2250 Pts - Skaven

Warlord 1	Name Warlord (2‡, 228 pts)	#	Туре	Mv	WS	BS	St	То	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
SA, SiN; Verminous Valour; Hand Weapon; Heavy Armour; Shield War-Litter In 5 4 - 4 - 5 4 - 5 4 - 5 35 35 35 35 35 35 35		_		_	6	4	4/10	4	3	7	4	7	3+			228
Warl-Litter 1												~				
The Fellblade	Wor Littor					r; Ha		eapo	n; He		Armoui	r; Shi	eld			[25]
the bearer's turn, roll a D6 - on a 1-2 the bearer suffers a wound with no armore save allowed. Warford (1\$, 188 pts)				_		6 wor		- Rero	- suc		il ware	l save	A1	the er	d of	
Warlord (1½, 188 pts)	The Fellolade	•	the bearer	's turn,												[100]
Warlock Engineer (1‡, 150 pts) Warlock Engineer (1‡, 150 pts)			save allow	ved.												
Blade of Corruption SA; SIN; Verminous Valour; General; Hand Weapon; Heavy Armour; Shield SA; SIN; Verminous Valour; General; Hand Weapon; Heavy Armour; Shield SA; SIN; Verminous Valour; General; Hand Weapon; Heavy Armour; Shield SA; SIN; Verminous Valour; Hand Weapon; Heavy Armour; Shield SA; SIN; Verminous Valour; Hand Weapon; Heavy Armour; Shield; Battle Standard Bearer SA; SIN; Verminous Valour; Hand Weapon; Heavy Armour; Shield; Battle Standard Bearer SA; SIN; Verminous Valour; Hand Weapon; Heavy Armour; Shield; Battle Standard Bearer SA; SIN; Verminous Valour; Hand Weapon; Heavy Armour; Shield; Battle Standard Bearer SA; SIN; Verminous Valour; Hand Weapon; Heavy Armour; Shield; Battle Standard Bearer SA; SIN; Verminous Valour; Level 2 Wizard; Hand Weapon SA; SIN; Verminous Valour; Hand Weapon SA;										_						
Composition: Lord SA; SiN; Verminous Valour; General; Hand Weapon; Heavy Armour; Shield SA; SiN; Verminous Valour; General; Hand Weapon; Heavy Armour; Shield SA; SiN; Verminous Valour; General; Hand Weapon; Heavy Armour; Shield SA; SiN; Verminous Valour; Hand Weapon; Heavy Armour; Shield SA; SiN; Verminous Valour; Hand Weapon; Heavy Armour; Shield; Battle Standard Bearer SA; SiN; Verminous Valour; Hand Weapon; Heavy Armour; Shield; Battle Standard Bearer SA; SiN; Verminous Valour; Hand Weapon; Heavy Armour; Shield; Battle Standard Bearer SA; SiN; Verminous Valour; Hand Weapon; Heavy Armour; Shield; Battle Standard Bearer SA; SiN; Verminous Valour; Hand Weapon; Heavy Armour; Shield; Battle Standard Bearer SA; SiN; Verminous Valour; Hand Weapon; Heavy Armour; Shield; Battle Standard Bearer SA; SiN; Verminous Valour; Level 2 Wizard; Hand Weapon; Heavy Armour; Shield; Battle Standard Bearer SA; SiN; Verminous Valour; Level 2 Wizard; Hand Weapon; Heavy Armour; Shield; Battle Standard Bearer SA; SiN; Verminous Valour; Level 2 Wizard; Hand Weapon SA; SiN; Verminous Valour; Level 2 Wizard; Hand Weapon SA; SiN; Verminous Valour; Level 2 Wizard; Hand Weapon SA; SiN; Verminous Valour; Level 2 Wizard; Hand Weapon SA; SiN; Verminous Valour; Level 2 Wizard; Hand Weapon SA; SiN; Verminous Valour; Level 2 Wizard; Hand Weapon SA; SiN; Verminous Valour; Level 2 Wizard; Hand Weapon SA; SiN; Verminous Valour; Level 2 Wizard; Hand Weapon SA; SiN; Verminous Valour; Level 2 Wizard; Hand Weapon SA; SiN; Verminous Valour; Level 2 Wizard; Hand Weapon SA; SiN; Verminous Valour; Level 2 Wizard; Hand Weapon SA; SiN; Verminous Valour; Level 2 Wizard; Hand Weapon SA; SiN; Verminous Valour; Hand Weapon SA; S	Warlord	1	In	5	6	4	4/5	4	3	7	4	7	4+			188
A 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 Sharo 1 All models in base contact must re-roll succesful ward saves [45] Chieftain (1½, 97 pts) 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 Beare 34, SiN; Verminous Valour; Hand Weapon; Heavy Armour; Shield; Battle Standard Beare 35, SiN; Verminous Valour; Level 2 Wizard; Hand Weapon 30, SiN; Verminous Valour; Level 2 Wizard; Hand Weapon 30, SiN; Verminous Valour; Level 2 Wizard; Hand Weapon 30, SiN; Verminous Valour; Level 2 Wizard; Hand Weapon 30, SiN; Verminous Valour; Level 2 Wizard; Hand Weapon 30, SiN; Verminous Valour; Level 2 Wizard; Hand Weapon 30, SiN; Verminous Valour; Level 2 Wizard; Hand Weapon 30, SiN; Verminous Valour; Level 2 Wizard; Hand Weapon 30, SiN; Verminous Valour; Level 2 Wizard; Hand Weapon 30, SiN; Verminous