1250 Pts - Skaven

Nam	e #	Туре	Μv	WS	BS	St	Го	Wo	In	At	Ld	Sv	WSv	Mgc	Co	st
Warlord (1‡, 188 pts) Warlor	1 1	In	5	6	4	4/5	4	3	7	4/5	7	5+	4+		18	88
		position: I					- 1		-		1 -					
		SiN; Verm				neral;	Han	d We	apon	; Heav	y Arı	nour	; Warp	lock Pi		
Warlock-Augmented Weapo		+1 Strengt		+1 Att	ack.											[5]
Talisman of Preservatio		4+ Ward s			D.		T T	. 1.1	<u> </u>	•,•	***		***			[5]
Warplock Piste	01 1	Pistol, 10"	range	, Armo	or Pie	rcing,	Unsi	table	Amn	nunitio	n, Wa	ırpsto	one Wo	eapon.	L	[8]
Chieftain (1‡, 110 pts)	\				4		4	0	•			0.				40
Chieftain (Battle Standard Beare		In nposition: I	5	5	4	4	4	2	6	3	6	3+	5+		11	10
	- 1	SiN; Verm		Valou	r: Hai	nd Wes	non	· Hes	13/3/ A	rmour	· Rati	le St	andard	l Reare	r	
Enchanted Shiel		Shield. 5+				ia vve	фоп	, 1100	ivy 1	iiiioui	, Dan	10 50	andarc	Dearc		0]
Foul Pendar		5+ Ward S														30]
Warlock Engineer (1‡, 158 pts)																
Warlock Enginee	r 1	In	5	3	3	3	3	2	4	1	5	-	5+	2	15	58
3		position: I	Hero													_
		SiN; Verm														
Warplock Piste		Pistol, 10"													_	[8]
Warp-Energy Condense		Generate a		a Pow	er dic	e on a	roll	of 5+	. +2	bonus	hits w	hen	casting	g Warp	[2	20]
Taliaman of Findumena		Lightning. 5+ Ward													[2	01
Talisman of Enduranc	e 1	5+ ward													[3	30]
Stormvermin (24‡, 261 pts)	- 00	La				0/4	2	4	_			.				~4
Stormvermi		In nposition: (5	4	3	3/4	3	1	5	1	5	5+				61
		SiN; Musi		- Stand	dard I	Rearer	[> ī	Hand	Wea	non: H	alher	d· He	ανν Δ	rmour		
Fangleade		In	5	4	3		3	1	5	2	5	5+	avy 11	iiiioui	[1	7
9		d Weapon;	Halbe	erd; He	eavy A			-								
Gleaming Pennar		One use -						ship t	est						[[5]
Warpfire Thrower Weapon Tear		In	5	3	3	-	3	1	3	2	5	5+			[7	7 0]
	SA;	SiN; Warp	fire T	hrowei	r; Har	id Wea	pon	; Hea	vy A	rmour						
Clanrats (21‡, 167 pts)																
Clanrat		In	5	3	3	3	3	1	4	1	5	5+	6+*		16	67
		position: (l. C4	J J T		С>. т	T 1	XX 7	T	: - 1- 4 /		C1.	:.1.1		
Poisoned Wind Mortar Weapo		SiN; Musi In	cian o	; Stand	aara 1	3 arer	3	1ana	wea	pon; L	ignt <i>F</i>	5+	ur; Sn	ieia	[6	35]
Tean		SiN; Poiso	_	-	•	-	-	anon.				51			[0	, J
Skavenslaves (31‡, 64 pts)	. 1071,	DII 1, 1 OIBC	,110 a	1110 171	iortar,	Tuna	***	apon,	1100	vy 2111	iloui	2000000000000000			<u> </u>	2002000
Skavenslaves (31x, 64 pts) Skavenslave	s 31	In	5	2	2	3	3	1	4	1	2	_			-	64
Skavenslave		position: (<u> </u>	' '	7							
										-						
		SiN; Expe	ndable	: All S	Skave	n units	auto	omati	cally	pass F	anic	tests	caused	l by sla	ves, a	nd
		SiN; Expe fire into clo														
	can funits	fire into clos within Do	ose coi 5" take	mbat w D3 (+	vith sl -1 for	aves; (each e	Corn xtra	ered rank	Rats	If a sl	ave u	nit bi	reaks f	rom co	mbat,	, al
	can funits	fire into clo	ose coi 5" take	mbat w D3 (+	vith sl -1 for	aves; (each e	Corn xtra	ered rank	Rats	If a sl	ave u	nit bi	reaks f	rom co	mbat,	, al
	can funits	fire into clos within Do	ose coi 6" take d; Mus	mbat w D3 (+	vith sl -1 for	aves; (each e	Corn xtra apon	ered rank	Rats	If a sl	ave u s) S3	nit bi	reaks f	rom co	mbat, broke	, al en
Skavenslaves (30‡, 62 pts) Skavenslave	can funits unit	fire into closs within Dois removed	ose con 5" take d; Mus	mbat w D3 (+	vith sl -1 for	aves; (each e	Corn xtra	ered rank	Rats	If a sl	ave u	nit bi	reaks f	rom co	mbat, broke	, al en
	can funits unit	fire into closs within Do is removed. In position: (ose con taked; Mus 5 Core	mbat w D3 (+ ician d	vith sl -1 for • Han	aves; (each each wes	Corn xtra apon	rank	Rats: of 5-	If a sl + slave	ave u s) S3	nit bi	reaks f	From content the	mbat, broke	, al en 62
