

<p>Clanrats (1)</p> <p>C: 1 B: 1 E: 2</p> <p>Screen</p> <p>2 Skaven infantry</p>	<p>Skaven Magic</p> <p><i>Skitterleap</i></p> <p>One friendly hero may be moved from any objective to another at any time, even into combat.</p> <p>-1</p> <p>TAKE TERRAIN</p>	<p>Clanrats (1)</p> <p>C: 1 B: 1 E: 2</p> <p>Screen</p> <p>2 Skaven infantry</p>	<p>Clanrats (1)</p> <p>C: 1 B: 1 E: 2</p> <p>Screen</p> <p>2 Skaven infantry</p>
<p>Clanrats (1)</p> <p>C: 1 B: 1 E: 2</p> <p>Screen</p> <p>2 Skaven infantry</p>	<p>Stormvermin (2)</p> <p>C: 2 B: 1 E: 2</p> <p>+1 C attacking</p> <p>1 Skaven infantry</p>	<p>Stormvermin (2)</p> <p>C: 2 B: 1 E: 2</p> <p>+1 C attacking</p> <p>1 Skaven infantry</p>	<p>Skavenslave Slingers (1)</p> <p>C: 1 B: 0 E: 1</p> <p>Mob</p> <p>Fodder or +1 missile C</p> <p>2 Skaven infantry</p>
<p>Skavenslaves (1)</p> <p>C: 1 B: 0 E: 1</p> <p>Mob</p> <p>Fodder</p> <p>3 Skaven infantry</p>	<p>Clan Skryre Warpstone Mutants (3)</p> <p>C: 2 B: * E: 3</p> <p>Mob</p> <p>Regenerate</p> <p>Immune to poison</p> <p>Unbreakable</p> <p>Screen or RN missile C</p> <p>3 Skaven infantry</p>	<p>Rat Ogres (5)</p> <p>C: 4 B: 3 E: 4</p> <p>Cause Horror</p> <p>Fearless</p> <p>Magic resistant</p> <p>+2 C attacking, Fearlessness</p> <p>-2 Skaven infantry</p>	<p>Rat Swarm (1)</p> <p>C: 1 B: 0 E: 1</p> <p>+1 C poison</p> <p>Scout</p> <p>3 Skaven infantry</p>

<p>Rat Swarm 1</p> <p>C: 1 B: 0 E: 1</p> <p>+1 C poison</p> <p style="text-align: right;">Scout</p> <p style="text-align: right;">3</p> <p style="text-align: right;">Skaven infantry</p>	<p>Gutter Runners 3</p> <p>C: 3 B: 2 E: 3</p> <p>+1 C Poison</p> <p>Elite</p> <p>Engineers</p> <p style="text-align: right;">Scout, Ambush, +1 C attacking</p> <p style="text-align: right;">-2</p> <p style="text-align: right;">Skaven infantry</p>	<p>Plague Monks 3</p> <p>C: 1 B: 2 E: 4</p> <p>Berserkers</p> <p>+2 C poison</p> <p>Spell support</p> <p>Magic resistance</p> <p style="text-align: right;">+1 C attacking, Spell support, Magic-resistant</p> <p style="text-align: right;">-2</p> <p style="text-align: right;">Skaven infantry</p>	<p>Skaven Special</p> <p><i>Plague-infested</i></p> <p>-1 E penalty to any enemy unit in an assault or counterattack. This card may be played after the RN draw.</p> <p style="text-align: center;">-2</p> <p style="text-align: center;">RALLY</p>
<p style="text-align: center;">TAKE TERRAIN</p> <p style="text-align: center;">0</p> <p style="text-align: center;">Any unit in the player's hand may swap places with a friendly unit currently occupying a taken terrain. The unit brought to the hand cannot be used this turn.</p> <p style="text-align: center;">Catcombs</p> <p style="text-align: center;">Skaven Special</p>	<p style="text-align: center;">Skaven Magic</p> <p style="text-align: center;"><i>Haste</i></p> <p>Allows an infantry unit to be used as cavalry to charge, pursuit or flank, or to avoid pursuit.</p> <p style="text-align: center;">0</p> <p style="text-align: center;">COUNTERATTACK</p>	<p style="text-align: center;">Skaven Special</p> <p style="text-align: center;"><i>Screaming Bell</i></p> <p>Gives any unit permanent berserker and cause horror abilities. If the unit routs, the bell is lost.</p> <p style="text-align: center;">0</p> <p style="text-align: center;">TAKE TERRAIN</p>	<p style="text-align: center;">Skaven Magic</p> <p style="text-align: center;"><i>Vermintide</i></p> <p>Immediately draw enough cards to fill the hand; any or all may be played in the same turn.</p> <p style="text-align: center;">0</p> <p style="text-align: center;">+1 C, +1 B, +1 E 3 Leadership Spell Support</p> <p style="text-align: center;"><i>Skaven General</i> <i>Gray Seer</i></p>
<p style="text-align: center;">TAKE TERRAIN</p> <p style="text-align: center;">0</p> <p style="text-align: center;">+2 C poison 2 Leadership Magic-resistance</p> <p style="text-align: center;"><i>Skaven Captain</i> <i>Plague Priest</i></p>	<p style="text-align: center;">RALLY</p> <p style="text-align: center;">-2</p> <p style="text-align: center;">+1 C poison 1 Leadership Assassin – Discard this hero and discard an enemy hero in the same combat.</p> <p style="text-align: center;"><i>Skaven Warlord</i> <i>Skaven Captain</i></p>	<p style="text-align: center;">Skaven Special</p> <p style="text-align: center;"><i>Run, Run, Run Away</i></p> <p>This card allows an elimination result to be changed to a rout.</p> <p style="text-align: center;">0</p> <p style="text-align: center;">+1 C, +1 B 2 Leadership Engineer</p> <p style="text-align: center;"><i>Skaven Captain</i> <i>Warlord</i></p>	<p style="text-align: center;">TAKE TERRAIN</p> <p style="text-align: center;">1</p> <p style="text-align: center;">COUNTERATTACK</p>

