

2000 Pts - Skaven - XHC09 - Maarten - Skaven

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	US	Mgc	Cast	Disp	Cost
Warplock Jezzails (105, 200 Pts)																	
Warplock Jezzails	10	5	3	3	3	3	1	4	2	5	6+*		2				200
Composition: Special Pavise: 4+ armor save against ranged attacks; Reliable: For each 1 to hit rolled, roll a D6. On a 1, the Jezzail hits itself; Hand Weapon; Jezzail; Skirmishers																	
Warplock Jezzails (105, 200 Pts)																	
Warplock Jezzails	10	5	3	3	3	3	1	4	2	5	6+*		2				200
Composition: Special Pavise: 4+ armor save against ranged attacks; Reliable: For each 1 to hit rolled, roll a D6. On a 1, the Jezzail hits itself; Hand Weapon; Jezzail; Skirmishers																	
Tunneling Team (65, 114 Pts)																	
Gutter Runner Tunneling Team	5	6	4	4	3	3	1	5	1/2	7	-		1				114
Composition: Special See Skaven rulebook, p19; Hand Weapon; Extra Hand Weapon; Poisoned Hand Weapons: Poisoned Attacks with hand weapons; Scouts; Skirmishers																	
Black Skaven	1	6	4	4	3	3	1	5	2/3	7	-		1				[29]
Hand Weapon; Extra Hand Weapon; Poisoned Hand Weapons: Poisoned Attacks with hand weapons																	
Tunneling Team (65, 114 Pts)																	
Gutter Runner Tunneling Team	5	6	4	4	3	3	1	5	1/2	7	-		1				114
Composition: Special See Skaven rulebook, p19; Hand Weapon; Extra Hand Weapon; Poisoned Hand Weapons: Poisoned Attacks with hand weapons; Scouts; Skirmishers																	
Black Skaven	1	6	4	4	3	3	1	5	2/3	7	-		1				[29]
Hand Weapon; Extra Hand Weapon; Poisoned Hand Weapons: Poisoned Attacks with hand weapons																	
Clanrats (305, 239 Pts)																	
Clanrats	29	5	3	3	3	3	1	4	1	5	5+ /4+		1				239
Composition: Core Musician , Hand Weapon; Spear; Light Armour; Shield																	
Ratling Gun Team	1	5	3	3	3	3	1	4	2	5	6+		2				[60]
Ratling Gun; Skirmishers																	
Clanrats (305, 239 Pts)																	
Clanrats	29	5	3	3	3	3	1	4	1	5	5+ /4+		1				239
Composition: Core Musician , Hand Weapon; Spear; Light Armour; Shield																	
Ratling Gun Team	1	5	3	3	3	3	1	4	2	5	6+		2				[60]
Ratling Gun; Skirmishers																	
Clanrats (305, 239 Pts)																	
Clanrats	29	5	3	3	3	3	1	4	1	5	5+ /4+		1				239
Composition: Core Musician , Hand Weapon; Spear; Light Armour; Shield																	
Ratling Gun Team	1	5	3	3	3	3	1	4	2	5	6+		2				[60]
Ratling Gun; Skirmishers																	
Warlock Engineer (15, 110 Pts)																	
Warlock Engineer	1	5	3	3	3/4	3	2	4	1	5	-		1	1	2	1	110
Composition: Hero General ; Hand Weapon; Supercharged Warp-Power Accumulator; Upgraded Warp-Energy Condenser; Warp-Blades																	
<i>Warpstone Charm</i>	1	One use only. Re-roll any single dice roll once during the game.															[25]
<i>2. Warp Lightning</i>	1	5+ Cast. / 9+ Cast. Magic Missile, 24" Range, D6/2D6 Strength 5 hits (D6 if cast at 5+, 2D6 if cast at 9+). For every 1 rolled on the number of hits, the caster suffers that hit.															[0]