	can funits unit S 30 Com SA;	fire into closs within Do is removed. In position: C SiN; Expe	ose con 6" take d; Mus 5 Core	mbat w D3 (+ ician d	vith sl -1 for ; Har 2	aves; (each each each wes	Cornextra apon 3	rank 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Rats: of 5-	If a sl + slave 1 pass P	ave uss) S3	nit brinds, hits,	reaks f and th	rom conen the	mbat, broke	, al en 62
	can funits unit s 30 Com SA; can f	In position: QSiN; Expe	ose con 5" taked; Mus 5 Core endable ose con	mbat w D3 (+ ician d 2 2: All S mbat w	vith sl -1 for F; Han 2 Skaven	aves; (each each west aves; (and west)	Corn xtra apon 3 auto Corn	rank 1 omaticered	Rats: of 5-	If a sl + slave 1 pass P	ave us) S3	nit brits, hits,	caused	rom content the last last last last last last last last	mbat, broke	, alen 62
	can funits unit s 30 Com SA; can funits	In position: CSiN; Expe fire into cles within DG sin within DG sin; Expe fire into cles sin; Expe fir	ose con 6" take d; Mus 5 Core endable ose con 6" take	mbat w D3 (+ ician & :: All S mbat w	vith sl -1 for P; Han 2 Skaves vith sl -1 for	aves; (each each each each each each each each	apon auto Corn extra	rank 1 Dmationered rank	Rats: of 5-	If a sl + slave 1 pass P	ave us) S3	nit brits, hits,	caused	rom content the last last last last last last last last	mbat, broke	, alen 62
Skavenslave	can funits unit S 30 Com SA; can funits unit	In position: QSiN; Expe	ose con 6" take d; Mus 5 Core endable ose con 6" take	mbat w D3 (+ ician & :: All S mbat w	vith sl -1 for P; Han 2 Skaves vith sl -1 for	aves; (each each each each each each each each	apon auto Corn extra	rank 1 Dmationered rank	Rats: of 5-	If a sl + slave 1 pass P	ave us) S3	nit brits, hits,	caused	rom content the last last last last last last last last	mbat, broke	, alen 62
Skavenslave Narp Lightning Cannon (1초, 90 p	can funits units s 30 Com SA; can funits units	In nposition: CSiN; Expe fire into cless within Decision in the cless within Decision is removed.	ose con 6" take d; Mus 5 Core endable ose con 6" take	mbat w D3 (+ ician & :: All S mbat w	vith sl -1 for P; Han 2 Skaves vith sl -1 for	aves; (each each each each each each each each	auto Cornextra	1 Domationered rank	Rats: of 5-	If a sl + slave 1 pass P	ave us) S3	nit brits, hits,	caused	rom content the last last last last last last last last	mbat, broke	, alen 62
Skavenslave	can funits units S 30 Com SA; can funits units unit	In position: CSiN; Expe fire into cless within Decision with Decision wi	ose con 6" take d; Mus 5 Core endable ose con 6" take d; Mus	mbat w D3 (+ ician & :: All S mbat w	vith sl -1 for P; Han 2 Skaves vith sl -1 for	aves; (each each each each each each each each	apon auto Corn extra	rank 1 Dmationered rank	Rats: of 5-	If a sl + slave 1 pass P	ave us) S3	nit brits, hits,	caused	rom content the last last last last last last last last	mbat, broke	, alen 62
Skavenslave Skavenslave Varp Lightning Cannon (1초, 90 p	can funits s 30 Com SA; can funits unit ts) n 1 Com	In position: One is removed is removed in position: One is removed in the position of the position of the position of the position of the position: In the position of the pos	ose con taked; Mus 5 Core endable ose con 6" taked; Mus Rare	mbat w D3 (+ ician d 2 :: All S mbat w D3 (+ ician d	vith sl -1 for F; Han 2 Skaver vith sl -1 for F; Han	aves; (each each wear aves; (each each each each each each each each	auto Corn auto Corn xtra apon	1 comation rank rank rank rank	Rats: of 5-	1 If a sl + slave 1 pass F : If a sl + slave	2 canic cave us) S3	tests hits,	caused reaks f	I by sla	wes, a mbat, broke	62 62 , al
