

 Ratkin [1995]

Spear Warriors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Orange Leaf Warriors] Inf Horde [155]	6	5+	-	4+	4	30	19/21	2	[155]
Special Rules: Phalanx, Rallying(1 - Only when Horde Unit Size is chosen), Rallying(1) Keywords: Mob, Ratkin, Expendable									

Shock Troops	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Red Oak Troops] Inf Horde [235]	6	4+	-	4+	4	30	20/22	2	[220] [15]
Plague Pots Special Rules: Crushing Strength(1), Rallying(1 - Only when Horde Unit Size is chosen), Rallying(1), Plague Pots Keywords: Mob, Ratkin									

Nightmares	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Acorn Guard] Lrg Inf Horde [265]	6	4+	4+	5+	3	18	14/16	3	[235] [30]
Blessing of the Gods Blight Cannons (12", Steady Aim) Special Rules: Crushing Strength(1), Rallying(1 - Only when Horde Unit Size is chosen), Vicious, Rallying(1), Elite Keywords: Abomination, Tek									

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

Weapon Team	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Orange Nut Blaster] WE 1 [85]	6	0+	4+	5+	0	10	8/10	2	[85]
Blight Spewer (12", Piercing(1), Steady Aim) Special Rules: Nimble Keywords: Ratkin, Tek									
[Red Nut Blaster] WE 1 [85]	6	0+	4+	5+	0	10	8/10	2	[85]
Blight Spewer (12", Piercing(1), Steady Aim) Special Rules: Nimble Keywords: Ratkin, Tek									

Mutant Rat-fiend	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Sally (grey)] Titan 1 [220]	7	3+	-	4+	2	10	-/18	6	[220]
Special Rules: Crushing Strength(2), Radiance of Life (Vermin only), Rallying(1), Regeneration(5+), Strider, Vicious (Melee), Vermin Spawn Keywords: Abomination, Ratkin, Vermin									
[Conker (brown)] Titan 1 [220]	7	3+	-	4+	2	10	-/18	6	[220]
Special Rules: Crushing Strength(2), Radiance of Life (Vermin only), Rallying(1), Regeneration(5+), Strider, Vicious (Melee), Vermin Spawn Keywords: Abomination, Ratkin, Vermin									

Swarm-crier	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Chestnut Cheeky-Crier] Hero (Inf) 1 [70]	6	5+	-	4+	0	1	8/10	2	[45] [25]
Lute of Insatiable Darkness Bane Chant (2) Special Rules: Aura (Elite (Melee) - Tek only), Individual, Very Inspiring Keywords: Ratkin									

[F] Shredder (Smoke. Mirrors. Death)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Yellow Nut Shredder] WE 1 [95]	5	0+	5+	5+	0	4	8/10	2	[95]
Shredder (48", Blast(D3), Ignores Concealed, Piercing(1), Reload, Shattering) Special Rules: Redeploy, Formation Redeployment Keywords: Ratkin, Tek									

[F] Shredder (Smoke. Mirrors. Death)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Orange Nut Shredder] WE 1 [95]	5	0+	5+	5+	0	4	8/10	2	[95]
Shredder (48", Blast(D3), Ignores Concealed, Piercing(1), Reload, Shattering) Special Rules: Redeploy, Formation Redeployment Keywords: Ratkin, Tek									

[F] Death Engine Spewer (Smoke. Mirrors. Death)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Red Mecha-Squirrel] Mon (Chariot) 1 [225] Rattlecannon (18", Piercing(2),Steady Aim) Special Rules: Aura(Iron Resolve (Tek only)),Crushing Strength(1),Inspiring, Formation Redeployment Keywords: Ratkin, Tek	6	4+	4+	4+	1	D6+7	-/16	5	[225]

Total Units:

12

Total Unit Strength:

18

Total Primary Core Points:

1995 (100.0%)

Custom Rule	Description
Vermin Spawn	Friendly Core Vermin units without the Abomination keywords regain (D3) points of damage previously suffered instead of one from this unit's Radiance of Life special rule.
Formation Redeployment	You may redeploy any of the units from this Formation after deployment from both players is finished, but before Scout moves are made.

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.
Blast	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Ignores Concealed	Ranged attacks made by this unit do not suffer the -1 to hit modifier from Cover that is granted by targeting a Concealed Target (although the target unit may still benefit from Cover from another source (e.g. by being Obscured)).
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.
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.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
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 Ensnare and Stealthy 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 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.
Redeploy	After deployment and all Scout moves have been completed by both players, but before rolling for the first turn, this unit may be picked up and redeployed anywhere in the controlling player's deployment zone. If more than one unit shares this rule then pick up all units first, then deploy them. If units on both sides share this rule, both players

remove all units with this rule from the board and then take turns deploying them starting with the player who finished their normal deployment first.

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.
Shattering	If a unit is damaged by the ranged attacks of one or more units with this rule, add one to the subsequent Nerve test at the end of the Ranged phase. If an enemy unit is subject to both the Shattering and Dread special rules, the attacking player must choose to use either the Shattering or the Dread modifiers. Both cannot be applied against the same unit.
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.
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).
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

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.	

Artefact	Description
Blessing of the Gods	The unit gains the Elite special rule.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.