Valour; Level 2 Wizard; Hand Weapon 30, SiN; Verminous Valour; Level 2 Wizard; Hand Weapon 30, SiN; Verminous Valour; Level 2 Wizard; Hand Weapon 30, SiN; Verminous Valour; Level 2 Wizard; Hand Weapon 30, SiN; Verminous Valour; Level 2 Wizard; Hand Weapon 30, SiN; Verminous Valour; Level 2 Wizard; Hand Weapon 30, SiN; Verminous Valour; Level 2 Wizard; Hand Weapon 30, SiN; Verminous Valour; Level 2 Wizard; Hand Weapon 30, SiN; Verminous Valour; Level 2 Wizard; Hand Weapon 30, SiN; Verminous Valour; Level 2 Wizard; Hand Weapon 30, SiN; Verminous Valour; Hand Weapon 30, SiN; Vermino		Con	Composition: Lord													
more 1s to hit, the bearer suffers 2 wounds (no armor saves). [45] The Other Trickster's Shara 1 All models in base contact must re-roll succesful ward saves [15] Chieftain (1‡, 97 pts) Chieftain (1‡, 97 pts) Chieftain (Battle Standard Bearer) 1 In 5 5 4 4 2 6 3 6 4+ 6+* 97 Composition: Hero SA; SiN; Verminous Valour; Hand Weapon; Heavy Armour; Shield; Battle Standard Beare [25] Warlock Engineer (1‡, 150 pts) Warlock Engineer 1 In 5 3 3 3 2 4 1 5 - 2 150 Composition: Hero SA; SiN; Verminous Valour; Level 2 Wizard; Hand Weapon SA; SiN; Verminous Valour; Level 2 Wizard; Hand Weapon [30] Composition: Hero SA; SiN; Verminous Valour; Level 2 Wizard; Hand Weapon [30] Composition: Hero SA; SiN; Verminous Valour; Level 2 Wizard; Hand Weapon [30] Composition: Hero SA; SiN; Verminous Valour; Level 2 Wizard; Hand Weapon [30] Composition: Hero SA; SiN; Verminous Valour; Level 2 Wizard; Hand Weapon [30] Warp-Energy Condenser 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. fly our 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. Warp-Energy Condenser 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. Dispel Scroll 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). The option of the character in the composition: Hero SA; SiN; Verminous Valour; Hand Weapon 1 One use only. Throw in sh	SA; SiN; Verminous Valour; General; Hand Weapon; Heavy Armour; Shield															
1	Blade of Corruption	1												On 2	or	[35]
The Other Trickster's Shara	Talisman of Preservation	1			ie beai	rer su	iters 2	2 wo	unds	(no a	rmor sa	ives)				[45]
Chieftain (1\$, 97 pts)					se con	tact n	nust r	e-rol	l succ	esfu	l ward s	saves				[15]
Chieftain (Battle Standard Bearer 1		<u></u>														[:-]
SA; SiN; Verminous Valour; Hand Weapon; Heavy Armour; Shield; Battle Standard Beare Warlock Engineer (1‡, 150 pts)		1	In	5	5	4	4	4	2	6	3	6	4+	6+*		97
Warlock Engineer (1‡, 150 pts)	·											•				
Warlock Engineer (1₺, 150 pts) Variock Engineer 1	M/a n Danna						nd W	eapo	n; He	avy .	Armou	r; Shi	eld; l	Battle S	Standar	
Warlock Engineer 1		1	+1 Comba	it Resc	lution	•										[25]
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. Warp-Energy Condenser 1 Generate an extra Power dice on a roll of 5+. +2 bonus hits when casting Warp Lightning. Warlock Engineer (1‡, 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. Dispel Scroll 1 Once per battle, automatically dispels an enemy spell. [25] Warlock Engineer (1‡, 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.		1	In	5	2	2	2	2	2	1	1				2	150
SA; SiN; Verminous Valour; Level 2 Wizard; Hand Weapon Doomrocket	Wallock Eligilieel			_			3			-						130
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. 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‡, 150 pts) 1 In 5 3 3 3 2 4 1 5 - 2 150					Valou	r; Le	vel 2	Wiza	ırd; E	[and	Weapoi	n				
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. Warp-Energy Condenser	Doomrocket	1														[30]
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. Warp-Energy Condenser 1 Generate an extra Power dice on a roll of 5+. +2 bonus hits when casting Warp Lightning. Warlock Engineer (1‡, 150 pts) Warlock Engineer 1 In 5 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. Dispel Scroll 1 Once per battle, automatically dispels an enemy spell. Warlock Engineer (1‡, 65 pts) Warlock Engineer 1 In 5 3 3 3 3 2 4 1 5 - 65 Composition: Hero SA; SiN; Verminous Valour; Hand Weapon 1 Once 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.																