Skavenslave Narp Lightning Cannon (1초, 90 p	can funits s 30 Com SA; can funits units unit ts) n 1 Com Warj	In position: CSiN; Expe fire into cless within Decision with Decision wi	ose con 6" take d; Mus 5 Core endable ose con 6" take d; Mus Rare g Cann	mbat w D3 (+ ician d 2 E: All S mbat w D3 (+ ician d	vith sl -1 for F; Han 2 Skaver vith sl -1 for F; Han	aves; (each each wend Western units aves; (each each each wend Western	auto Corn auto Corn xxtra apon	1 Domatical rank 1 3 Don, as	Rats: of 5- 4 callyRats: of 5-	1 If a sl + slave 1 pass F : If a sl + slave	2 canic vave us) S3	tests hits,	caused reaks f and the	I by sla from co	wes, a mbat, broke	, al 62 nnc , al en
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Skavenslave Warp Lightning Cannon (1‡, 90 p Warp Lightning Canno Engineer & Crev	can funits s 30 Com SA; can funits unit ts) Com Wary Turn	In position: Of the swithin Do is removed in properties of the swithin Do is removed in the swithin Do is removed when position: I p Lightnin	ose con 6" take d; Mus 5 Core endable ose con 6" take d; Mus Rare g Can dice a	mbat we D3 (+ ician & 2 2 2 2 2 2 2 2 2 2	vith sl -1 for -1 for -2 -3 -3 -4 -4 -4 -4 -4 -4 -4 -4 -4 -4 -4 -4 -4	aves; (each each wend Western with the saves; (each each western western western with the saves; (each each western we	Corn xtra apon auto Corn xtra apon 6 eapon	1 Domatical rank 1 3 Don, as	Rats: of 5- 4 Cally Rats: of 5- Can Can	1 pass F If a sl + slave 1 pass F If a sl + slave	2 canic vave us) S3	tests hits,	caused reaks f and the	I by sla from co	wes, a mbat, broke	62 62 and , al en
Skavenslave Warp Lightning Cannon (1‡, 90 p Warp Lightning Canno Engineer & Crev	can funits unit S 30 Com SA; can funits unit ts) Com War Turn w 1	In position: Grant WM position: Hy Lightnin to scatter - Uq	ose con 6" take d; Mus 5 Core endable ose con 6" take d; Mus Rare g Cann dice a 5	mbat we D3 (+ ician & 2 2 2 2 2 2 2 2 2 2	vith sl -1 for -1 for -2 -3 -3 -4 -4 -4 -4 -4 -4 -4 -4 -4 -4 -4 -4 -4	aves; (each each each each each each each each	Corn xtra apon auto Corn xtra apon 6 eapon	1 Domatical rank 1 3 Don, as	Rats: of 5- 4 Cally Rats: of 5- Can Can	1 pass F If a sl + slave 1 pass F If a sl + slave	2 canic vave us) S3	tests hits,	caused reaks f and the	I by sla from co	mbat, sbroke	62 62 62 62 62 62 62 62 62 62 62 62 62 6
Warp Lightning Cannon (1₺, 90 p Warp Lightning Canno Engineer & Cree Doomwheel (1₺, 150 pts)	can funits unit s 30 Com SA; can funits unit ts) Com Wary Turn W 1 Com	In aposition: I by Lightnin to scatter - Uq aposition: I dq aposition: I uq aposition: I uq aposition: I uq aposition: I uq aposition: I	ose con 6" take d; Mus 5 Core endable ose con 6" take d; Mus Rare g Cann dice a 5 3D6 Rare	mbat w D3 (+ ician d : All S mbat w D3 (+ ician d : All S mbat w D3 (+ ician d mon: W nd fire 3	vith sl-1 for P; Han 2 Skaver vith sl-1 for P; Han 3	aves; (each e and West aves; (each e and West aves; (each e and West 4D6 3)	auto Corn xtra apon auto Corn xtra apon 6 eapon 6 6 6	1 Domaticered rank 3 On, as maxim	Ratssac 4 cally Ratssac of 5- Cannum 3	1 pass F If a sl + slave 1 pass F If a sl + slave non. M streng 3	ave uves s) S3	rit bi hits, - tests nit bi hits, chan Cann -	caused reaks f and the caused reaks f	l by sla from content the	mbat, sbroke	62 62 62 0 0 0 0 0 0 0
