Warband Name: Black Death

Warband Type: Skaven Clan Eshin

Treasury

Gold Crowns: 8

Treasure:

Warband Rating

Grand Total Experience:	44
Members (13) x 5:	65
Large Creatures (0) x 20:	0
Hired Swords:	0
Dramatis Personae: +	0
Rating:	109

Stored Equipment

Name: Rerkit Poisonfur

Type: Assassine Adept

☑ Combat ☑ Shooting ☑ Academic ☑ Strength ☑ Speed ☑ Special

M	WS	BS	S	T	W	I	A	Ld	Sv
6	4	4	4	3	1	5	1	7	

HERO ▲ Racial Maximums ▲ Experience ▶

Equipment:
Weeping Blades
Light Armour

Skills & Spells:
Leader
Perfect Killer: An Assassin Adept always has an extra -1 modifier to any armour save the enemy has to take against wounds they inflicted (both with shooting and close combat weapons)

Injuries:

5 10 15 20 25 30

Total Experience 20

Name: Quaknaw Poisongash

Type: Black Skaven

☑ Combat ☑ Shooting ☐ Academic ☑ Strength ☑ Speed ☑ Special

M	WS	BS	S	T	W	I	A	Ld	Sv
6	4	3	4	3	1	5	1	6	

HERO ▲ Racial Maximums ▲ Experience ▶

Equipment:
Halberd

Skills & Spells:

Injuries:

5 10 15 20 25 30

Total Experience 8

Name: Swilik Gutterbane

Type: Black Skaven

☑ Combat ☑ Shooting ☐ Academic ☑ Strength ☑ Speed ☑ Special

M	WS	BS	S	T	W	I	A	Ld	Sv
6	4	3	4	3	1	5	1	6	

HERO ▲ Racial Maximums ▲ Experience ▶

Equipment:
Halberd

Skills & Spells:
Magic User: Warpfire

Injuries:

5 10 15 20 25 30

Total Experience 8

Name: Nelachitt Verminbite

Type: Eshin sorcerer

☐ Combat ☐ Shooting ☑ Academic ☐ Strength ☑ Speed ☑ Special

M	WS	BS	S	T	W	I	A	Ld	Sv
5	3	3	3	3	1	4	1	6	

HERO ▲ Racial Maximums ▲ Experience ▶

Equipment:
Halberd

Skills & Spells:

Injuries:

5 10 15 20 25 30

Total Experience 8

Name: Rotrek Doommange

Type: Night Runner

☑ Combat ☑ Shooting ☐ Academic ☐ Strength ☐ Speed ☑ Special

M	WS	BS	S	T	W	I	A	Ld	Sv
6	2	3	3	3	1	4	1	4	

HERO ▲ Racial Maximums ▲ Experience ▶

Equipment:
Sling, 2x Mace

Skills & Spells:

Injuries:

5 10 15 20 25 30

Total Experience 0

Name: Snilik Blackshard

Type: Night Runner

☑ Combat ☑ Shooting ☐ Academic ☐ Strength ☐ Speed ☑ Special

M	WS	BS	S	T	W	I	A	Ld	Sv
6	2	3	3	3	1	4	1	4	

HERO ▲ Racial Maximums ▲ Experience ▶

Equipment:
Sling, 2x Mace

Skills & Spells:

Injuries:

5 10 15 20 25 30

Total Experience 0

Name: The Fighers
Type: Verminkin | Number: 3

M	WS	BS	S	T	W	I	A	Ld	Sv

Equipment:
Mace

Special Rules & Skills:
Tholk Bloodpest
Ratchkit Greyclaw
Paskreet Fleshfiend
Skyre Stormnip

Experience 5 10
Group Experience:

Name: The Shooters
Type: Verminkin | Number: 4

M	WS	BS	S	T	W	I	A	Ld	Sv

Equipment:
Mace + Sling

Special Rules & Skills:
Skitrit Cankernip
Iklik Blackfilth
Rachtilik Slinkshredder

Experience 5 10
Group Experience:

Name:
Type: | Number:

M	WS	BS	S	T	W	I	A	Ld	Sv

Equipment:

Special Rules & Skills:

Experience 5 10
Group Experience:

Name:
Type: | Number:

M	WS	BS	S	T	W	I	A	Ld	Sv

Equipment:

Special Rules & Skills:

Experience 5 10
Group Experience:

Name:
Type: | Number:

M	WS	BS	S	T	W	I	A	Ld	Sv

Equipment:

Special Rules & Skills:

Experience 5 10
Group Experience:

Name:
Type: | Number:

M	WS	BS	S	T	W	I	A	Ld	Sv

Equipment:

Special Rules & Skills:

Experience 5 10
Group Experience:

Name:
Type: | Number:

M	WS	BS	S	T	W	I	A	Ld	Sv

Equipment:

Special Rules & Skills:

Experience 5 10
Group Experience:

Henchmen Total Experience: 0

Notes (Skill Descriptions, Spell Descriptions, etc.):

Warpfire: (D:8)The spell has a range of 8", hitting the first model in its path. The spell causes D3 Strength 4 hits on its target, and one Strength 3 hit on each model within 2" of the target.

Black Lotus: A weapon coated with the sap of the Black Lotus will wound its target automatically if you roll a 6 to hit. Note that you can still roll a dice for every wound inflicted in this way. If you roll a 6, you will inflict a critical hit with that roll. If you do not roll a 6, you will cause a normal wound. Take armour saves as normal.