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does not go off, roll a 4+ at the beginning of each Skaven shooting phase to see when it does. Warp-Energy Condenser																
Warp-Energy Condenser 1 Generate an extra Power dice on a roll of 5+. +2 bonus hits when casting Warp [20] Lightning. [20] Lightning																
Warlock Engineer (1‡, 150 pts) Warlock Engineer 1																
Warlock Engineer (1‡, 150 pts) Warlock Engineer (1	Warp-Energy Condenser	1			a Pow	er dic	e on a	a roll	of 5	+. +2	bonus	hits v	when	casting	g Warp	[20]
Warlock Engineer 1			Lightning.	•												
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. Dispel Scroll 1 Once per battle, automatically dispels an enemy spell. Warlock Engineer (1‡, 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.			1	1												
SA; ŠiN; Verminous Valour; Level 2 Wizard; Hand Weapon Death Globe	Warlock Engineer			_	3	3	3	3	2	4	1	5	-		2	150
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. Dispel Scroll 1 Once per battle, automatically dispels an enemy spell. [25] Warlock Engineer (1½, 65 pts)					Valou	r. I e	vel 2 '	Wize	rd. E	and '	Weano	n				
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Dispel Scroli 1 Once per battle, automatically dispels an enemy spell. [25] Warlock Engineer (1‡, 65 pts)																
Warlock Engineer (1‡, 65 pts) Warlock Engineer 1																
Warlock Engineer 1		1	Once per l	battle,	autom	atical	ly dis	pels	an er	emy	spell.	0.00000000000000				[25]
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.					_	_			_							
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.	Warlock Engineer	Con		_	3	3	3	3	2	4	1	5	-			65
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.					Valou	r: Ha	nd W	ea n o	n							
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.	Brass Orb									ce th	e small	rour	ıd ten	nplate	within	[50]
																[[
Skavenslaves (35‡. 70 pts)																
	Skavenslaves (35‡, 70 pts)			007.001.001.001.001.001.001.001												
	Skavenslaves				2	2	3	3	1	4	1	2	-			70
Composition: Core SA: SiN: Expandable: All Skayon units outcometically pass Papia tasts caused by clayes, and					. A 11 G	Zlzore:	n	ta a:-:	tomat	ioo11-	u noce T	Don! -	toota	003300	l by ala	Lac acul
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, a																
		units within D6" take D3 (+1 for each extra rank of 5+ slaves) S3 hits, and then the broken														
unit is removed; Hand Weapon										0		., ~-	,			

Name	#	Туре	Μv	WS	BS	St	То	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
Skavenslaves (35‡, 70 pts)	25	l _m				2	_	1	1					_	70
Skavenslaves	35 Con	In position: C	5 Core	2	2	3	3	1	4	1	2	-			70
	SA;	SiN; Exper	ndable												
		fire into clo													
		s within D6 is removed				eacn	extr	a rank	01.5	+ siave	es) 33	nits,	, and tr	ien the i	oroken
Skavenslaves (35‡, 70 pts)	Lanne	19 101110 100			pon		0.000.000.000.000				w.co.co.co.co.co.co.co.co.co.co.co.co.co.	waxararararar			
Skavenslaves	35	In	5	2	2	3	3	1	4	1	2	-			70
	1	position: C		4 11 (21	:	40 011	.4 4	: 11-	. I	Dami'a	40040		l her alas	vaa and
