

265

5 5 35

3-20 2 4 2/4

1 2 4 4/8

225

5 4 30

1 4 4 4/8

170

6 4 20

1 4 4 2/4

285

5 5 35

3-10 4 4 2/4

1 2 4 4/8

235

5 4 40

3-8 2 5 3/6

1 2 4 4/8

115

6 5 10

2 2 3 2/4

265

5 5 35

1 4 4 4/10

45

6 4 16

1 4 3 2/4

150

6 4 16

1 4 3 2/4

265

5 5 35

3-8 2 5 3/6

1 2 4 4/8

75

6 4 8

2 2 3 1/4

70

6 3 8

1 4 3 1/4

265

5 5 35

1 5 4 4/8

75

6 4 8

1 3 3 1/3

70

6 3 8

2 3 3 1/5

265

5 5 35

1 4 5 4/8

65

6 3 8

3 3 3 1/2

1 3 3 1/3

75

6 3 8

8 2 3 1/2

1 3 3 1/3

 ABILITIES SKAVEN		
		[Double] Scurry Away: A fighter can use this ability only if they are within 3" of an enemy fighter. Roll a dice. On a 4+, this fighter makes a bonus disengage action.
		[Double] Crack the Whip: Pick a visible friendly fighter with the Beast runemark (🐾) within 4" of this fighter. That fighter makes a bonus attack action that has a Range characteristic of 3 or less.
		[Double] Hired Bodyguard: Until the end of the battle round, friendly fighters with the Leader runemark (👑) cannot be targeted while they are within 1" of this fighter.
		[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.
		[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 attack actions that have a Range characteristic of 3 or less made by other friendly fighters while they are within 3" of this fighter.
		[Quad] Recite from the Book of Woes: Until the end of the battle round, enemy fighters cannot use abilities while they are within 3" of this fighter.

Types de combattants

SKAVENS

 Night Runner	 Stormvermin	 Packmaster	 Rat Ogor
 Plague Monk	 Clan Rat	 Giant Rat	 Stormfiend