



2000 Pts - Skaven

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	US	Mgc	Cast	Disp	Cost	
Grey Seer (1k, 305 pts)																		
Grey Seer	1	5	3	3	3	4	3	5	1	7	-		1	4	4	2	305	
Composition: Lord Starts with D3 Warpstone Tokens; Verminous Valour; General ; Hand Weapon																		
<i>Power Stone</i>	1	Once per battle, adds 2 dice to a casting roll.															[20]	
<i>Dispel Scroll</i>	1	Once per battle, automatically dispels an enemy spell.															[25]	
<i>Power Stone</i>	1	Once per battle, adds 2 dice to a casting roll.															[20]	
Plague Priest (2k, 284 pts)																		
Plague Priest	1	5	5	3	4	5	2	5	3/4	6	6+	4+	1	1	1	1	284	
Composition: Hero Hand Weapon; Flail; Frenzy																		
Plague Furnace	1	-	3	-	3	6	6	3	6/7	-	-		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; Frenzy; Large Target; Magic Resistance (2)																		
<i>Shadow Magnet Trinket</i>	1	Shooting attacks at the bearer and his unit are at -1 to hit.															[30]	
Warlock Engineer (1k, 150 pts)																		
Warlock Engineer	1	5	3	3	3	3	2	4	1	5	-		1	2	2	1	150	
Composition: Hero Verminous Valour; Level 2 Wizard; Hand Weapon																		
<i>Doomrocket</i>	1	One use only. 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 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]	
Clanrats (29k, 151 pts)																		
Clanrats	28	5	3	3	3	3	1	4	1	5	5+/ k		1				151	
Composition: Core Musician ; Standard Bearer ; Hand Weapon; Light Armour; Shield																		
Clanleader	1	5	3	3	3	3	1	4	2	5	4+/ k		1				[13]	
Hand Weapon; Light Armour; Shield																		
Clanrats (29k, 151 pts)																		
Clanrats	28	5	3	3	3	3	1	4	1	5	5+/ k		1				151	
Composition: Core Musician ; Standard Bearer ; Hand Weapon; Light Armour; Shield																		
Clanleader	1	5	3	3	3	3	1	4	2	5	4+/ k		1				[13]	
Hand Weapon; Light Armour; Shield																		
Clanrat Slaves (20k, 40 pts)																		
Skavenslaves	20	5	2	2	3	3	1	4	1	2	-		1				40	
Composition: Core 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																		
Clanrat Slaves (20k, 42 pts)																		
Skavenslaves	20	5	2	2	3	3	1	4	1	2	-		1				42	
Composition: Core 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																		
Clanrat Slaves (20k, 40 pts)																		
Skavenslaves	20	5	2	2	3	3	1	4	1	2	-		1				40	
Composition: Core 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	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	US	Mgc	Cast	Disp	Cost
Giant Rats (6\times, 23 pts)																	
Giant Rats	5	6	3	1	3	3	1	4	1	3	-		1				23
Composition: Core 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: Rats in the second rank can also fight																	
Packmaster	1	6	3	3	3	3	1	4	1/2	5	6+		1				[8]
Hand Weapon; Whip; Light Armour																	
Giant Rats (6\times, 23 pts)																	
Giant Rats	5	6	3	1	3	3	1	4	1	3	-		1				23
Composition: Core 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: Rats in the second rank can also fight																	
Packmaster	1	6	3	3	3	3	1	4	1/2	5	6+		1				[8]
Hand Weapon; Whip; Light Armour																	
Giant Rats (6\times, 23 pts)																	
Giant Rats	5	6	3	1	3	3	1	4	1	3	-		1				23
Composition: Core 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: Rats in the second rank can also fight																	
Packmaster	1	6	3	3	3	3	1	4	1/2	5	6+		1				[8]
Hand Weapon; Whip; Light Armour																	
Rat Swarm (2\times, 50 pts)																	
Rat Swarm	2	6	3	-	2	2	5	4	5	10	-		3				50
Composition: Core Small: Rat Swarms do not block line of sight; Swarm; Unbreakable																	
Plague Monks (20\times, 215 pts)																	
Plague Monks	19	5	3	3	3	4	1	3	1/3/1/3	5	-		1				215
Composition: Special Musician \mathcal{M} ; Standard Bearer \mathcal{B} ; Hand Weapon; Extra Hand Weapon; Frenzy																	
Bringer-of-the-Word	1	5	3	3	3	4	1	3	2/4	5	-		1				[17]
Hand Weapon; Extra Hand Weapon; Frenzy																	
<i>Storm Banner</i>	1	One use only. Activate at the beginning of any player's turn. No flying movement is allowed, and all missile fire is at -2 to hit. All non-magical missile attacks that don't use BS need to roll a 4+ on a D6 before they fire. Roll a D6 at the beginning of each of the following player's turns - the effects end on a roll of 4+.															[50]
Gutter Runners (6\times, 108 pts)																	
Gutter Runners	6	6	4	4	3	3	1	5	1/2	7	-	6+	1				108
Composition: Special 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																	
Plague Censer Bearers (6\times, 96 pts)																	
Plague Censer Bearers	6	5	3	3	3	4	1	3	2/3	5	-		1				96
Composition: Special 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.; Plague Censer; Frenzy; Hatred; Skirmishers																	
Doomwheel (1\times, 150 pts)																	
Doomwheel	1	3D6	-	-	6	6	5	0	-	-	4+		5				150
Composition: Rare D6+1 impact hits. See p67 for rules.; Causes Terror; Immune to Psychology; Large Target																	
Crew (Warlock & Rats)	1	-	3	3	2	-	-	4	2D6	7	-						[0]

