

BLACK DEATH - SKAVEN CLAN ESHIN - POISONING THE WELL

WARBAND RATING : 568

BODY COUNT : 13

ROUT LIMIT : 4

CAMPAIGN POINTS : 6

STASHED GOLD : 18

TREASURES : 1

Stash

POISONING THE WELL

Objective	Condition	Reward
Playing a scenario	Just participate in a scenario. Nothing more.	+2 CP
Winning a scenario	Win the scenario!	+2 CP
Objective Tainted	Roll a 4+ on D6 everytime the warband taints an objective with wyrdstone.	+1 CP
Destroyed Encampment	Whenever an encampment is burnt to the ground.	+2D3 CP
Poisoned out of action	Roll a 4+ on D6 for every enemy henchman that permanently dies from using a poisoned or warpstone weapon.	+1 CP
Poisoned hero out of action	For every enemy hero that permanently dies from using a poisoned or warpstone weapon.	+2D3 CP
CP	Achievement	
5 ✓	An Endless Web of Sewers: In any match that is played within the city, the warband may choose to begin the game underground.	
10	Eye for Warpstone: From now on, when the warband acquires a treasure, they may choose for it to be tainted.	
15	Emmisary of Skavenblight: An Albino Storm Vermin hired sword joins the warband via a blood pact. If this hired sword dies permanently, the warband gets a new one and has to pay 40gc.	
20	Gaze of the Council: Black Lotus, Dark Venom, Spider Spittle and Manticore Spoor are common items for the warband. In addition, one henchman at a time may now also use poisons.	
25	Mortslieb Falling: Whenever the warband rolls a Random Happening, they may choose to change that happening to "55 - Shard of Wyrdstone". Choose a place on the battlefield and roll an artillery and scatter dice to determine its final falling place (re-roll the hit symbol, it always scatters)	
35	Assassination Protocol: From now on, when you take out the leader of a warband following another plot, the leader is automatically dead. No need to roll on the Serious Injury chart. This applies for the first leader you take out from each plot.	
40	An Invitation to the Thirteen: Rout out any other "Poisoning the Well" warband to win the campaign. If there is no other warband playing this plot, you automatically win the campaign.	

RERKIT POISONFUR - ASSASSINE ADEPT145
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
6"	4	4	4	3	2	5	1	7	5+	6

Weapon	Range	Strength	Traits
--------	-------	----------	--------

Weeping Blades	Melee	as User	Pair, Venomous (will wound its target automatically if you roll a 6 to hit), Parry
----------------	-------	---------	--

WARGEAR	Light Armour (Armour Save +2)
----------------	-------------------------------

SKILL LISTS	Combat, Shooting, Academic, Strength, Speed, Special
--------------------	--

RULES	Leader: See the respective rule in the Leadership & Psychology section. 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).
--------------	--

QUAKNAW POISONGASH - BLACK SKAVEN62
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
6"	4	3	4	3	1	5	1	6	-	2

Weapon	Range	Strength	Traits
--------	-------	----------	--------

Halberd	Melee	+1	Two-handed
---------	-------	----	------------

WARGEAR	Black Lotus (will wound its target automatically if you roll a 6 to hit)
----------------	--

SKILL LISTS	Combat, Strength, Speed, Special
--------------------	----------------------------------

NELACHITT VERMINBITE - ESHIN SORCERER57
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
5"	3	3	3	3	1	4	1	6	-	2

Weapon	Range	Strength	Traits
--------	-------	----------	--------

Halberd	Melee	+1	Two-handed
---------	-------	----	------------

Sling	18"	3	Fire twice at half range
-------	-----	---	--------------------------

SKILL LISTS	Academic, Speed, Special
--------------------	--------------------------

RULES	Wizard: Warpfire (D8) - Range 8" - D3 S4 hits (and one S3 hit on each model within 2" of the target)
--------------	---

SWILIK GUTTERBANE - BLACK SKAVEN50
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
6"	4	3	4	3	1	5	1	6	-	2

Weapon	Range	Strength	Traits
--------	-------	----------	--------

Halberd	Melee	+1	Two-handed
---------	-------	----	------------

SKILL LISTS	Combat, Strength, Speed, Special
--------------------	----------------------------------

ROTREK DOOMMANGE - NIGHTRUNNER22
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
6"	2	3	3	3	1	4	1	4	-	2

Weapon	Range	Strength	Traits
Sling	18"	3	Fire twice at half range
Dagger	Melee	as User	Enemy armour save +1

SKILL LISTS	Combat, Shooting
-------------	------------------

SNILIK BLACKSHARD - NIGHTRUNNER22
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
6"	2	3	3	3	1	4	1	4	-	2

Weapon	Range	Strength	Traits
Sling	18"	3	Fire twice at half range
Dagger	Melee	as User	Enemy armour save +1

SKILL LISTS	Combat, Shooting
-------------	------------------

SKITRIT CANKERNIP - VERMINKIN28
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
5"	3	3	3	2	1	4	1	5	-	2

Weapon	Range	Strength	Traits
Sling	18"	3	Fire twice at half range
2x Club	Melee	as User	

IKLIK BLACKFILTH - VERMINKIN28
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
5"	3	3	3	3	3	1	4	1	5	-

Weapon	Range	Strength	Traits
Sling	18"	3	Fire twice at half range
2x Club	Melee	as User	

RACHTILIK BONEFUR - VERMINKIN28
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
5"	3	3	3	3	1	4	1	5	-	2

Weapon	Range	Strength	Traits
Sling	18"	3	Fire twice at half range
2x Club	Melee	as User	

THOLK BLOODPEST - VERMINKIN26
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
5"	3	3	3	3	1	4	1	5	-	2

Weapon	Range	Strength	Traits
2x Club	Melee	as User	

RATCHKIT GREYCLAW - VERMINKIN26
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
5"	3	3	3	3	1	4	1	5	-	2

Weapon	Range	Strength	Traits
2x Club	Melee	as User	

PASKREET FLESHFIEND - VERMINKIN26
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
5"	3	3	3	3	1	4	1	5	-	2

Weapon	Range	Strength	Traits
2x Club	Melee	as User	

SKYRE STORMNIP - VERMINKIN26
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
5"	3	3	3	3	1	4	1	5	-	0

Weapon	Range	Strength	Traits
--------	-------	----------	--------

2x Club	Melee	as User
---------	-------	---------