

 Ratkin [2300]

Warriors Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [85]	6	5+	-	4+	2	12	12/14	2	[85]
<i>Special Rules: Rallying(1 - Only when Horde Unit Size is chosen) Keywords: Expendable, Mob, Ratkin</i>									
Regiment (20) [85]	6	5+	-	4+	2	12	12/14	2	[85]
<i>Special Rules: Rallying(1 - Only when Horde Unit Size is chosen) Keywords: Expendable, Mob, Ratkin</i>									
Regiment (20) [85]	6	5+	-	4+	2	12	12/14	2	[85]
<i>Special Rules: Rallying(1 - Only when Horde Unit Size is chosen) Keywords: Expendable, Mob, Ratkin</i>									

Shock Troops Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [220]	6	4+	-	4+	4	30	20/22	2	[220]
<i>Special Rules: Crushing Strength(1), Rallying(1 - Only when Horde Unit Size is chosen), Rallying(1) Keywords: Mob, Ratkin</i>									
Horde (40) [235]	6	4+	-	4+	4	30	20/22	2	[220]
Sir Jesse's Boots of Striding									[15]
<i>Special Rules: Crushing Strength(1), Rallying(1 - Only when Horde Unit Size is chosen), Rallying(1) Keywords: Mob, Ratkin</i>									
Horde (40) [225]	6	4+	-	4+	4	30	21/22	2	[220]
Staying Stone									[5]
<i>Special Rules: Crushing Strength(1), Rallying(1 - Only when Horde Unit Size is chosen), Rallying(1) Keywords: Mob, Ratkin</i>									

Tunnel Runners Chariot	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [245]	8	3+	-	5+	2	24	14/16	3	[210]
Brew of Sharpness									[35]
<i>Special Rules: Crushing Strength(1), Thunderous Charge(1) Keywords: Ratkin, Tek</i>									

Death Engine Impaler Monster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [180]	8	4+	-	5+	1	D6+7	-/16	5	[180]
<i>Special Rules: Crushing Strength(2), Rampage(Melee D6), Vicious(Melee), Wild Charge(D3) Keywords: Ratkin, Tek</i>									
1 [180]	8	4+	-	5+	1	D6+7	-/16	5	[180]
<i>Special Rules: Crushing Strength(2), Rampage(Melee D6), Vicious(Melee), Wild Charge(D3) Keywords: Ratkin, Tek</i>									
1 [180]	8	4+	-	5+	1	D6+7	-/16	5	[180]
<i>Special Rules: Crushing Strength(2), Rampage(Melee D6), Vicious(Melee), Wild Charge(D3) Keywords: Ratkin, Tek</i>									

War Chief Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [115]	6	3+	-	5+	0	5	11/13	2	[85]
Aura (Vicious (Melee) - Infantry only)									[15]
Sacred Horn									[15]
<i>Special Rules: Crushing Strength(1), Individual, Inspiring, Mighty, Aura(Vicious (Melee - Infantry only)) Keywords: Ratkin</i>									

Twitch Keenear [1] Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 3 [120]	6	5+	-	4+	0	1	-/12	2	[120]
Bane Chant (3)									[0]
Hex (3)									[0]
<i>Special Rules: Individual, Inspiring, Eye of the Abyss Keywords: Ratkin</i>									

Scudku-z'luk, Demonspawn of Diew [1] Hero (Titan)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [345]	10	3+	-	5+	1	13	17/19	6	[345]
Lightning Bolt (5)									[0]
<i>Special Rules: Crushing Strength(3), Fly, Inspiring, Nimble, Rallying(2) Keywords: Abomination, Abyssal</i>									

Total Units: 13
Total Primary Core Points: 2300 (100.0%)

Total Unit Strength: 24

Custom Rule	Description
Eye of the Abyss	If Twitch Keenear successfully casts Bane Chant, the target unit may, after rolling to hit and to damage in the Melee phase, discard all damage caused and start again. Roll to hit and to damage again. The second result stands. Rerolling in this way must take place before testing for Nerve or rolling any other attacks from other units in the same Melee.

Special Rule	Description
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. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6inches 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 Inspiring rule. In this case the unit will only inspire itself and the unit(s) specified.
Mighty	Individuals with the Mighty 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. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
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 Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
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 on its profile until the end of the Turn.
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 Crushing Strength (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 Wild Charge (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (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.

Spell	Description	Special Rules
Bane Chant Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	
Hex Range: 30" Enemy	Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.	
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.

Artefact	Description
Staying Stone	The unit gains +1 to its Wavering stat value.
Sacred Horn	The unit gains as additional 3inch range to all of its Auras.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.

Brew of Sharpness

The unit has a +1 to hit modifier with Melee attacks.