

## Skaven Army List

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Range	Special
Slave	6	8"	1	0	1	6	1/1		
Slave Spearman	9	8"	1	0	1	6	1/1 - Str (1) Long Weapon		
Warrior	13	8"	1	2 - shield	2	7	1/2		
Warrior Spearman	19	8"	1	2 - shield	2	7	1/2 - Str (1) Long Weapon		
Black Rat With Halberd	26	8"	1	2	3	8	1/3 - Str (2) Long Weapon		
Death Monk	20	8"	1	0 Evasion (1)	3	8	2/2		
Death Bearer	21	8"	1	0	3	7	Sweep (3)/3 Eldritch		Beserk
Globe Bomber	31	8"	1	0	3	7	1/2	Globe (9"): 1/3 - Eldritch, D3 Hits	
Shadow Runner		8"	1	0 Evasion (1)	2	7	2/2	Sling?	Infiltrate (?)
Sewer Runner		8"	1	0 Evasion (1)	2	8	23	Shuriken (9"): 1/3 - Natural	
Gunner Team (Elite)	56	8"	2	0	2	7	2/2	Musket (30"): 1/3 - Str (3) Artillery, D3 Wounds	Base 2
Fire Team (Elite)	141	8"	2	0	2	7	2/2	Flamer (12"): 1/3 - Str (2) Magic, Fire, 2D3 Hits	Base 2
Mortar Team (Elite)	111	8"	2	0	2	7	2/2	Mortar (18"): 1/3 - Eldritch, 2D3 Hits	Base 2
Ratwheel	202	12"	6	3 Fixed	2	8	Crew: 1/3 Rats: 6/1 D3 Hits	Lightning (15"): 3/3 - Eldritch, Natural	Ram: 8/3 Str (2)
Rat Ogre	42	9"	3	2	2	7	2/3 Str (2), Bite: 1/3 Str (2) D3 Wounds		Base 4
Giant Rat	9	8"	1	0	1	6	1/2		Swim
Rat Swarm	22	8"	6	0	1	6 fearless	6/1 Weak		Base 4, Swim
Warlord		8	3		3				
Champion		8	2		3				
Seer		8	3		4				
Packmaster		8	2		3				
Avatar		12	6		4				

Design Notes:

Death Monk - Evasion represents the pestilence clouds and swarm of flies that surrounds them

Globe Bomber - Eldritch as poison gas should ignore armour

Ratwheel - Low combat stats compared to Doomwheel but buffed Ram attack. Lightning weakened as its non-random target

Giant Rat - May need buffing