

Monster Name	Clanrats								
Main Profile	WS	BS	S	T	AG	INT	WP	FEL	
	30%	25%	30%	30%	40%	25%	25%	15%	
Secondary	A	W	SB	TB	M	MAG	IP	FP	
	1	9	3	3	5	0	0	0	
	Armour: Light Armour (Leather Jack and Leather Skullcap); Head 1, Arms 1, Body 1, Legs 0								
SKAVEN	Weapons: Hand Weapon (Sword), Sling and Shield								

Monster Name	Journeyman Seer							
Main Profile	WS	BS	S	T	AG	INT	WP	FEL
	35%	30%	30%	42%	50%	40%	40%	20%
Secondary	A	W	SB	TB	M	MAG	IP	FP
	1	12	3	4	5	2	0	0
	Armour: None							
SKAVEN	Weapons: Hand Weapon (Sword), Sling							

Monster Name	Skaven Moulder Packmaster							
Main Profile	WS	BS	S	T	AG	INT	WP	FEL
	32%	25%	32%	33%	40%	27%	29%	22%
Secondary	A	W	SB	TB	M	MAG	IP	FP
	1	10	3	3	5	0	0	0
	Armour: Light Armour (Leather Jack and Leather Skullcap); Head 1, Arms 1, Body 1, Legs 0							
SKAVEN	Weapons: Hand Weapon (Sword), Whip							

Monster Name	Rat Ogres							
Main Profile	WS	BS	S	T	AG	INT	WP	FEL
	36%	0%	54%	47%	25%	12%	17%	10%
Secondary	A	W	SB	TB	M	MAG	IP	FP
	3	28	5	4	6	0	0	0
	Armour: None							
SKAVEN	Weapons: Claws							

Monster Name	Clan Eshin Assassin							
Main Profile	WS	BS	S	T	AG	INT	WP	FEL
	43%	41%	30%	43%	53%	26%	30%	15%
Secondary	A	W	SB	TB	M	MAG	IP	FP
	2	12	3	4	6	0	0	0
	Armour: Light Armour (Leather Jack and Leather Skullcap); Head 1, Arms 1, Body 1, Legs 0							
SKAVEN	Weapons: Hand Weapon (Sword), Sling and Shield							

Monster Name	Giant Rats							
Main Profile	WS	BS	S	T	AG	INT	WP	FEL
	25%	0%	31%	30%	42%	14%	18%	5%
Secondary	A	W	SB	TB	M	MAG	IP	FP
	1	7	3	3	6	0	0	0
	Armour: None							
SKAVEN	Weapons: Teeth							

Monster Name	Clan Pestilens Plague Monks							
Main Profile	WS	BS	S	T	AG	INT	WP	FEL
	34%	25%	30%	41%	40%	25%	29%	20%
Secondary	A	W	SB	TB	M	MAG	IP	FP
	1	11	3	4	5	0	0	0
	Armour: None							
SKAVEN	Weapons: 2 Hand Weapons, Poison Wind Globe							

Monster Name	Skaven Seer Guard							
Main Profile	WS	BS	S	T	AG	INT	WP	FEL
	45%	30%	40%	45%	45%	25%	35%	20%
Secondary	A	W	SB	TB	M	MAG	IP	FP
	2	13	4	4	5	0	0	0
	Armour: Medium Armour (Sleeved Mail Coat and Helmet); Head 2, Arms 2, Body 2, Legs 0							
SKAVEN	Weapons: Hand Weapon (Sword), Great Weapon (Helberd), Sling							

Monster Name	Rat Squig							
Main Profile	WS	BS	S	T	AG	INT	WP	FEL
	30%	25%	30%	30%	40%	25%	25%	15%
Secondary	A	W	SB	TB	M	MAG	IP	FP
	1	9	3	3	5	0	0	0
	Armour: None							
SKAVEN	Weapons: Claw and Teeth							

