II
Plague Monk
Skaven
0
0
2
Ferocity
Advance
When revealed, place this enemy in the shadows.
If this enemy is defeated, roll 1 ⬢. On a ⫽, this enemy recovers 1 ●, becomes exhausted and moves to the shadows.
Ferocity: If this enemy is engaged with you, suffer 3 ●.
To stop a Plague Monk, wholly dismember it.

II
Plague Monk
Skaven
0
0
2
Ferocity
Advance
When revealed, place this enemy in the shadows.
If this enemy is defeated, roll 1 ⬢. On a ⫽, this enemy recovers 1 ●, becomes exhausted and moves to the shadows.
Ferocity: If this enemy is engaged with you, suffer 3 ●.
To stop a Plague Monk, wholly dismember it.

II
Plague Monk
Skaven, Elite
1
0
3
Ferocity
Advance
When revealed, place this enemy in the shadows.
If this enemy is defeated, roll 1 ⬢. On a ⫽, this enemy recovers 1 ●, becomes exhausted and moves to the shadows.
Ferocity: If this enemy is engaged with you, suffer 3 ●.
To stop a Plague Monk, wholly dismember it.

I
Skavenslave Pack
Skaven
2
0
3
Advance
Inflict
Whenever this enemy suffers ● it immediately retreats and becomes exhausted if it is not defeated.
Apply -1 to this enemy's attack if it has suffered any ●.
In warfare, skavenslaves are used en masse to absorb missile fire and to overwhelm the foe with numbers. A common Warlord tactic is to whip Skavenslaves to the fore of an assault.

I
Skavenslave Pack
Skaven
2
0
3
Advance
Inflict
Whenever this enemy suffers ● it immediately retreats and becomes exhausted if it is not defeated.
Apply -1 to this enemy's attack if it has suffered any ●.
In warfare, skavenslaves are used en masse to absorb missile fire and to overwhelm the foe with numbers. A common Warlord tactic is to whip Skavenslaves to the fore of an assault.

I
Skavenslave Pack
Skaven, Elite
2
0
4
Advance
Inflict
Whenever this enemy suffers ● it immediately retreats and becomes exhausted if it is not defeated.
Apply -1 to this enemy's attack if it has suffered any ●.
In warfare, skavenslaves are used en masse to absorb missile fire and to overwhelm the foe with numbers. A common Warlord tactic is to whip Skavenslaves to the fore of an assault.

III
Eshin Assassin
Skaven
2
1
4
Vanish
When revealed, spawn 1 enemy facedown in the shadows. Then, the party leader becomes bleeding and suffers 2 ●.
Vanish: This enemy is shuffled together with the top 3 cards of the enemy deck, and these cards are placed on top of the enemy deck.
They strike like snakes from the darkness.

III
Eshin Assassin
Skaven
2
1
4
Vanish
When revealed, spawn 1 enemy facedown in the shadows. Then, the party leader becomes bleeding and suffers 2 ●.
Vanish: This enemy is shuffled together with the top 3 cards of the enemy deck, and these cards are placed on top of the enemy deck.
They strike like snakes from the darkness.

III
Eshin Assassin
Skaven, Elite
3
1
4
Vanish
When revealed, spawn 1 enemy facedown in the shadows. Then, the party leader becomes bleeding, sickened and suffers 2 ●.
Vanish: This enemy is shuffled together with the top 3 cards of the enemy deck, and these cards are placed on top of the enemy deck.
They strike like snakes from the darkness.

II
Poison Wind Globadier
Skaven
0
1
2
Gas Globe
Suicide
Retreat
Gas Globe: If this enemy is in the shadows, you and the hero to your left each become sickened. Then, the lowest-ranked enemy engaged with you suffers 1 ♦.
Suicide: If you are engaged with this enemy and it has suffered ♦, it is defeated and you become sickened.
To breath the gases means imminent death.

II
Poison Wind Globadier
Skaven
0
1
2
Gas Globe
Suicide
Retreat
Gas Globe: If this enemy is in the shadows, you and the hero to your left each become sickened. Then, the lowest-ranked enemy engaged with you suffers 1 ♦.
Suicide: If you are engaged with this enemy and it has suffered ♦, it is defeated and you become sickened.
To breath the gases means imminent death.

II
Poison Wind Globadier
Skaven, Elite
1
1
3
Gas Globe
Suicide
Retreat
Gas Globe: If this enemy is in the shadows, you and the hero to your left each become sickened. Then, the lowest-ranked enemy engaged with you suffers 1 ♦.
Suicide: If you are engaged with this enemy and it has suffered ♦, it is defeated and you become sickened.
To breath the gases means imminent death.

III
Ratling Gun Team
Skaven
1
1
5
Rapid Fire
Retreat
When revealed, if this enemy is in the shadows, exhaust this enemy.
Rapid Fire: If this enemy is in the shadows, the lowest-ranked enemy engaged with you suffers 2 ♦. Then, if you do not have a shield equipped, suffer 6 ♦.
The Ratling Gun is the latest and perhaps most powerful weaponry Clan Skryre has ever invented.

III
Ratling Gun Team
Skaven
1
1
5
Rapid Fire
Retreat
When revealed, if this enemy is in the shadows, exhaust this enemy.
Rapid Fire: If this enemy is in the shadows, the lowest-ranked enemy engaged with you suffers 2 ♦. Then, if you do not have a shield equipped, suffer 6 ♦.
The Ratling Gun is the latest and perhaps most powerful weaponry Clan Skryre has ever invented.

III
Ratling Gun Team
Skaven, Elite
2
1
6
Rapid Fire
Retreat
When revealed, if this enemy is in the shadows, exhaust this enemy.
Rapid Fire: If this enemy is in the shadows, the lowest-ranked enemy engaged with you suffers 2 ♦. Then, if you do not have a shield equipped, suffer 6 ♦.
The Ratling Gun is the latest and perhaps most powerful weaponry Clan Skryre has ever invented.