
























 Chaos - Skaven [995pts]	
Leader	
   Master Moulder	125pts
Fighters	
   Giant Rat x5	10pts
  Packmaster	10pts
  Rat Ogor	225pts
  Rat Ogor with Warfire Gun	225pts

 Chaos - Skaven [995pts]	
Selection Rules	
	[Reaction] Musk of Fear : fighter can make this reaction after an enemy fighter finishes a move action visible to this fighter and within 3" of this fighter. Pick another friendly fighter with the Skaven faction runemark within 3" of this fighter. That fighter makes a bonus move action or a bonus disengage action, and must end that action more than 3" away from the enemy fighter that made the move action.
 	<input checked="" type="checkbox"/> [Double] Crack the Whip : Pick a visible friendly fighter with the Beast runemark within 4" of this fighter. That fighter makes a bonus melee attack action.
  	<input checked="" type="checkbox"/> [Double] Flesh-mend : Pick a visible friendly fighter with the Beast runemark within 4" of this fighter. Remove a number of damage points allocated to that fighter up to half the value of this ability (rounding up).
 	<input checked="" type="checkbox"/> [Double] Scurry Away : A fighter can only use this ability if they are within 3" of an enemy fighter. Roll a dice. On a roll of 2+, this fighter makes a bonus disengage action.
 	<input checked="" type="checkbox"/> [Triple] Crushing Charge : Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.
 	<input checked="" type="checkbox"/> [Triple] Lead From The Back : Until the end of the battle round, add half the value of this ability (rounding up) to the Attacks characteristic of melee attack actions made by visible friendly fighters while they are within 6" of this fighter.