserk Rage; Musician  ; Standard Bearer  ; Hand Weapon; Extra Hand Weapon; Extra Attack: +1 Attacks; Frenzy															
Bringer-of-the-Word	1	In	5	3	3	3	4	1	3	2/4	5	-	-	-	[17]
Berserk Rage; Hand Weapon; Extra Hand Weapon; Extra Attack: +1 Attacks; Frenzy															
<i>Plague Banner</i>	1	One use only. Activate at the start of any close combat phase - for that phase, all Plague Monks in the unit can re-roll misses and failed to-wound rolls.													[30]
<b>Plague Censer Bearers (10<sup>+</sup>, 173 pts)</b>															
Plague Censer Bearers	9	In	5	3	3	3	4	1	3	2/3	5	-	-	-	173
Composition: Special SA; SiN; Plague Disciples: When within 6" of a unit of Plague Monks, may use the rank bonus of the Plague Monks to modify their leadership. Stubborn when within 12" of the Plague Furnace.; Berserk Rage; Plague Censer; Frenzy; Hatred; Skirmishers															
Plague Chanter	1	In	5	3	3	3	4	1	3	3/4	5	-	-	-	[29]
Berserk Rage; Plague Censer; Frenzy; Hatred; Skirmishers															
<b>Clanrats (41<sup>+</sup>, 265 pts)</b>															
Clanrats	39	In	5	3	3	3	3	1	4	1	5	5+	6+*	-	265
Composition: Core SA; SiN; Musician  ; Standard Bearer  ; Hand Weapon; Light Armour; Shield															
Clawleader	1	In	5	3	3	3	3	1	4	2	5	5+	6+*	-	[12.5]
Hand Weapon; Light Armour; Shield															
Poisoned Wind Mortar Weapon Team	1	In	5	3	3	3	3	1	3	2	5	5+	-	-	[65]
SA; SiN; Poisoned Wind Mortar; Hand Weapon; Heavy Armour															
<b>Clanrats (41<sup>+</sup>, 265 pts)</b>															
Clanrats	39	In	5	3	3	3	3	1	4	1	5	5+	6+*	-	265
Composition: Core SA; SiN; Musician  ; Standard Bearer  ; Hand Weapon; Light Armour; Shield															
Clawleader	1	In	5	3	3	3	3	1	4	2	5	5+	6+*	-	[12.5]
Hand Weapon; Light Armour; Shield															
Poisoned Wind Mortar Weapon Team	1	In	5	3	3	3	3	1	3	2	5	5+	-	-	[65]
SA; SiN; Poisoned Wind Mortar; Hand Weapon; Heavy Armour															
<b>Skavenslaves (40<sup>+</sup>, 80 pts)</b>															
Skavenslaves	40	In	5	2	2	3	3	1	4	1	2	-	-	-	80
Composition: Core SA; SiN; Expendable: All Skaven units automatically pass Panic tests caused by slaves, and can fire into close combat with slaves; Cornered Rats: If a slave unit breaks from combat, all units within D6" take D3 (+1 for each extra rank of 5+ slaves) S3 hits, and then the broken unit is removed; Hand Weapon															
<b>Skavenslaves (40<sup>+</sup>, 80 pts)</b>															
Skavenslaves	40	In	5	2	2	3	3	1	4	1	2	-	-	-	80
Composition: Core SA; SiN; Expendable: All Skaven units automatically pass Panic tests caused by slaves, and can fire into close combat with slaves; Cornered Rats: If a slave unit breaks from combat, all units within D6" take D3 (+1 for each extra rank of 5+ slaves) S3 hits, and then the broken unit is removed; Hand Weapon															

Name	#	Type	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
<b>Giant Rats (18<del>5</del>, 69 pts)</b>															
Giant Rats	15	WB	6	3	1	3	3	1	4	1	3	-			69
Composition: Core Swiftstride; SA; Mixed units: Missiles hit rats on 1-4, Packmasters on 5-6; Rat Pack: May use Packmaster and Master Moulder's leadership, if there are none left they move as quickly as possible towards the nearest enemy and charge if they can; Wave of Rats: Fight in Extra Rank including when charging															
Packmaster	3	In	6	3	3	3	3	1	4	1/2	5	6+			[24]
SA; SiN; Hand Weapon; Whip; Light Armour															
<b>Warlock Engineer (1<del>5</del>, 150 pts)</b>															
Warlock Engineer	1	In	5	3	3	3	3	2	4	1	5	-	5+	2	150
Composition: Hero SA; SiN; Verminous Valour; Level 2 Wizard; Hand Weapon															
<i>Warp-Energy Condenser</i>	1	Generate an extra Power dice on a roll of 5+. +2 bonus hits when casting Warp Lightning.													[20]
<i>Talisman of Endurance</i>	1	5+ Ward													[30]
<b>Warlock Engineer (1<del>5</del>, 80 pts)</b>															
Warlock Engineer	1	In	5	3	3/4	3	3	2	4	1	5	5+	6+		80
Composition: Hero SA; SiN; Verminous Valour; Hand Weapon															
<i>Warpmusket</i>	1	24" range, S5, move or fire, Armor Piercing, Unstable Ammunition, Warpstone Weapon.													[15]
<i>Biting Blade</i>	1	-1 to enemy armour saves.													[5]
<i>Gambler's Armour</i>	1	Heavy Armour 6+ Ward													[20]
<i>Luckstone</i>	1	One use - re-roll single armour save													[5]
<i>Warlock Optics</i>	1	+1 Ballistic Skill. No penalty for shooting at targets under cover.													[20]
<b>Assassin (1<del>5</del>, 150 pts)</b>															
Assassin	1	In	6	6	5	4	4	2	8	3/4	7	6+	4+		150
Composition: Hero SA; Always Strikes First; Verminous Valour; Sneaky Infiltrator; Hidden: May start the game hidden in a unit of Clanrats, Stormvermin, Skavenslaves, Night Runners or Gutter Runners (see Skaven rulebook p52); A Killer, Not A Leader; Hand Weapon; Extra Hand Weapon; Throwing Star; Extra Attack: +1 Attacks; Poisoned Attacks; Scouts															
<i>Glittering Scales</i>	1	Light Armour, -1 to hit when attempting to hit wearer in close combat													[25]
<i>Potion of Speed</i>	1	One use, at the start of players turn character has +3 initiative													[5]
<b>Stormvermin (41<del>5</del>, 420 pts)</b>															
Stormvermin	39	In	5	4	3	3/4	3	1	5	1	5	5+			420
Composition: Core SA; SiN; Musician  ; Standard Bearer  ; Hand Weapon; Halberd; Heavy Armour															
Fangleader	1	In	5	4	3	3/4	3	1	5	2	5	5+			[17]
Hand Weapon; Halberd; Heavy Armour															
<i>Razor Standard</i>	1	Armour Piercing													[45]
Warfire Thrower Weapon Team	1	In	5	3	3	3	3	1	3	2	5	5+			[70]
SA; SiN; Warfire Thrower; Hand Weapon; Heavy Armour															
<b>Total Cost:</b>														<b>3999</b>	