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Doomwheel (1x, 150 pts)																	
Doomwheel	1	3D6	-	-	6	6	5	0	-	-	4+		5				150
Composition: Rare D6+1 impact hits. See p67 for rules.; Causes Terror; Immune to Psychology; Large Target																	
Crew (Warlock & Rats)	1	-	3	3	2	-	-	4	2D6	7	-						[0]
Total Cost:																2000	

Option Footnotes	
Options	
Extra Hand Weapon	+1 Attack. Requires two hands.
Flail	+2 Strength in the first round of any combat. Two-handed.
Hand Weapon	+1 Armour save bonus in combat when on foot and fighting with a shield; no effect if mounted.
Light Armour	6+ Armour save.
Musician 	+1 to combat resolution in a tie. +1 Leadership when attempting to Rally (may not exceed 10).
Plague Censer	+2 strength in the first turn of close combat; 2-handed 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 and models with the Mark of Nurgle only take a wound on a 6).
Shield	+1 Armour save bonus.
Sling	18" Range, Strength 3, Multiple Shots (x2) if target is within 9".
Standard Bearer 	+1 to Combat Resolution; Standard can be captured if unit Flees.
Throwing Star	6" Range, Strength as per user. Thrown Weapon.
Whip	Counts as an additional hand weapon if the bearer is in base contact with the enemy. Alternatively, can be used like a spear to make one attack through a rank of rat ogres or any number of ranks of giant rats.

Roster Design Information

Scurry Away!: +1 to the total rolled when determining fleeing distance.

Strength in Numbers: Units add their current Rank Bonus to their Leadership value for any leadership-based test.

Validation Report

Army Subtype: Skaven Army; Edition: 7th Edition; Game Type: Normal Game

Roster satisfies all enforced validation rules

Roster Statistics

Casting Dice: 9

Dispel Dice: 6

General's Ld: 7

Models: 176

Total Characters: 739.0

Total Core: 542.0

Total Magic Items: 195.0

Total Rare: 300.0

Total Special: 419.0

% Characters: 37.0

% Core: 27.1

% Magic Items: 9.8

% Rare: 15.0

% Special: 20.9

Group	Min	Max	Used
Heroes	0	4	2
Lords	0	1	1
Core	3	Unlimited	5
Special	0	4	3
Rare	0	2	2