Skaven Arsenal Sheet

(most of the information on this sheet is quoted from the skaven army book produced by Games Workshop)

Arsenal Composition:

14 Units
2 Counterattack
5 Take Terrain
2 Rally
4 Specials
4 Leaders
3 Spells
RN Distribution: Chaotic

Background:

The skaven are a race of malevolent rat-men that inhabit huge underground cities and catacombs. In their capital city of Skavenblight, the mighty Lords of Decay, ruthless rulers of all skaven, sit in the Council of Thirteen, scheming and planning in preparation for the time when their armies will emerge from their subterranean realm to raze the entire surface world and rule over its ruins. This is the ultimate ambition of the skaven race, a destiny which is preached by the Gray Seers, who are powerful wizards and prophets of the Horned Rat – the malevolent skaven deity.

Units:

Clanrats – form the bulk of every skaven army. On their own, clanrats are not exceptional fighters, lacking discipline and determination, but in large groups are fearsome opponents.

Skavenslaves – masses of slaves are often pushed at the head of skaven armies as fodder against enemy missile fire or to test the strength of the enemy positions. The lucky ones are given slings and used as skirmishers.

Stormvermin – these black-furred skaven are stronger and more vicious warriors than normal. Better equipped than the rest of their comrades, stormvermin often form bodyguard units for skaven commanders.

Rat Ogres – massive, hulking monsters created from a warped mix of different creatures. These 10' tall creatures are little more than masses of muscles and razor-sharp claws, moved only by their strong instinct to kill and responding only to the orders of skaven generals.

Rat Swarm – countless numbers of ravenous rats are attracted by skaven armies. The rats often carry diseases and are used to scout out enemy positions.

Clan Skryre Warpstone Mutants – a hodgepodge of creatures permanently mutated by the effects of warpstone exposure on the skaven. The creatures are crazed and armed with warpstone weapons that are as likely to explode as work.

Gutter Runners – skaven assassins skilled in setting traps, infiltration and using terrain to the best advantage.

Plague Monks – wearing tattered robes to hid their bloated, sore-covered bodies, these fanatics are so impervious to pain, they must be literally chopped to pieces before they stop fighting. The stench and swarms of flies that surround them are a sign of the presence of these monks of pestilence on the battlefield. Constant exposure to warpstone has made them resistant to magic cast at them, while enhancing friendly magic around them.

Specials:

Plague-infested – skaven are notorious for carrying infectious diseases.

Run, Run, Run Away – their small size and quickness allow skaven to escape the most precarious situations, living to fight another day.

Catacombs – as skaven are masters of underground movement, opposing generals are often surprised to find the entire battlefield undermined by tunnels used by the skaven.

Screaming Bell – an unholy altar from which the Gray Seers preach to the skaven. Its sound reaches deep into the evil hearts of the rat-men, inspiring awe and devotion, a message of death for the skaven's enemies and of victory for the skaven.

Heroes:

Gray Seers – powerful wizards who rule the skaven.

Warlords – skaven leaders with varying abilities; some are assassins, some masters of engineering, all competent warriors and commanders.

Plague Priests – leaders of Clan Pestilens, they spend their time researching newer and deadlier plagues to unleash on the surface world.

Magic:

Skitterleap – skaven heroes can teleport in and out of danger.

Haste – increases the metabolism of skaven physiology, allowing them to move at unnatural speeds.

Vermintide – a magical call that is irresistible to skaven, focusing them on the commands of the general, pushing them forward into battle.