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	US	Mgc	Cast	Disp	Cost
Warlock Engineer (1$\frac{1}{2}$, 110 Pts)																	
Warlock Engineer	1	5	3	3	3/4	3	2	4	1	5	-		1	1	2	1	110
Composition: Hero Hand Weapon; Supercharged Warp-Power Accumulator; Upgraded Warp-Energy Condenser; Warp-Blades																	
<i>Storm Daemon</i>	1	Bound Spell (Power 4). Magic Missile, Range 24", D6 Strength 5 hits. If you roll a 1 for the number of hits, the caster takes the hit instead. Roll a D6 after use - if you roll a 1, the spell cannot be cast again.														[25]	
<i>2. Warp Lightning</i>	1	5+ Cast. / 9+ Cast. Magic Missile, 24" Range, D6/2D6 Strength 5 hits (D6 if cast at 5+, 2D6 if cast at 9+). For every 1 rolled on the number of hits, the caster suffers that hit.														[0]	

Warlock Engineer (1$\frac{1}{2}$, 135 Pts)																	
Warlock Engineer	1	5	3	3	3/4	3	2	4	1	5	-		1	1	2	1	135
Composition: Hero Hand Weapon; Supercharged Warp-Power Accumulator; Upgraded Warp-Energy Condenser; Warp-Blades																	
<i>Dispel Scroll</i>	1	Once per battle, automatically dispels an enemy spell.														[25]	
<i>Eye of the Horned Rat</i>	1	Use in magic phase. Roll a D6 - on a 2-6 add once Power die to your pool, on a 1 remove one power die from your pool.														[25]	
<i>2. Warp Lightning</i>	1	5+ Cast. / 9+ Cast. Magic Missile, 24" Range, D6/2D6 Strength 5 hits (D6 if cast at 5+, 2D6 if cast at 9+). For every 1 rolled on the number of hits, the caster suffers that hit.														[0]	

Warlock Engineer (1$\frac{1}{2}$, 135 Pts)																	
Warlock Engineer	1	5	3	3	3/4	3	2	4	1	5	-		1	1	2	1	135
Composition: Hero Hand Weapon; Supercharged Warp-Power Accumulator; Upgraded Warp-Energy Condenser; Warp-Blades																	
<i>Warpstorm Scroll</i>	1	Scroll. Bound Spell (Power 5). One use only. All units of flyers and flying monsters within 24" suffer D6 Strength 6 hits, as if from shooting.														[50]	
<i>2. Warp Lightning</i>	1	5+ Cast. / 9+ Cast. Magic Missile, 24" Range, D6/2D6 Strength 5 hits (D6 if cast at 5+, 2D6 if cast at 9+). For every 1 rolled on the number of hits, the caster suffers that hit.														[0]	

Warp-Lightning Cannon (1$\frac{1}{2}$, 100 Pts)																	
Warp-Lightning	1	5	-	-	-	6	3	1	-	5	-	4+	3				100
Composition: Rare Moves as a Chariot, but may march. May never charge into combat, and always flee from combat (even if they'd normally not be allowed to); Unsaved wound of Strength 7+ destroys the cannon immediately; For cannon rules, see Skaven rulebook, p28-29																	

Night Runners (6$\frac{1}{2}$, 30 Pts)																	
Night Runners	6	6	3	3	3	3	1	5	1	6	-		1				30
Composition: Core Hand Weapon; Skirmishers																	

Night Runners (7$\frac{1}{2}$, 35 Pts)																	
Night Runners	7	6	3	3	3	3	1	5	1	6	-		1				35
Composition: Core Hand Weapon; Skirmishers																	

Total Cost: 2000

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 \mathcal{B}	+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 Accumulator	+1 Power Die (included on profile).
Upgraded Warp-Energy Condenser	The bearer can cast Warp Lightning with one more die than he is normally allowed.
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 Irresistible 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, Warfire Throwers and Warp-Lightning Cannons. Skaven wizards get Irresistible 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