Skavenslave Warp Lightning Cannon (1‡, 90 p Warp Lightning Canno Engineer & Cree	can funits s 30 Com SA; can funits unit ts) n 1 Com Wary Turn W 1 Com D6+	In position: I Uq position: I impact h	ose con 5" take d; Mus 5 Core endable ose con 6" take d; Mus Rare g Can dice a 5 3D6 Rare its, Zz	mbat w D3 (+ ician d : All S mbat w D3 (+ ician d : All S mbat w D3 (+ ician d - ap Bol	vith slands vith s	aves; (each each each each each each each each	auto Corn xtra apon auto Corn xtra apon 6 eapon 6 6 6	1 Domaticered rank 3 On, as maxim	Ratssac 4 cally Ratssac of 5- Cannum 3	1 pass F If a sl + slave 1 pass F If a sl + slave non. M streng 3	ave uves s) S3	rit bi hits, - tests nit bi hits, chan Cann -	caused reaks f and the caused reaks f	l by sla from content the	mbat, sbroke	, all en 62 mod , all en 90 3-:
Skavenslave Warp Lightning Cannon (1‡, 90 p Warp Lightning Canno Engineer & Cree Doomwheel (1‡, 150 pts) Doomwhee	can funits s 30 Com SA; can funits unit ts) 1 Com War Turn W 1 Com D6+ Imm	In aposition: I by Lightnin to scatter - Uq aposition: I dq aposition: I uq aposition: I uq aposition: I uq aposition: I uq aposition: I	ose con 5" take d; Mus 5 Core endable ose con 6" take d; Mus Rare g Can dice a 5 3D6 Rare its, Zz	mbat w D3 (+ ician d : All S mbat w D3 (+ ician d : All S mbat w D3 (+ ician d : D3 (+ ician d	vith slands vith s	aves; (each each each each each each each each	auto Corn xtra apon auto Corn xtra apon 6 eapon 6 6 6	1 Domaticered rank 3 On, as maxim	Ratssacconf 5-	pass F If a sl + slave 1 pass F If a sl + slave non. M streng 3 * on. See	2 2 2 2 2 2 2 2 2 2	rit bi hits, - tests nit bi hits, chan Cann -	caused reaks f and the caused reaks f	l by sla from content the	mbat, street to the street to	62 62 62 63 63 65 60 67
Skavenslave Warp Lightning Cannon (1‡, 90 p Warp Lightning Canno Engineer & Cree Doomwheel (1‡, 150 pts)	can funits s 30 Com SA; can funits unit ts) 1 Com War Turn W 1 Com D6+ Imm	In position: I Uq position: I impact h	ose con 5" take d; Mus 5 Core endable ose con 6" take d; Mus Rare g Can dice a 5 3D6 Rare its, Zz	mbat w D3 (+ ician d : All S mbat w D3 (+ ician d : All S mbat w D3 (+ ician d - ap Bol	vith slands vith s	aves; (each each each each each each each each	auto Corn xtra apon auto Corn xtra apon 6 eapon 6 6 6	1 Domaticered rank 3 On, as maxim	Ratssac 4 cally Ratssac of 5- Cannum 3	1 pass F If a sl + slave 1 pass F If a sl + slave non. M streng 3	ave uves s) S3	rit bi hits, - tests nit bi hits, chan Cann -	caused reaks f and the	l by sla from content the	mbat, street to the street to	62 and al al an 90 3-5 [0]

Option Footnotes						
	Options					
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.					
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.					
Standard Bearer	+1 to Combat Resolution; Standard can be captured if unit Flees.					
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.					

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

Roster Statistics

General's Ld: 7 # Models: 111

% Special: 0

Total Characters: 456 Total Core: 554 Total Magic Items: 201 Total Rare: 240 Total Special: 0 % Characters: 36.5 % Core: 44.3 % Magic Items: 16.1 % Rare: 19.2

Group	Min	Max	Used
Points of Lords	0	312.5	188
Points of Heroes	0	312.5	268
Points of Core	312.5	Unlimited	554
Points of Special	0	625	0
Points of Rare	0	312.5	240