


2500 Pts - Skaven

Name	#	Type	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost	
Warlord (305, 795 pts)																
Warlord	1	In	5	6	4	4	4	3	7	4	7	3+	4+*, 6+*		223	
Composition: Lord SA; SiN; Verminous Valour; General ; Hand Weapon; Shield																
War-Litter	1	In	5	4	-	4	-	-	5	4	-	-			[35]	
<i>Sword of Anti Heroes</i>	1	+1 Strength +1 Attack for every character in base contact														[30]
<i>Armour of Destiny</i>	1	Heavy Armour. Grants 4+ Ward Save														[50]
<i>The Other Trickster's Shard</i>	1	All models in base contact must re-roll successful ward saves														[15]
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; Heavy Armour; Shield; Battle Standard Bearer																
<i>Biting Blade</i>	1	-1 to enemy armour saves.														[5]
<i>Talisman of Preservation</i>	1	4+ Ward save														[45]
Warlock Engineer	1	In	5	3	3	3	3	2	4	1	5	-		2	150	
Composition: Hero SA; SiN; Verminous Valour; Level 2 Wizard; Hand Weapon																
<i>Doomrocket</i>	1	One use only. May be fired in the Shooting phase or as a stand and shoot charge reaction; Target and roll 4-10 dice for range in inches, then place large template. Any model touched takes a S5 hit. If you roll 3 or more 1s for range, roll a D6: 1) Place centre of template over firer instead, 2-5) Fire in direction of scatter dice instead, 6) Model beneath impact point takes S5 hit, but rocket does not go off, roll a 4+ at the beginning of each Skaven shooting phase to see when it does.														[30]
<i>Warp-Energy Condenser</i>	1	Generate an extra Power dice on a roll of 5+. +2 bonus hits when casting Warp Lightning.														[20]
Stormvermin	24	In	5	4	3	3/4	3	1	5	1	5	5+			300	
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]
Doom-Flayer Weapon Team	1	In	5	3	3	3	3	1	3	2	5	5+			[55]	
SA; SiN; 3+ armor save from the front, 5+ from the sides or rear.; Doom-Flayer; Hand Weapon; Heavy Armour																
Plague Priest (435, 670 pts)																
Plague Priest	1	In	5	5	3	4	5	2	5	3/4	6	6+	4+*	2	335	
Composition: Hero SA; SiN; Beserk Rage; Level 2 Upgrade; 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																
<i>Blade of Nurglitch</i>	1	Enemy models lose 1 point of Toughness for each unsaved wound.														[10]
<i>Dispel Scroll</i>	1	Once per battle, automatically dispels an enemy spell.														[25]
<i>Opal Amulet</i>	1	4+ ward against first wound														[15]
Plague Monks	39	In	5	3	3	3	4	1	3	1/3	5	-			335	
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																
<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]
Skavenslaves (305, 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																

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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 \mathcal{M} ; Hand Weapon															
Clanrats (31\pounds, 212 pts)															
Clanrats	30	In	5	3	3	3	3	1	4	1	5	5+	6+*		212
Composition: Core SA; SiN; Musician \mathcal{M} ; Standard Bearer \mathcal{S} ; 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															
Clanrats (31\pounds, 217 pts)															
Clanrats	30	In	5	3	3	3	3	1	4	1	5	5+	6+*		217
Composition: Core SA; SiN; Musician \mathcal{M} ; Standard Bearer \mathcal{S} ; Hand Weapon; Light Armour; Shield															
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															
Plagueclaw Catapult (1\pounds, 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															
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Plague Monk Crew	1	-	5	3	3	3	4	-	3	3	7	-			[0]
Frenzy, add +1 Attack for each crew member															
Gutter Runners (11\pounds, 282 pts)															
Gutter Runners	9	In	6	4	4	3	3	1	5	1/2	7	-	6+		282
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															
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															
														Total Cost:	2500

Option Footnotes

Options	
Doom-Flayer	D3 impact hits. Roll an artillery dice at the start of close combat to see how many S4, -2 to armor saves hits you cause. Misfire table: 1-2) Place the large round template and hit all models under it, remove the team from play. 3-5) The doom-flayer and all models touching it take a hit. 6) May not attack this turn.
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 \mathcal{M}	+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
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.
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: 208

Total Characters: 830

Total Core: 853

Total Magic Items: 320

Total Rare: 200

Total Special: 617

% Characters: 33.2

% Core: 34.1

% Magic Items: 12.8

% Rare: 8

% Special: 24.7

Group	Min	Max	Used
Points of Lords	0	625	223
Points of Heroes	0	625	607
Points of Core	625	Unlimited	853
Points of Special	0	1250	617
Points of Rare	0	625	200