Monster Name	Rat Daemon							
Main Profile	WS	BS	S	T	AG	INT	WP	FEL
	71%	25%	52%	48%	60%	30%	56%	9%
Secondary	A	W	SB	TB	M	MAG	IP	FP
	2	17	5	4	5	0	0	0
	Armour: Light Armour (Leather Jack and Leather Skullcap); Head 1, Arms 1, Body 1, Legs 0							
SKAVEN	Weapons: Hand Weapon (Sword), Sling and Shield							

Monster Name	Journeyman Seer
	Skills: Academic Knowledge (Magic, Daemonology), Channelling, Common Knowledge (Skaven, Under-Empire) +10%, Concealment, Gossip, Magic Sense, Intimidate, Outdoor Survival, Perception, Read/Write, Ride, Scale Sheer Surface, Search, Silent Move, Speak Arcane Language (Magic), Speak Language (Khazzalid, Queekish, Reikspiel), Swim
	Talents: Aethyric Attunement, Dark Lore (Chaos), Fast Hands, Lesser Magic (Aethyric Armour, Magic Alarm), Meditation, Night Vision, Petty Magic (Arcane), Specialist Weapon Group (Sling), Tunnel Rat, Very Resilient

Monster Name	Clanrats
	Skills: Common Knowledge (Skaven) +10%, Concealment, Outdoor Survival, Perception, Scale Sheer Surface, Silent Move, Speak Language (Queekish), Swim
	Talents: Night Vision, Specialist Weapon Group (Sling), Tunnel Rat

Monster Name	Rat Ogres
	Skills: Dodge Blow, Intimidate +10%, Perception, Scale Sheer Surface,
	Talents: Fearless, Frightening, Natural Weapon, Night Vision, Strike Mighty Blow, Strike to Injure
	Special Rules: In Need of Direction

Monster Name	Skaven Moulder Packmaster
	Skills: Animal Training +20%, Command +20%, Common Knowledge (Skaven) +10%, Concealment, Outdoor Survival, Perception +10%, Scale Sheer Surface, Silent Move, Speak Language (Queekish), Swim
	Talents: Night Vision, Specialist Weapon Group (Entangling), Tunnel Rat
	Special Rules: Master of the Lash

Monster Name	Giant Rats
	Skills: Concealment, Perception +10%, Silent Move, Swim
	Talents: Keen Senses, Natural Weapons, Night Vision

Monster Name	Clan Eshin Assassin
	Skills: Common Knowledge (Skaven) +10%, Concealment +10%, Dodge Blow, Navigation +10%, Outdoor Survival, Perception +10%, Prepare Poison, Scale Sheer Surface, Silent Move +10%, Speak Language (Queekish), Swim
	Talents: Night Vision, Specialist Weapon Group (Sling), Tunnel Rat

Monster Name	Skaven Seer Guard
	Skills: Common Knowledge (Skaven) +10%, Concealment, Outdoor Survival, Dodge Blow, Perception, Scale Sheer Surface, Silent Move, Speak Language (Queekish), Swim
	Talents: Night Vision, Specialist Weapon Group (Two Handed Weapon, Sling), Strike Mighty Blow, Tunnel Rat

Monster Name	Clan Pestilens Plague Monks
	Skills: Academic Knowledge (Religion) +10%, Ambidextrous, Common Knowledge (Skaven) +10%, Concealment, Dodge Blow, Outdoor Survival, Perception, Scale Sheer Surface, Silent Move, Speak Language (Queekish), Swim
	Talents: Fearless, Frenzy, Night Vision, Resistance to Disease, Tunnel Rat

Monster Name	Rat Daemon
	Skills: Dodge Blow, Intimidate, Perception, Speak Arcane Language (Daemonic), Speak Language (Dark Tongue, Queekish)
	Talents: Ambidextrous, Daemonic Aura, Fearless, Frightening, Natural Weapons, Night Vision, Strike Mighty Blow
	Special Rules: Mutations; Animalistic Legs, Bestial Appearance. Claws, Horns, Spiked Tail, Thick Fur

Monster Name	Rat Squig
	Skills: Dodge Blow
	Talents: Fearless, Frightening, Natural Weapons, Night Vision, Unsettling, and Will of Iron
	Special Rules: Chaos Mutations

