Gastroentérite (Skavens) - Rémy

Rating	226																
Treasury:	60	couronnes															
Number of models:	13	(4 to rout)															
Maximum number:	20																
		Racial Max:		6	6	6	4	4	3	7	4	7					
Name	**ID**	**Unit Type**	**##**	**M**	**WS**	**BS**	**S**	**T**	**W**	**I**	**A**	**Ld**	**Save**	**Exp**	**Cost**	**Equipment**	**Kills**
Alpha - Spear tail	As	Assassin Adept	1	6"	4	5	4	3	1	5	1/2/3	7	4/5+	35	95	Dagger; Sling; Spear; Sword	2
		Leader: Any model within 6" of the Captain may use his leadership instead of their own.														Light Armour; Shield;	
		Perfect killer: -1 modifier to any Armour Save the enemy has to take														Warplock Pistol (x2)	
		Hardened: Immune to fear; *Nervous Condition:* -1 Initiative															
		Tail Fighting: +1 Attack															
		Advance: +1Initiative, +1 BS															
Bravo - Fighting Claws	Dame	Black Skaven	1	6"	5	3	4	3	1	5	3	6	6	19	57	Dagger; Fighting Claws	3
		Art of Silent Death (+1 A with Claws)														Light Armour	
		Advance: +1 WS															
		Mighty blow (+1S in close combat)															
Charlie - 2 épées	Valet	Black Skaven	1	6"	4	3	4	3	1	5	2/3	6	6	18	52	Dagger; Sling; Weeping Blades	2
		Mighty blow (+1S in close combat)														Shurikens, Light Armor	
		MISS NEXT BATTLE															
		Advance: +1 A															
		Strike to Injure: +1 to all Injury rolls in HtH combat															
Yankee - shield A+cercle	10	Night Runner	1	6"	2	4	4	3	1	4	1/2	5	4/5+	11	32	Dagger; Sling; Sword	3
		Can only use Henchmen equipment list														Light Armour; Shield;	
		Eagle eyes: +6" to range of any missile weapon used															
		Advance: +1BS, +1S, +1Ld															
Sierra - shield A	9	Night Runner	1	6"	2	5	3	3	1	5	1/2	4	4/5+	12	32	Dagger; Sling; Sword	4
		Can only use Henchmen equipment list														Light Armour; Shield;	
		Hardened: Immune to Fear															
		Advance: +1Initiative, +2BS															
		Weapon Expert (Shooting) :															
	8	Verminkins (Jaune)	1	5"	3	3	3	3	1	5	2/3	4	-	8	25	Dagger; Sling; Club	
			1											8	25		
			1											8	25		
			0												25		
		Advance: +1A, +1Initiative															
	7	Verminkins (Rouge)	1	5"	3	3	4	3	1	5	1/2	4	-	8	32	Dagger; Sling; Spear	
			1											8	32		
			1											8	32		
			0												32		
			0												32		
		Advance: +1Initiative; +1S															
	2	Giant Rats	1	6"	2	0	3	3	1	4	1	4	-	NA	15	NA	
			0	6"	2	0	3	3	1	4	1	4	-	NA	15		
		Animal: Never gain Experience															
Zulu - épée sinueuse	Roi	Eshin Sorcerer	1	5"	3	2	3/5	3	1	6	1	7	-	18	49	Dagger; Flail; Sling	2
		Blind in One Eye: -1BS															
		Advance: +1Initiative, +1 Ld															
		4. Black Fury	Sorcerer may charge any model within 12" (ignoring terrain and intervening models). He gains +2A and +1S on its turn.; Difficulty (x8)														
		6. Sorcerer's Curse	12" R, one model must re-roll succesful armour saves and to hit rolls until next turn.; Difficulty (x6)														
	Stash:													Total	607		

Club	Concussion: Injury rolls of 2-4 cause the victim to be 'Stunned'.
Dagger	+1 armour save, or save of 6+ if the model has none.
Flail	+2S in first round of combat. Cannot be used with another weapon, buckler or shield. Requires 2 hands to use.
Halberd	+1 Strength. Requires 2 hands to use.
Light Armour	Basic D6 saving throw of 6. Serious Injury Save of 6.
Shurikens	1 Attack, 6" R, S as user, no penalty for long range or moving.
Sling	(1 Attack, 18" R, S3) OR (2 Attacks, 9" R, S3, move or fire, no penalty for long range).
Spear	Strikes first, even if charged. +1 Strength on cavalry charge. Cannot be used with another weapon, only a shield or buckler
Sword	Parry: When your opponent rolls to hit, roll a D6. If you beat his highest 'to hit' score, one attack against you is negated.
Notes:	Heroes get new advances at 2, 4, 6, 8, 11, 14, 17, 20, 24, 28, 32, 36, 41, 46, 51, 57, 63, 69, 76, 83 and 90 experience.
	Henchmen and Hired Swords get new advances at 2, 5, 9 and 14 experience.