

SQUIREL-KIN-JON CARTER



RATKIN

EVIL

Warriors

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	5	-	4	2	2	12	12/14	[85]
Custom name: Orange Leaf Warriors Rallying (1 - Horde only) Keywords: Expendable, Mob, Ratkin									

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
Custom name: Redwood Toops Plague Pots									15
Crushing Strength (1), Rallying (1 - Horde only) Keywords: Mob, Ratkin									[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]
Custom name: Yellow Nut Shooters Long Rifles (36", Piercing (2), Reload) Keywords: Ratkin, Tek									
Troop(10)	6	5	4	5	2	1	5	8/10	[95]
Custom name: Orange Nut Shooters Long Rifles (36", Piercing (2), Reload) Keywords: Ratkin, Tek									
Troop(10)	6	5	4	5	2	1	5	8/10	[95]
Custom name: Red Nut Shooters 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]
Custom name: Dog Riders Nimble, Thunderous Charge (1), Vicious (Melee) Keywords: Beast, Ratkin									

Nightmares

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	4	4	5	3	3	18	14/16	[235]
Custom name: Acorn Guardians Crushing Strength (1), Rallying (1 - Horde only), Vicious Blight Cannons (12", Steady Aim) Keywords: Abomination, Tek									

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
Custom name: Acorn Runners Brew of Sharpness									35
Crushing Strength (1), Thunderous Charge (1) Keywords: Ratkin, Tek									[245]

Weapon Team										War Engine
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	-	4	5	2	0	10	8/10	[85]	
Custom name: Y Nimble Blight Spewer (12", Piercing (1), Steady Aim) Keywords: Ratkin, Tek										
1	6	-	4	5	2	0	10	8/10	[85]	
Custom name: O Nimble Blight Spewer (12", Piercing (1), Steady Aim) Keywords: Ratkin, Tek										
1	6	-	4	5	2	0	10	8/10	[85]	
Custom name: R Nimble Blight Spewer (12", Piercing (1), Steady Aim) Keywords: Ratkin, Tek										
Mutant Rat-fiend										Titan
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	3	-	4	6	1	10	-/18	[220]	
Custom name: Big Gray Squirrel Crushing Strength (2), Radiance of Life (Vermin only), Rallying (1), Regeneration (5+), Strider, Vermin Spawn, Vicious (Melee) Keywords: Abomination, Ratkin, Vermin										
1	7	3	-	4	6	1	10	-/18	[220]	
Custom name: Big Brown Squirrel Crushing Strength (2), Radiance of Life (Vermin only), Rallying (1), Regeneration (5+), Strider, Vermin Spawn, Vicious (Melee) Keywords: Abomination, Ratkin, Vermin										
Brood Mother										Hero (LrgInf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	4	-	5	3	1	5	12/14	120	
Custom name: Squirrel Girl Library Scorched Earth (2)										
									20	
									[140]	
Crushing Strength (1), Eat the Weak, Inspiring, Nimble, Radiance of Life Spells: Drain Life (5), Scorched Earth (2) Keywords: Brood Mother, Ratkin, Tek										
Swarm-crier										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	5	-	4	2	0	1	8/10	45	
Custom name: Conker Lute of Insatiable Darkness										
									25	
									[70]	
Individual, Inspiring Keywords: Ratkin										
Tangle [1]										Titan Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	-	4	3	1	9	-/14	[160]	
Custom name: Keeper of Nuts Aura (Fury), Inspiring, Nimble, Rallying (1), Regeneration (6+), Tangle, Vicious (Melee) Spells: Bane Chant (1), Fireball (10), Mind Fog (1), Weakness (1) Keywords: Ratkin, Shrine										

Total Unit Strength: 21
 Total Core: 2300 (100%)
 Army notes:
 MiGT

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.
Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Drain Life	Spell: 6", Enemy, CC - Roll to damage as normal. If one or more points of damage are scored, choose either the caster or a single Friendly Core unit within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is cast into Melee, the target will not take a Nerve test at the end of the Ranged phase. Modifier: <i>Piercing(1)</i>
Eat the Weak	The Brood Mother's Drain Life spell can target and cause damage to Friendly Core units with the Expendable Keyword and when doing so, its Drain Life (n) value is doubled; afterward carry out the rest of the spell's damage removal component as normal. Damage caused to Friendly units in this way does not trigger a Nerve test.
Fireball	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Shattering, Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
Fury	While Wavering, this unit may still declare a Counter Charge.
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.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.
Mind Fog	Spell: 36", Enemy - Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused. Modifiers: Shattering
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.
Radiance of Life	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per 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 <i>Rallying</i> are in range.
Regeneration	Every time this unit receives a Movement order (including Halt), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Scorched Earth	Spell: 18", Enemy - If one or more hits are successfully scored, during the following Turn any charges made by the target unit will be Hindered. In addition, the target unit loses the Strider and Pathfinder special rules for the duration of its next Turn.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
Tangle	For each Friendly Core Infantry Regiment, Infantry Horde, Infantry Legion or unit with the Vermin keyword within 6", increase the amount of dice rolled with Bane Chant, Fireball, Mind Fog and Weakness by 1 to a maximum bonus of +3. Note: Base size cannot be increased beyond 75x75mm.
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).
Vermin Spawn	Friendly Core Vermin units without the Abomination keywords regain (D3) points of previously suffered damage instead of one from this unit's Radiance of Life special rule. The D3 is rolled only once each turn, when this unit is given a move order. This rule does not affect this unit itself.
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Weakness	Spell: 24", Instead of causing damage, if one or more hits are scored, the target unit has a -1 modifier when rolling to damage enemy units during their next turn (any rolls the unit makes of a natural six will still cause damage, however). This effect only applies once - multiple castings on the same target have no effect.