		SiN; Expending SiN; Expending Since													
	units	s within D6	5" take	D3 (-	⊦1 for										
	unit	is removed	l; Han	d Wea	pon										
Clanrats (36‡, 242.5 pts) Clanrats	34	In	5	3	3	3	3	1	4	1	5	5+	6+*		242.5
Ciarriats		position: C				3		1	4	I	<u> </u>	Эт	0+		242.5
		SiN; Music	cian I			eare		Hand	Wea		ight A	_		ield	
Clawleader	1	In	5	3	3	3	3	1	4	2	5	5+	6+*		[12.5]
Poisoned Wind Mortar Weapon	1	d Weapon; In	Light	3	3	3	3	1	3	2	5	5+			[65]
Team	SA;	SiN; Poiso	ned W	Vind N	lortar;	Han		eapon	; Hea	ivy Arı	mour				F 3
Clanrats (36‡, 247.5 pts)															
Clanrats	34 Com	In position: C	5	3	3	3	3	1	4	1	5	5+	6+*		247.5
		SiN; Music		: Stan	dard E	eare	r 🕞	Hand	Wea	pon; L	ight A	Armo	our; Sh	ield	
Clawleader	1	In	5	3	3	3	3	1	4	2	5	5+			[12.5]
Morafire Thrower Mooney Toom	Han	d Weapon;	Light 5				2	1	3		F	I F .			[70]
Warpfire Thrower Weapon Team	SA:	In SiN; Warp	-	3 hrowe	3 r: Han	3 d We	apo	n: Hea		2 Armour	5	5+			[70]
Giant Rats (6‡, 23 pts)	<u> </u>	, , , , , ,			,			,			•				
Giant Rats	5	WB	6	3	1	3	3	1	4	1	3	-			23
	1	nposition: C ftstride; SA		ad uni	te: Mi	cilac	hit	rate of	n 1 1	Dockr	nactai	re on	5 6. D	at Dack	· May usa
		master and													
	poss	ible toward	ls the	neaers											
Packmaster	inclu 1	iding when	charg	ging 3	3	3	3	1	4	1/2	5	6+			[8]
i ackinastei		SiN; Hand	_		_	-		nour	1	1/2	3	ОТ			[ပ]
Giant Rats (6‡, 23 pts)			•												
Giant Rats	5	WB	6	3	1	3	3	1	4	1	3	-			23
	1	nposition: C ftstride; SA		ed uni	te: Mi	eciles	hit	rate Oi	n 1 - 4	Packr	nastei	rs on	5-6· R	at Pack	· May use
		master and													
	poss	ible toward	ls the	neaers											
Packmaster	inclu	iding when	charg	ging 3	3	3	3	1	4	1/2	5	6+			[8]
1 dokinaster	SA;	SiN; Hand			_	_		nour	-	1/2		01			[O]
Gutter Runners (7‡, 126 pts)															
Gutter Runners	7	In	6	4	4	3	3	1	5	1/2	7	-	6+		126
		nposition: S Sneaky Inf			n com	e in t	from	anv t	ahle i	edae o	n turn	2 (4	⊥) fur	n 3 (3⊥)	etc:
		d Weapon;													
	Skir	mishers	000 000 000 000 000 000 000				v.av.av.av.av.av		0.000.000.000.000.000.000						
Warp Lightning Cannon (1‡, 90 pts)	1878 -		1	1					I					
Warp Lightning Cannon	Com	WM position: F	Rare				6	3							90
		position. R p Lightning		non: V	Varpsto	one V	Wear	oon, as	s Can	non. N	/lisfire	e cha	rt: 1-2)	Destro	yed, 3-5)
-		to scatter	dice a	nd fire	e a sho	t 4D	6" a		mum	streng					n.
Engineer & Crew	1	-	5	3	3	3	3	_	3	3	7	-			[0]
Hell Pit Abomination (1‡, 250 pts) Hell Pit Abomination	1	Мо	3D6	3	1	6	5	6		*	8	_			250
TION I IL ADOMINIATION	Con	position: F			'				1 -7			<u> </u>			200
	D6 i	mpact hits.	See p												one
	Wea	pon; Cause	es Ter	ror; La	arge Ta	rget:	; Re	genera	ate; S	tubbor	n; Th	unde	r Stom	p	

Name	#	Type	Μv	WS	BS	St	То	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; Plagu	ie Disc	ciples:	When	ı witl	hin 6	of a	unit	of Plagi	ue M	onks	, 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	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;									nies;						
	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									rmishers						
	200000000000000000000000000000000000000												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