

MARSHALL ADIPTICON LIST



RATKIN

EVIL

Warriors

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	6	5	-	4	2	3	25	19/21	145
Plague Pots Rallying (1 - Horde only) Keywords: Expendable, Mob, Ratkin									15 [160]

Shock Troops

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	6	4	-	4	2	4	30	20/22	220
Healing Brew Plague Pots Crushing Strength (1), Rallying (1 - Horde only) Keywords: Mob, Ratkin									5 15 [240]
Horde(40)	6	4	-	4	2	4	30	20/22	220
Plague Pots Crushing Strength (1), Rallying (1 - Horde only) Keywords: Mob, Ratkin									15 [235]

Clawshots*

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	6	5	4	5	2	1	5	8/10	[95]
Long Rifles (36", Piercing (2), Reload) Keywords: Ratkin, Tek									
Troop(10)	6	5	4	5	2	1	5	8/10	[95]
Long Rifles (36", Piercing (2), Reload) Keywords: Ratkin, Tek									
Troop(10)	6	5	4	5	2	1	5	8/10	[95]
Long Rifles (36", Piercing (2), Reload) Keywords: Ratkin, Tek									
Troop(10)	6	5	4	5	2	1	5	8/10	[95]
Long Rifles (36", Piercing (2), Reload) Keywords: Ratkin, Tek									
Troop(10)	6	5	4	5	2	1	5	8/10	[95]
Long Rifles (36", Piercing (2), Reload) Keywords: Ratkin, Tek									

Hackpaws

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	9	4	-	4	3	3	16	12/14	150
Sir Jesse's Boots of Striding Nimble, Thunderous Charge (1), Vicious (Melee) Keywords: Beast, Ratkin									15 [165]

Tunnel Runners										Chariot
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(3)	8	4	-	5	3	2	24	14/16	210	
Brew of Sharpness									35	
Crushing Strength (1), Thunderous Charge (1)									[245]	
Keywords: Ratkin, Tek										
Death Engine Impaler										Monster (Cht)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	4	-	5	5	1	D6+7	-/16	[180]	
Crushing Strength (2), Rampage (Melee - D6), Vicious (Melee), Wild Charge (D3)										
Keywords: Ratkin, Tek										
Warlock										Hero (Inf) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	5	-	4	2	0	1	9/11	90	
The Boomstick									25	
Individual									[115]	
Spells: Lightning Bolt (5)										
Keywords: Ratkin										
1	6	5	-	4	2	0	1	9/11	90	
Conjurer's Staff									10	
Individual									[100]	
Spells: Lightning Bolt (5)										
Keywords: Ratkin										
War Chief										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	5	2	0	5	11/13	85	
Lute of Insatiable Darkness									25	
Aura (Vicious (Melee) - Infantry only)									15	
									[125]	
Crushing Strength (1), Individual, Inspiring, Mighty, Aura (Vicious (Melee) - Infantry only)										
Keywords: Ratkin										
Mother Cryza [1]										Hero (LrgInf) Spellcaster: 3
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	5	3	1	5	13/15	[165]	
Cloak of Death, Crushing Strength (1), Ensnare, Inspiring, Nimble, Stealthy										
Spells: Lightning Bolt (5)										
Keywords: Brood Mother, Ratkin, Tek										

Total Unit Strength: 24
Total Core: 2300 (100%)

Total Units: 16



SPECIAL RULES AND SPELLS:

Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Cloak of Death	In the Movement phase, after the unit has completed its order, all Enemy units within 6" of this unit take an immediate point of damage. Units can only be damaged by a single source of <i>Cloak of Death</i> per Turn. No Nerve test is required for damage taken from a <i>Cloak of Death</i> .
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.

Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
Individual	See page 34 (page 30 in gamers edition)
Inspiring	If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
Lute of Insatiable Darkness	The unit gains the Bane Change (2) spell.
Mighty	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Plague Pots	Once per game, at the start of your Turn, you may choose to give the unit the <i>Ensnare</i> and <i>Stealthy</i> special rules until the start of your next Turn. The unit's Plague Pots are then destroyed and cannot be used again for the remainder of the game.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout Nerve value to a maximum of +2. This is cumulative if multiple units with <i>Rallying</i> are in range.
Rampage	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
The Boomstick	The unit gains the Lightning Bolt (3) spell, or if the unit already has a Lightning Bolt spell, its value is increased by 2.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.