










2500 Pts - Skaven

	Name	#	Type	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
Grey Seer (49+, 1002 pts)																
	Grey Seer	1	In	5	3	3	3	4	3	5	1	7	6+	4+	4	495
	Composition: Lord SA; SiN; Starts with D3 Warpstone Tokens; Verminous Valour; General ; Hand Weapon; Screaming Bell															
	Warpstone Tokens	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]
	Dispel Scroll	1	Once per battle, automatically dispels an enemy spell.													[25]
	Skalm	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	4	2	6	3	6	4+	4+*, 6+*		122
	Composition: Hero SA; SiN; Verminous Valour; Hand Weapon; Shield; Battle Standard Bearer															
	Armour of Destiny	1	Heavy Armour. Grants 4+ Ward Save													[50]
	Stormvermin	44	In	5	4	3	3/4	3	1	5	1	5	5+			385
	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															
	Razor Standard	1	Armour Piercing													[45]
Plague Priest (48+, 670 pts)																
	Plague Priest	1	In	5	5	3	4	5	2	5	3/4	6	6+	4+	1	300
	Composition: Hero SA; SiN; Beserk Rage; Hand Weapon; 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; Beserk Rage; Frenzy; Large Target; Magic Resistance (2); Unbreakable; Plague Monk Crew															
	Plague Monk Crew	1	-	-	3	-	3	-	-	3	6/7	-	-			[0]
	Beserk Rage; Frenzy															
	Talisman of Preservation	1	4+ Ward save													[45]
	Ironcurse Icon	1	Character and unit gain 6+ wardsave against war machines													[5]
	Plague Monks	44	In	5	3	3	3	4	1	3	1/3	5	-			370
	Composition: Special SA; SiN; Beserk 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]
	Beserk Rage; Hand Weapon; Extra Hand Weapon; Extra Attack: +1 Attacks; Frenzy															
	Plague Banner	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]
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															
Skavenslaves (30+, 60 pts)																
	Skavenslaves	30	In	5	2	2	3	3	1	4	1	2	-			60
	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
Clanrats (45⁺, 283 pts)																
	Clanrats	43	In	5	3	3	3	3	1	4	1	5	5+	6+*		283
	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															
Plagueclaw Catapult (1⁺, 100 pts)																
	Plagueclaw Catapult	1	WM					6	3							100
	Composition: Rare Plagueclaw Catapult: As stone thrower. Warpstone Weapon. Anyone touched by the template suffers a S2 hit with no armor saves, with units taking a panic test if wounded. Misfire chart: 1-2) Destroyed, 3-5) Opponent may reposition template within 3D6", 6) Cannot fire this turn.															
	Plague Monk Crew	1	-	5	3	3	3	4	-	3	3	7	-			[0]
	Frenzy, add +1 Attack for each crew member															
Plagueclaw Catapult (1⁺, 100 pts)																
	Plagueclaw Catapult	1	WM					6	3							100
	Composition: Rare Plagueclaw Catapult: As stone thrower. Warpstone Weapon. Anyone touched by the template suffers a S2 hit with no armor saves, with units taking a panic test if wounded. Misfire chart: 1-2) Destroyed, 3-5) Opponent may reposition template within 3D6", 6) Cannot fire this turn.															
	Plague Monk Crew	1	-	5	3	3	3	4	-	3	3	7	-			[0]
	Frenzy, add +1 Attack for each crew member															
Gutter Runners (10⁺, 222 pts)																
	Gutter Runners	9	In	6	4	4	3	3	1	5	1/2	7	-	6+		222
	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+		[60]
	Hand Weapon; Extra Hand Weapon; Sling; Throwing Star; Extra Attack: +1 Attacks; Poisoned Attacks															
															Total Cost:	2499

Option Footnotes

Options	
Extra Hand Weapon	+1 Attack. Requires two hands.
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.
Sling	18" Range, Strength 3, Multiple Shots (x2)
Standard Bearer 	+1 to Combat Resolution; Standard can be captured if unit Flees.
Throwing Star	6" Range, Strength as per user Quick to Fire
Special	
Beserk Rage	Must declare charge if able to unless a Leadership test is passed. Cannot choose to restrain pursuit.

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: 214

Total Characters: 917

Total Core: 790

Total Magic Items: 230

Total Rare: 200

Total Special: 592

% Characters: 36.7

% Core: 31.6

% Magic Items: 9.2

% Rare: 8

% Special: 23.7

Group	Min	Max	Used
Points of Lords	0	625	495
Points of Heroes	0	625	422
Points of Core	625	Unlimited	790
Points of Special	0	1250	592
Points of Rare	0	625	200