

## Rerkit Poisonfur - Assassin Adept

60  
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
6"	4	4	4	3	1	5	1	7	-	20

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
Weeping Blades	Melee	as User	Pair,Venomous,Parry

**RULES** **Leader:** See the respective rule in the Leadership & Psychology section.  
**Perfect Killer:** Always apply an extra -1 modifier to any armour save the enemy has to take against wounds inflicted (both with shooting and close combat weapons).

## Nelachitt Verminbite - Eshin Sorcerer

45  
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
5"	3	3	3	3	1	4	1	6	-	8

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
Halberd	Melee	+1	Two-handed

**RULES** **Wizard:** Warpfire (Difficulty 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.

## Swilik Gutterbane - Black Skaven

40  
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
6"	4	3	4	3	1	5	1	6	-	8

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
Halberd	Melee	+1	Two-handed

## Quaknaw Poisongash - Black Skaven

40  
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
6"	4	3	4	3	1	5	1	6	-	8

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
Halberd	Melee	+1	Two-handed

## Rortek Doommange - Night Runner

20  
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
6"	2	3	3	3	1	4	1	4	-	0

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
2x Club	Melee	as User	Concussion
Sling	18	3	Fire twice at half range

## Snilik Blackshard - Night Runner

20  
gc

M	WS	BS	S	T	W	I	A	Ld	AS	XP
6"	2	3	3	3	1	4	1	4	-	0

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
2x Club	Melee	as User	Concussion
Sling	18	3	Fire twice at half range

## The Fighters - Verminkin

20  
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
Dagger	Melee	as User	Enemy armour save
Club	Melee	as User	Concussion

## The Shooters - Verminkin

20  
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
Dagger	Melee	as User	Enemy armour save
Club	Melee	as User	Concussion
Sling	18	3	Fire twice at half range