







2250 Pts - Skaven

	Name	#	Type	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
Warlord (2 5 , 228 pts)																
	Warlord	1	In	5	6	4	4/10	4	3	7	4	7	3+			228
		Composition: Lord SA; SiN; Verminous Valour; Hand Weapon; Heavy Armour; Shield														
	War-Litter	1	In	5	4	-	4	-	-	5	4	-	-			[35]
	The Fellblade	1	Strength 10. Causes D6 wounds. Reroll successful ward saves. At the end of the bearer's turn, roll a D6 - on a 1-2 the bearer suffers a wound with no armor save allowed.													[100]
Warlord (1 5 , 188 pts)																
	Warlord	1	In	5	6	4	4/5	4	3	7	4	7	4+	4+*, 6+*		188
		Composition: Lord SA; SiN; Verminous Valour; General ; Hand Weapon; Heavy Armour; Shield														
	Blade of Corruption	1	+1 Strength in close combat. Unsaved wounds become 2 wounds. On 2 or more 1s to hit, the bearer suffers 2 wounds (no armor saves).													[35]
	Talisman of Preservation	1	4+ Ward save													[45]
	The Other Trickster's Shard	1	All models in base contact must re-roll succesful ward saves													[15]
Chieftain (1 5 , 97 pts)																
	Chieftain (Battle Standard Bearer)	1	In	5	5	4	4	4	2	6	3	6	4+	6+*		97
		Composition: Hero SA; SiN; Verminous Valour; Hand Weapon; Heavy Armour; Shield; Battle Standard Bearer														
	War Banner	1	+1 Combat Resolution.													[25]
Warlock Engineer (1 5 , 150 pts)																
	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														
	Doomrocket	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]
	Warp-Energy Condenser	1	Generate an extra Power dice on a roll of 5+. +2 bonus hits when casting Warp Lightning.													[20]
Warlock Engineer (1 5 , 150 pts)																
	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														
	Death Globe	1	One use only. Place the small round template within 8" of the character and scatter it (on a Misfire, place it over the character). All models touched suffer a wound on 4+, with no armor save.													[25]
	Dispel Scroll	1	Once per battle, automatically dispels an enemy spell.													[25]
Warlock Engineer (1 5 , 65 pts)																
	Warlock Engineer	1	In	5	3	3	3	3	2	4	1	5	-			65
		Composition: Hero SA; SiN; Verminous Valour; Hand Weapon														
	Brass Orb	1	One use only. Throw in shooting phase. Place the small round template within 8" and line of sight of the character and scatter it (on a Misfire, place it over the character). Models touched must take an Initiative test or be destroyed.													[50]
Skavenslaves (35 5 , 70 pts)																
	Skavenslaves	35	In	5	2	2	3	3	1	4	1	2	-			70
		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
Skavenslaves (35⁺, 70 pts)																
	Skavenslaves	35	In	5	2	2	3	3	1	4	1	2	-			70
	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															
Skavenslaves (35⁺, 70 pts)																
	Skavenslaves	35	In	5	2	2	3	3	1	4	1	2	-			70
	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															
Clanrats (36⁺, 242.5 pts)																
	Clanrats	34	In	5	3	3	3	3	1	4	1	5	5+	6+*		242.5
	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															
Clanrats (36⁺, 247.5 pts)																
	Clanrats	34	In	5	3	3	3	3	1	4	1	5	5+	6+*		247.5
	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															
	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															
Giant Rats (6⁺, 23 pts)																
	Giant Rats	5	WB	6	3	1	3	3	1	4	1	3	-			23
	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	1	In	6	3	3	3	3	1	4	1/2	5	6+			[8]
	SA; SiN; Hand Weapon; Whip; Light Armour															
Giant Rats (6⁺, 23 pts)																
	Giant Rats	5	WB	6	3	1	3	3	1	4	1	3	-			23
	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	1	In	6	3	3	3	3	1	4	1/2	5	6+			[8]
	SA; SiN; Hand Weapon; Whip; Light Armour															
Gutter Runners (7⁺, 126 pts)																
	Gutter Runners	7	In	6	4	4	3	3	1	5	1/2	7	-	6+		126
	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															
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]
Hell Pit Abomination (1⁺, 250 pts)																
	Hell Pit Abomination	1	Mo	3D6	3	1	6	5	6	4	*	8	-			250
	Composition: Rare D6 impact hits. See p57 for rules.; Warpstone Spikes: Magic Resistance (1), Warpstone Weapon; Causes Terror; Large Target; Regenerate; Stubborn; Thunder Stomp															

Name	#	Type	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
Plague Censer Bearers (5⁺, 80 pts)															
Plague Censer Bearers	5	In	5	3	3	3	4	1	3	2/3	5	-			80
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.; Beserk Rage; Plague Censer; Frenzy; Hatred; Skirmishers															
Poisoned Wind Globadiers (8⁺, 80 pts)															
Poison Wind Globadiers	8	In	5	3	3	3	3	1	4	1	5	5+			80
Composition: Special SA; Life is Cheap: May fire into combat, randomizing hits between friends and enemies; Volley From the Back: Unengaged Globadiers in the back rank can throw missiles into the unit in combat, see p59; Hand Weapon; Poisoned Wind Globes; Heavy Armour; Skirmishers															
Total Cost:														2250	

Option Footnotes

Options	
Extra Hand Weapon	+1 Attack. Requires two hands.
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 Globes	Thrown weapons, 8" Range, wounds on 4+ (no armor save), Warpstone Weapon. On a roll of 1 to hit, the thrower takes a wound on a 5+.
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
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.
Special	
Beserk Rage	Must declare charge if able to unless a Leadership test is passed. Cannot choose to restrain pursuit.
Regenerate	4+ Save Wounds caused by flaming attacks stop regeneration for the remainder of the phase
Thunder Stomp	D6 automatic hits 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

Roster Statistics

General's Ld: 7

Models: 218

Total Characters: 878

Total Core: 746

Total Magic Items: 370

Total Rare: 340

Total Special: 286

% Characters: 39

% Core: 33.2

% Magic Items: 16.4

% Rare: 15.1

% Special: 12.7

Group	Min	Max	Used
Points of Lords	0	562.5	416
Points of Heroes	0	562.5	462
Points of Core	562.5	Unlimited	700
Points of Special	0	1125	286
Points of Rare	0	562.5	340