2000 Pts - Skaven - XHC09 - Maarten - Skaven

Name	#	Μv	WS	BS	St	То	Wo	In	At	Ld	Sv	WSv	US	Mgc	Cast	Disp	Cost	
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Tunneling Team (6‡, 11	4 Pt	s)																
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Option Footnotes	
	Options
Extra Hand Weapon	+1 Attack. Requires two hands.
Hand Weapon	+1 Armour save bonus in combat when on foot and fighting with a shield; no effect if mounted.
Jezzail	36" Range, Strength 6, Armor Piercing, Move or Fire.
Light Armour	6+ Armour save.
Musician &	+1 to combat resolution in a tie. +1 Leadership when attempting to Rally (may not exceed 10).
Ratling Gun	15" Range, Strength 4, -2 to armor saves, move or fire.
	Fires D6 shots. After you roll, you can choose to add another D6 shots as many times as you like. When you
	stop, if the target is in range, all shots automatically hit.
	If you roll a DOUBLE on any of the dice, the Ratling Gun misfires.
	Double 1 or 2) Jammed, no shots fired.
	Double 3 or 4) Roll the Scatter dice. All shots rolled are fired in the direction of the arrow and hit the first target
	within 15".
	Double 5 or 6) The weapon explodes and the team is killed.
	This weapon may Stand and Shoot.
Shield	+1 Armour save bonus.
Spear	May fight in two ranks to the front if on foot; +1 Strength when mounted and charging.

Supercharged Warp-Power	+1 Power Die (included on profile).
Accumulator	
Upgraded Warp-Energy	The bearer can cast Warp Lightning with one more die than he is normally allowed.
Condenser	
Warp-Blades	+1 Strength.
	Spells
Miscast Table	Roll 2D6 on this table:
	2) The wizard dies. All models (and his mount/chariot) in base contact take a Strength 10 hit.
	3-4) The wizard and all models in base contact take a S6 hit with no armor saves.
	5-6) The opposing player may immediately cast one spell with the same casting rating or less. You can try to
	dispel it using your casting dice, using the base power value required to cast the spell.
	7) The caster suffers a Strength 2 hit (no armor save), loses his power dice, and can't do anything else this phase.
	8-9) The caster suffers an S4 hit (no armor saves), all spells are dispelled and the magic phase ends.
	10-11) The caster suffers an S8 hit (no armor saves) and loses a level and the spell he just tried to cast.
	12) The spell is cast as with Irresistable Force, but the caster may not cast it again this battle.

Roster Design Information

+1 to the total rolled when determining fleeing distance.

All units add their current Rank Bonus to their Leadership value for any leadership-based test.

You can fire into close combat, as long as you're in range and have line of sight. Shots hit the target on a 4+, or a randomly determined unit in base contact with the target on a 1-3.

Skaven characters may choose to lead a unit from the rearmost rank.

The following weapons count as magical: Assassins and Gutter Runners' poisoned weapons, Plague Censers' gas and hits, Warlock Engineers' warp-blades, Warplock Pistols, Poisoned Wind Globes, Jezzails, Ratling Guns, Warpfire Throwers and Warp-Lightning Cannons. Skaven wizards get Irresistable Force on a 13, not a double-6.

Eat a Warpstone Token to add an extra power die to a spell (this can exceed the maximum number of dice allowed for the wizard). If you roll a 1 on that die, you take a wound with no saves of any kind.

Weapon Teams: Must be deployed at the same time, and within 3" of, the unit they were bought with. After that, they count as a separate unit for the rest of the game. They may use their parent unit's rank bonus to modify their own Leadership tests if within 3", and count as a single character on foot for targetting purposes as long as they're within 3" of a friendly unit of at least 5 models. Weapon Teams can never charge into close combat, even if Frenzied.

Validation Report

Edition: 7th Edition; Game Type: Normal Game; Army Subtype: Skaven Army; Special Rules: Forbid Special Characters, Forbid Storm of Chaos, Forbid Albion, Forbid Lustria, Allow Forge World

Roster satisfies all enforced validation rules

Roster Statistics

Casting Dice: 10 Dispel Dice: 6 General's Ld: 5 # Models: 140

Total Characters: 490.0 Total Core: 782.0 Total Magic Items: 150.0

Total Rare: 100.0 Total Special: 628.0 % Characters: 24.5 % Core: 39.1 % Magic Items: 7.5 % Rare: 5.0 % Special: 31.4

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