



1250 Pts - Skaven

	Name	#	Type	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
Warlord (1♠, 188 pts)																
	Warlord	1	In	5	6	4	4/5	4	3	7	4/5	7	5+	4+		188
	Composition: Lord SA; SiN; Verminous Valour; General ; Hand Weapon; Heavy Armour; Warplock Pistol															
	<i>Warplock-Augmented Weapon</i>	1	+1 Strength and +1 Attack.													[45]
	<i>Talisman of Preservation</i>	1	4+ Ward save													[45]
	<i>Warplock Pistol</i>	1	Pistol, 10" range, Armor Piercing, Unstable Ammunition, Warpstone Weapon.													[8]
Chieftain (1♠, 110 pts)																
	Chieftain (Battle Standard Bearer)	1	In	5	5	4	4	4	2	6	3	6	3+	5+		110
	Composition: Hero SA; SiN; Verminous Valour; Hand Weapon; Heavy Armour; Battle Standard Bearer															
	<i>Enchanted Shield</i>	1	Shield. 5+ Armour save.													[10]
	<i>Foul Pendant</i>	1	5+ Ward Save.													[30]
Warlock Engineer (1♠, 158 pts)																
	Warlock Engineer	1	In	5	3	3	3	3	2	4	1	5	-	5+	2	158
	Composition: Hero SA; SiN; Verminous Valour; Level 2 Wizard; Hand Weapon															
	<i>Warplock Pistol</i>	1	Pistol, 10" range, Armor Piercing, Unstable Ammunition, Warpstone Weapon.													[8]
	<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]
Stormvermin (24♠, 261 pts)																
	Stormvermin	22	In	5	4	3	3/4	3	1	5	1	5	5+			261
	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>Gleaming Pennant</i>	1	One use - may re-roll first failed leadership test													[5]
	Warpfire Thrower Weapon Team	1	In	5	3	3	3	3	1	3	2	5	5+			[70]
	SA; SiN; Warpfire Thrower; Hand Weapon; Heavy Armour															
Clanrats (21♠, 167 pts)																
	Clanrats	20	In	5	3	3	3	3	1	4	1	5	5+	6+*		167
	Composition: Core SA; SiN; Musician ♪; Standard Bearer ♣; 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															
Skavenslaves (31♠, 64 pts)																
	Skavenslaves	31	In	5	2	2	3	3	1	4	1	2	-			64
	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; Musician ♪; Hand Weapon															
Skavenslaves (30♠, 62 pts)																
	Skavenslaves	30	In	5	2	2	3	3	1	4	1	2	-			62
	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; Musician ♪; Hand Weapon															
Warp Lightning Cannon (1♠, 90 pts)																
	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]
Doomwheel (1♠, 150 pts)																
	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]
															Total Cost:	1250

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

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

% Special: 0

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