Monster Name	Skaven Dregs
	Skills: Common Knowledge (Skaven), Concealment, Outdoor Survival, Perception, Scale Sheer Surface, Silent Move, Speak Language (Queekish), Swim
	Talents: Night Vision, Specialist Weapon Group (Sling), Tunnel Rat

Monster Name	Clan Skryre Skirmishers
	Skills: Academic Knowledge (Engineering), Common Knowledge (Skaven) +10%, Concealment, Outdoor Survival, Perception, Scale Sheer Surface, Silent Move, Speak Language (Queekish), Swim
	Talents: Master Gunner, Night Vision, Rapid Reload, Specialist Weapon Group (Engineer, Gunpowder), Tunnel Rat

Monster Name	Clan Eshin Night Runners
	Skills: Common Knowledge (Skaven) +10%, Concealment +10%, Dodge Blow, Navigation +10%, Outdoor Survival, Perception +10%, Scale Sheer Surface, Silent Move +10%, Speak Language (Queekish), Swim
	Talents: Fleet Footed, Night Vision, Orientation, Rover, Specialist Weapon Group (Sling, Throwing), Tunnel Rat

Monster Name	Chief Packmaster Thrakk
	Skills: Animal Training +20%, Command +20%, Common Knowledge (Skaven) +10%, Concealment, Dodge Blow, Intimidate, Outdoor Survival, Perception +10%, Scale Sheer Surface, Search, Silent Move, Speak Language (Queekish), Swim
	Talents: Night Vision, Specialist Weapon Group (Entangling), Strike Mighty Blow, Strike to Injure, Tunnel Rat
	Special Rules: Master of the Lash

Monster Name	Grey Seer Farquan
	Skills: Arcane Knowledge (Magic), Channelling, Common Knowledge (Skaven, Empire) +10%, Concealment, Dodge Blow, Intimidate, Outdoor Survival, Perception +10%, Scale Sheer Surface, Search, Silent Move, Speak Language (Queekish), Swim
	Talents: Aethyric Attunement, Dark Lore (Skaven), Dark Magic, Fast Hands, Lesser Magic (Aethuric Armour, Blessed Weapon, Dispel, Magic lock, Silence, SkyWalk) Meditation, Night Vision, Petty Magic (Arcane), Specialist Weapon Group (Sling), Tunnel Rat, Very Resilient
	Special Rules: Children of the Horned Rat
	Magic Items: Six Warpstone Tokens (+3 Casting Roll), Symbol of the Horned Rat (+1[+2] Casting Roll)

Monster Name	Warlock Skeet of Clan Skyre
	Skills: Command, Common Knowledge (Skaven) +20%, Concealment, Dodge Blow, Evaluate, Intimidate, Outdoor Survival +10%, Perception +10%, Scale Sheer Surface+10%, Silent Move, Speak Language (Goblin Tongue,Queekish, Reikspiel), Swim
	Talents: Lighting Parry, Night Vision, Quick Draw, Specialist Weapon Group (Engineer, Gunpowder, Sling), Strike Mighty Blow, Tunnel Rat, Very Resilient

Monster Name	Grott, Clan Eshin Assassin
	Skills: Command, Common Knowledge (Skaven) +20%, Concealment +20%, Dodge Blow +10%, Follow Trail, Navigation +10%, Outdoor Survival, Perception +20%, Prepare Poison +10%, Scale Sheer Surface +10%, Shadowing, Silent Move +20%, Speak Language (Goblin tongue, Queekish), Swim
	Talents: Fleet Footed, Lighting Perry, Night Vision, Orientation, Quick Draw, Rapid Reload, Rover, Sharpshooter, Specialist Weapon Group (Sling, Throwing), Sure Shoot, Tunnel Rat
	Trappings: Keys to Room and Chest, Poison (Manticore Spoor, Dwarf Bile)

Monster Name	Skarl the Rat Squig
	Skills: Dodge Blow
	Talents: Natural Weapons, Night Vision, Unsettling, Will of Iron, Mutations: Hulking, Leather Skin, Regeneration