



Slynk Skittershank embodies all the devious cruelty of the Eshin clans. He prefers to ambush his foes, slashing them with twin toxin-dripping blades before scampering into the safety of the shadows, where he can watch them succumb to his agonising concoctions.

## WARSCROLL SLYNK SKITTERSHANK

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Eshin Throwing Stars	12"	4	4+	4+	-	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Paired Weeping Blades	1"	6	3+	3+	-1	D3

*Slynk Skittershank is armed with Eshin Throwing Stars and Paired Weeping Blades.*

**Eshin Toxins:** *Eshin weapons are coated in deadly poisons.*

If the unmodified hit roll for an attack made by this unit is 6, the target suffers D3 mortal wounds and the attack sequence ends (do not make a wound roll or save roll).

**Running Death:** *Eshin warriors are trained in a unique fighting style that allows them to attack with incredible speed and dexterity.*

This unit can run and still shoot later in the turn.

**Misdirection:** *Slynk has perfected the art of lurking near his minions, darting in to strike at the enemy and scurrying away before the foe can strike back.*

If this unit is within 1" of a friendly **SKITTERSHANK'S CLAWPACK** unit at the start of the combat phase, the strike-first effect applies to this unit in that combat phase. In addition, after this unit has fought for the first time in the combat phase, if this unit is within 1" of a friendly **SKITTERSHANK'S CLAWPACK** unit, this unit can retreat.

**KEYWORDS** CHAOS, SKAVEN, CLANS ESHIN, HERO, DEATHMASTER, SLYNK SKITTERSHANK



At the fore of Skittershank's Clawpack is Snyp Padpaw, a grizzled Clan Stryk veteran. At his side, Kleep Kinwhisper uses a cage filled with screeching ratlings to track down prey. Meanwhile, Krowch't backstabs his foes with his razor-sharp dagger, and Skulck picks off enemies from afar with his trusty sling.

## WARSCROLL SKITTERSHANK'S CLAWPACK

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Eshin Sling	12"	4	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sword and Fighting Claw	1"	3	3+	3+	-1	1
Bladed Tonfa and Dagger	1"	2	3+	3+	-1	1
Trifang Triskele and Net	3"	2	4+	4+	-	1
Stabbing Blade	1"	2	4+	4+	-	1

*The models in Skittershank's Clawpack are Snyp Padpaw, Kleep Kinwhisper, Krowch't and Skulck. Snyp Padpaw is armed with a Sword and Fighting Claw. Kleep Kinwhisper is armed with a Trifang Triskele and Net. Krowch't is armed with a Bladed Tonfa and Dagger. Skulck is armed with an Eshin Sling and Stabbing Blade.*

**Eshin Toxins:** *Eshin weapons are coated in deadly poisons.*

If the unmodified hit roll for an attack made by this unit is 6, the target suffers D3 mortal wounds and the attack sequence ends (do not make a wound roll or save roll).

**Kinwhisper's Ratlings:** *Kleep Kinwhisper's ratling pets help the Clawpack sneak within striking distance of a foe without the alarm being raised.*

During deployment, instead of setting up this unit on the battlefield, you can place it to one side and say that it is infiltrating the foe as a reserve unit. If you do so, when you would set up a friendly **SLYNK SKITTERSHANK** during deployment, you can say that it will join this unit infiltrating the foe as a reserve unit.

At the end of your first movement phase, you must set up this unit on the battlefield, wholly within 6" of a terrain feature and more than 6" from all enemy units. Then, if **SLYNK SKITTERSHANK** joined this unit in reserve, set up that unit within 1" of this unit and more than 6" from all enemy units.

**Running Death:** *Eshin warriors are trained in a unique fighting style that allows them to attack with incredible speed and dexterity.*

This unit can run and still shoot later in the turn.

**KEYWORDS** CHAOS, SKAVEN, CLANS ESHIN, SKITTERSHANK'S CLAWPACK

### SKAVEN

WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES
Slynk Skittershank	1	225	Leader	Single, Unique. These units must be taken as a set. Although taken as a set, each is a separate unit.
Skittershank's Clawpack	4			