### Option Footnotes

Options	
Extra Hand Weapon	+1 Attack. Requires two hands.
Flail	+2 Strength in the first round of any combat. Two-handed.
Great Weapon	+2 Strength; Always strikes last. Two-handed.
Halberd	+1 Strength. Two-handed.
Hand Weapon	6+ Ward Save in combat when on foot and fighting with a shield; no effect if mounted.
Heavy Armour	5+ Armour save.
Light Armour	6+ Armour save.
Musician 	+1 to combat resolution in a tie. +1 Leadership when attempting to Rally (may not exceed 10). Allows Swift Reform.
Plague Censer	+2 strength in the first turn of close combat; 2-handed weapon; Warpstone Weapon. If the bearer is in close combat with an enemy at the beginning of any round of close combat, all models fighting with a plague censer, and all models (friend or foe) in base contact with them, must take a Toughness test. If the test is failed, the model takes a wound with no armor save (Clan Pestilens skaven only take a wound on a 6).

Poisoned Wind Mortar	6-24" Range, Warpstone Weapon, no armor saves. Fires like a stone thrower (can fire indirectly if the target is visible to the parent unit, but will scatter twice as far). Uses small round template. Any model directly under the center takes a wound on 4+; other models touched take a wound on a 5+. Misfire table: 1-2) Place the large round template on the team, resolve the attack (all models wounded on 4+), then remove the team. 3-5) Your opponent can place the template anywhere he likes within 3D6" of the intended target. 6) May not shoot this turn.
Shield	+1 Armour save bonus.
Sling	18" Range, Strength 3, Multiple Shots (x2)
Standard Bearer 	+1 to Combat Resolution; Standard can be captured if unit Flees.
Things-catcher	Two-handed. Killing Blow.
Throwing Star	6" Range, Strength as per user Quick to Fire
Warp-Grinder	Warpstone Weapon, D3 S4 automatic hits in close combat. Attached unit may deploy via a tunnel - see p64 for details. Mishap chart: 1-2) The team and parent unit are instantly killed. 3-5) Each model must make a St test or be removed, others emerge but at WS1 and striking last this turn. 6) Your opponent picks where the unit emerges, and they cannot move or charge.
Warpfire Thrower	Strength 5, D3 Wounds, -2 to armor saves, move or fire, Warpstone Weapon. Place the flame template with the narrow end touching the Warpfire Thrower and the large part aimed at the target (which must be in line of sight). Roll the artillery dice and move the template that many inches toward the target. All targets touched are hit automatically. A unit suffering one or more casualties must take a Panic test. If you roll a Misfire, roll a D6 - 1-2) the team is destroyed, place the large circular template over the center of the team and resolve hits as normal. 3-5) The team catches fire and runs 2D6" in a random direction, stopping if it comes into contact with anything, before exploding (use the small circular template) and being removed. 6) May not fire this turn. This weapon may Stand and Shoot.
Whip	Counts as an additional hand weapon if the bearer is in base contact with the enemy. Alternatively, can be used to make one attack through 1 rank of rat ogres or 3 ranks of giant rats.
<b>Special</b>	
Always Strikes Last	Always strikes last in close combat
Beserk Rage	Must declare charge if able to unless a Leadership test is passed. Cannot choose to restrain pursuit.
Stomp	1 automatic hit at creature's strength, Always strikes last

### Roster Design Information

Scurry Away! (SA): +1 to the total rolled when determining fleeing distance.

Strength in Numbers (SiN): Units add their current Rank Bonus to their Leadership value for any leadership-based test.

### Validation Report

*Army Subtype: Skaven Army; Edition: 8th Edition; Game Type: Normal Game; Special Rules: Forbid Special Characters, Forbid Regiments of Renown*

Roster satisfies all enforced validation rules

One or more elements of the Roster (×) are subject to the following in-play usage considerations:

-

### Roster Statistics

General's Ld: 7

# Models: 306

Total Characters: 1383

Total Core: 1179

Total Magic Items: 420

Total Rare: 240

Total Special: 1197

% Characters: 34.6

% Core: 29.5

% Magic Items: 10.5

% Rare: 6

% Special: 29.9

<b>Group</b>	<b>Min</b>	<b>Max</b>	<b>Used</b>
Points of Lords	0	1000	540
Points of Heroes	0	1000	843
Points of Core	1000	Unlimited	1110
Points of Special	0	2000	1197
Points of Rare	0	1000	240