



# 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
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
Maccwar's Potion of the Caterpillar									20
[240]									
Crushing Strength (1), Rallying (1 - Horde only) Keywords: Mob, Ratkin									
Horde(40)	6	4	-	4	2	4	30	20/22	220
Pipes of Terror									10
[230]									
Crushing Strength (1), Rallying (1 - Horde only) Keywords: Mob, Ratkin									

## 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
									[245]
Crushing Strength (1), Thunderous Charge (1)									
Keywords: Ratkin, Tek									

## 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]
Nimble Blight Spewer (12", Piercing (1), Steady Aim) Keywords: Ratkin, Tek									
1	6	-	4	5	2	0	10	8/10	[85]
Nimble Blight Spewer (12", Piercing (1), Steady Aim) 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									
1	8	4	-	5	5	1	D6+7	-/16	[180]
Crushing Strength (2), Rampage (Melee - D6), Vicious (Melee), Wild Charge (D3) Keywords: Ratkin, Tek									
1	8	4	-	5	5	1	D6+7	-/16	[180]
Crushing Strength (2), Rampage (Melee - D6), Vicious (Melee), Wild Charge (D3) Keywords: Ratkin, Tek									
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
Mace of Crushing Aura (Vicious (Melee) - Infantry only)									5
Crushing Strength (1), Individual, Inspiring, Mighty, Aura (Vicious (Melee) - Infantry only) Keywords: Ratkin									15
									[105]
Brute Enforcer									Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	3	-	5	3	1	3	11/13	75
Blade of Slashing									5
Brutal, Crushing Strength (2), Nimble, Rallying (1) Keywords: Abomination, Tek									[80]
1	6	3	-	5	3	1	3	11/13	75
Inspiring Talisman									20
Brutal, Crushing Strength (2), Nimble, Rallying (1) Keywords: Abomination, Tek									[95]
Twitch Keenear [1]									Hero (Inf) Spellcaster: 3
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	5	-	4	2	0	1	-/12	[120]
Eye of the Abyss, Individual, Inspiring Spells: Bane Chant (3), Hex (3) Keywords: Ratkin									

Total Unit Strength: 25  
Total Core: 2300 (100%)

Total Units: 16



## SPECIAL RULES AND SPELLS:

<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>Blade of Slashing</b>	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
<b>Brew of Sharpness</b>	The unit has a +1 to hit modifier with Melee attacks.
<b>Brutal</b>	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Eye of the Abyss</b>	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.

<b>Hex</b>	Spell: 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.
<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>Inspiring Talisman</b>	The unit gains the <i>Inspiring</i> special rule.
<b>Maccwar's Potion of the Caterpillar</b>	This unit gains the <i>Pathfinder</i> special rule.
<b>Mace of Crushing</b>	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
<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>Piercing</b>	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
<b>Pipes of Terror</b>	This unit gains the <i>Brutal</i> special rule.
<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>Rampage</b>	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.
<b>Steady Aim</b>	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
<b>Thunderous Charge</b>	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).
<b>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
<b>Wild Charge</b>	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.