



Skaven Spell



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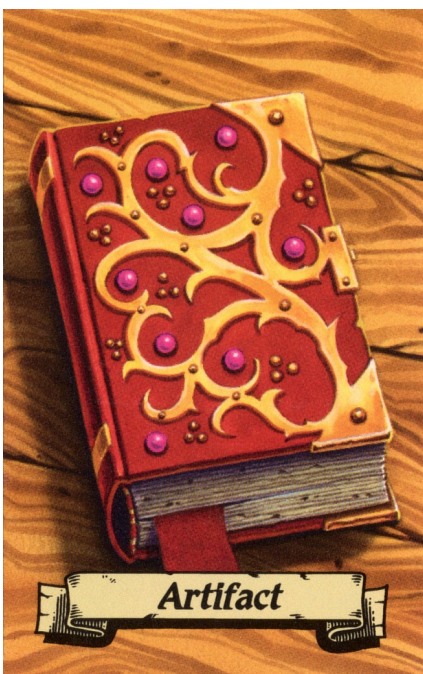
Skaven Spell



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Artifact



Choke



The Warlock may cast this spell on any Hero in his line of sight. The Hero has great trouble breathing and may only attack with combat die, until the Warlock is no longer in the Hero's room or passage.

Discard after use.

Poison Globe



The Warlock may cast this spell in any room or passage he is in. The globe is shattered, releasing a poisonous gas. All Heroes must roll 2 combat dice. They lose 1 Body Point for each skull. Does not affect Skaven.

Discard after use.

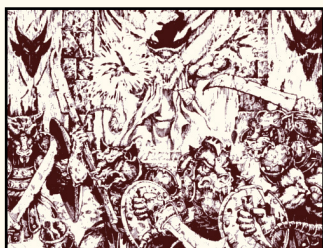
Sharpen Blades



This spell allows all Skaven in the same room or passage as the Warlock to roll an extra die in attack for that turn only.

Discard after use.

Shield of Protection



This spell allows the Warlock and all Skaven in the same room or passage to roll an extra die in defense until the beginning of the Warlock's next turn.

Discard after use.

Spirit of Vengeance



This spell allows the Warlock to send an invisible spirit to attack any Hero in his line of sight. The Spirit attacks the Hero once with 4 combat dice, which may be defended against in the normal way, and then vanishes.

Discard after use.

Summon Skaven



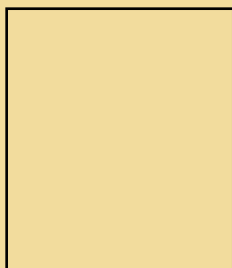
The Warlock may immediately take two Skaven figures from anywhere on or off the gameboard and place them anywhere within his line of sight.

The Skaven may move and attack immediately unless they have already done so during this turn.

Discard after use.



Skaven



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
12	1(2)	2	1	1

Notes: Can use a sling for 1 die against non-adjacent.



Skaven Champion



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
12	2	3	2	1

Notes: Can attack diagonally.



Spell Scroll



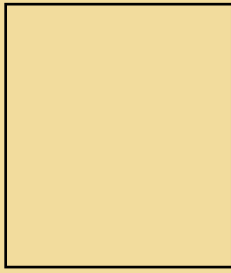
Courage

This spell may be cast on a Hero, including yourself. The next time that Hero attacks, he may roll two extra combat dice. The spell is broken the moment the Hero can no longer "see" a monster. May be used by any Hero. Scroll crumbles to dust after it is used.





Skaven Sentry

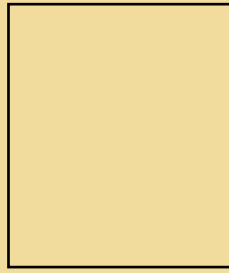


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
12	2(1)	1	1	1

Notes: Can use a bow for 2 dice against non-adjacent. Can open doors.



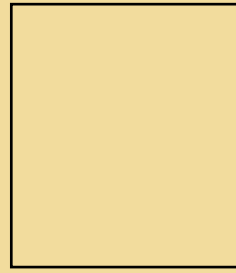
Skaven Warlord



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
12	4	2	2	2



Skaven Gray Seer

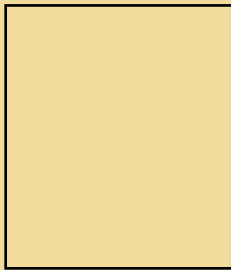


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	3	3	2	4

Notes: Can cast spells.



Skaven White Seer

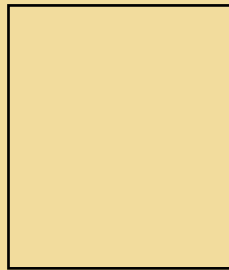


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	3	3	4	1

Notes: Can take 1 spell at random from Hero in line of sight and use immediately or save it for future use.



Skaven Plague Monk



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
12	1	1	1	2

Notes: Gets 1 Warp Scroll.



Skaven Censer Bearer



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
12	1	1	2	1

Notes: Can attack diagonally. Gets 1 Censer that can be thrown.



Skaven Assassin

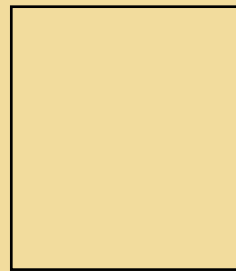


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
12	2	2	1	1

Notes: Gets 1 extra attack die first turn of being in line of sight/can leave line of sight and come back for extra die again.



Praznagar



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	5	4	5	4

