| Warband Name: | Skaven Guards (Skaven) | Warband Rating: | 148 | Rout Limit: | 5 | Gold Coins: | 3 | Shards: | 1 |

---

**Name:** Bossmeng        **Type:** Assassin Adept        **Level:** 23 [ +1 ]

| M | WS | BS | S | T | W | I | A | LD | Sv |
|---|----|----|---|---|---|---|---|----|----|
| 6 | 4 | 4 | 4 | 3 | 1 | 5 | 1 | 7 | 6 |

**Weapons:** Club, Club, Short Bow

**Armour:** Unholy Relic

**Rules:** Leader, Perfect Killer, Fearsome, Smashed Leg

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**Name:** BS1        **Type:** Black Skaven        **Level:** 12 [ +2 ]

| M | WS | BS | S | T | W | I | A | LD | Sv |
|---|----|----|---|---|---|---|---|----|----|
| 6 | 4 | 3 | 4 | 3 | 1 | 4 | 1 | 6 | - |

**Weapons:** Dagger, Dagger, Short Bow

**Rules:** Infiltration

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**Name:** BS2        **Type:** Black Skaven        **Level:** 11 [ +3 ]

| M | WS | BS | S | T | W | I | A | LD | Sv |
|---|----|----|---|---|---|---|---|----|----|
| 6 | 4 | 3 | 4 | 3 | 1 | 5 | 1 | 6 | - |

**Weapons:** Dagger, Dagger, Short Bow

**Rules:** Infiltration

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**Name:** NR1        **Type:** Night Runner        **Level:** 4 [ +2 ]

| M | WS | BS | S | T | W | I | A | LD | Sv |
|---|----|----|---|---|---|---|---|----|----|
| 6 | 2 | 3 | 3 | 3 | 1 | 4 | 1 | 4 | - |

**Weapons:** Dagger, Dagger, Short Bow

**Rules:** Infiltration, Wall Runner

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**Name:** NR2        **Type:** Night Runner        **Level:** 3 [ +1 ]

| M | WS | BS | S | T | W | I | A | LD | Sv |
|---|----|----|---|---|---|---|---|----|----|
| 6 | 2 | 3 | 3 | 3 | 1 | 4 | 1 | 4 | - |

**Weapons:** Dagger, Dagger, Short Bow

**Rules:** Infiltration, Hate Dhar (Labers Shaman)

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**Name:** The Horde        **Type:** 14 Verminkin

| M | WS | BS | S | T | W | I | A | LD | Sv |
|---|----|----|---|---|---|---|---|----|----|
| 5 | 3 | 3 | 3 | 3 | 1 | 4 | 1 | 5 | - |

**Weapons:** Dagger, Dagger, Short Bow

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* the [ +* ] notation behind the level states how many level ups you need to gain an advance

# Skills and other Rules

| | |
|---|---|
| **Leader** | Any model within 6" may use the Leaders Leadership instead of its own. |
| **Perfect Killer (Skaven)** | Armour Penetration +1 (both shooting and melee) |
| **Fearsome (Strength)** | The model causes fear in opposing models. |
| **Smashed Leg (Injury)** | The model may not run. |
| **Infiltration (Skaven)** | This Skaven model is not deployed with the others but after opponents have placed their models. It can be placed anywhere on the battlefield as long as it is out of sight of enemies and more than 12" away from any enemy model. |
| **Wall Runner (Skaven)** | The model does not need to take an Initiative test when climbing walls. |

# Equipment

| | |
|---|---|
| **Club (Strength +0)** | A roll of 2-4 is treated as stunned when rolling to see the extent of a models injury |
| **Dagger (Strength +0)** | Enemy save modifier +1. If it has none, it gets a 6+ armor save |
| **Short Bow (Strength 3, Range 16)** | |
| **Unholy Relic** | Automatically pass the first leadership test this model needs to make. |