

# TOM Z RAT LIST



## 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]
Rallying (1 - Horde only) Keywords: Expendable, Mob, Ratkin									
Regiment(20)	6	5	-	4	2	2	12	12/14	[85]
Rallying (1 - Horde only) Keywords: Expendable, Mob, Ratkin									
Regiment(20)	6	5	-	4	2	2	12	12/14	[85]
Rallying (1 - Horde only) Keywords: Expendable, Mob, Ratkin									

### Shock Troops

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	4	-	4	2	3	15	13/15	[130]
Crushing Strength (1), Rallying (1 - Horde only) Keywords: Mob, Ratkin									
Horde(40)	6	4	-	4	2	4	30	20/22	[220]
Crushing Strength (1), Rallying (1 - Horde only) Keywords: Mob, Ratkin									
Horde(40)	6	4	-	4	2	4	30	20/22	[220]
Crushing Strength (1), Rallying (1 - Horde only) Keywords: Mob, Ratkin									

### Mutant Rat-fiend

Titan

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	3	-	4	6	1	10	-/18	[220]
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]
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
Orb of Towering Presence 10 [130]									
Crushing Strength (1), Eat the Weak, Inspiring, Nimble, Radiance of Life Spells: Drain Life (5) Keywords: Brood Mother, Ratkin, Tek									

### Warlock

Hero (Inf)  
Spellcaster: 3

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	5	-	4	2	0	1	9/11	90
Amulet of the Fireheart Knowledgeable [1] - Spellcaster tier +1 Library Alchemist's Curse [1](4) 10 10 35 [145]									
Individual Spells: Lightning Bolt (5), Alchemist Curse [1] (4) Keywords: Ratkin									

<b>Warlock</b>										<b>Hero (Inf)</b> Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	5	-	4	2	0	1	9/11	90	
Conjurer's Staff Bane Chant (3)									10	
Individual Spells: Lightning Bolt (5), Bane Chant (3) Keywords: Ratkin									30	
									[130]	
<b>War Chief</b>										<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	5	2	0	5	11/13	85	
Aura (Vicious (Melee) - Infantry only)									15	
Crushing Strength (1), Individual, Inspiring, Mighty, Aura (Vicious (Melee) - Infantry only) Keywords: Ratkin									[100]	
<b>Mother Cryza [1]</b>										<b>Hero (LrgInf)</b> Spellcaster: 3
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	5	3	1	5	13/15	165	
Blood Boil [1]									20	
Cloak of Death, Crushing Strength (1), Ensnare, Inspiring, Nimble, Stealthy Spells: Lightning Bolt (5), Blood Boil Keywords: Brood Mother, Ratkin, Tek									[185]	
<b>Scudku-z'luk, Demonspawn of Diew [1]</b>										<b>Hero (Ttn)</b> Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	6	1	13	17/19	[345]	
Crushing Strength (3), Fly, Inspiring, Nimble, Rallying (2) Spells: Lightning Bolt (5) Keywords: Abomination, Abyssal										

Total Unit Strength: 22  
 Total Core: 2300 (100%)

Total Units: 14



## SPECIAL RULES AND SPELLS:

<b>Alchemist Curse [1]</b>	Spell: 12", Enemy, Modifiers: Piercing (4), Hits on a 5+ against units in Cover - Add the target's Defence value to the (n) value of this spell.
<b>Amulet of the Fireheart</b>	Once per game, immediately after casting a spell, the unit may cast a second, different spell. The unit cannot use this artefact to cast more than two spells in a single turn.
<b>Aura</b>	(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.
<b>Bane Chant</b>	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.
<b>Blood Boil</b>	Unique Spell: 12", Enemy - When rolling to hit, roll a number of dice equal to the amount of damage on the target unit. Modifiers: <i>Piercing (1)</i> , Hits on a 5+ against unit in Cover or with <i>Stealthy</i> .
<b>Cloak of Death</b>	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> .
<b>Conjurer's Staff</b>	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Drain Life</b>	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>

<b>Eat the Weak</b>	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.
<b>Ensnare</b>	Melee attacks against the target unit's front suffer an additional -1 to hit.
<b>Fly</b>	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 <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
<b>Individual</b>	See page 34 (page 30 in gamers edition)
<b>Inspiring</b>	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.
<b>Lightning Bolt</b>	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
<b>Mighty</b>	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
<b>Nimble</b>	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.
<b>Orb of Towering Presence</b>	May not be taken by units with the Individual or Fly special rules. Increases the unit's Unit Strength by one, to a maximum of four.
<b>Radiance of Life</b>	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.
<b>Rallying</b>	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.
<b>Regeneration</b>	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.
<b>Stealthy</b>	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
<b>Strider</b>	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
<b>Vermin Spawn</b>	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.
<b>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.