

<b>Ratkin (Evil)</b>								
<b>Warriors</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	6	5+	-	4+	12	12/14	90	
Regiment(20)	6	5+	-	4+	12	12/14	90	
Horde(40)	6	5+	-	4+	25	19/21	155	Rallying! (1)
<b>Blight</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	6	4+	-	3+	30	-/21	205	Ensnare, Rallying! (1), Stealthy
<b>Brutes</b>								<b>Large Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	4+	-	4+	18	13/16	185	Brutal, Crushing Strength (2), Fury, Rallying! (1), Regeneration (5+)
- Maccwar's Potion of the Caterpillar							20	
Horde(6)	6	4+	-	4+	18	13/16	185	Brutal, Crushing Strength (2), Fury, Rallying! (1), Regeneration (5+)
<b>Hackpaws</b>								<b>Cavalry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(5)	9	4+	-	3+	8	10/12	95	Nimble, Thunderous Charge (1), Vicious
<b>Weapon Team</b>								<b>War Engine</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	-	-	4+	10	8/10	60	Breath Attack (10), Nimble, Piercing (1)
- Storm of lead: Add Piercing (1)							20	
(1)	6	-	-	4+	10	8/10	60	Breath Attack (10), Nimble, Piercing (1)
- Storm of lead: Add Piercing (1)							20	
<b>Death Engine</b>								<b>Monster</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	4+	4+	4+	D6 +7	-/16	170	Base Size: (50x100mm), Crushing Strength (1), Piercing (2), Rallying! (1), Thunderous Charge (1)
- Vile Sorcery: (Range 18",Ra 4+,De 4,Piercing (2))							40	
<b>Blight Lord</b>								<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	4+	-	4+	4	-/12	95	Hero (Inf), Bane-chant (3), Crushing Strength (2), Ensnare, Individual, Inspiring (Blight only), Stealthy
- Bane-chant (3)							20	
<b>Enforcer</b>								<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	4+	-	4+	3	9/11	45	Hero (Inf), Crushing Strength (1), Individual, Rallying! (1)
<b>Warlock</b>								<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	

(1)	6	5+	-	4+	1	9/11	90	Hero (Inf), Individual, Lightning Bolt (5)
<b>Assassin</b>								<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	3+	3+	4+	4	10/12	100	Hero (Inf), Crushing Strength (1), Individual, Piercing (1), Stealthy, Throwing Weapons, Vanguard, Vicious
- Wings of Honeymaze							40	
<b>Swarm-crier</b>								<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	5+	-	4+	1	8/10	45	Hero (Inf), Individual, Inspiring
<b>Night Terror</b>								<b>Hero (LrgInf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	9	3+	-	5+	5	12/14	115	Hero (LrgInf), Crushing Strength (2), Height (2), Nimble
- Diadem of Dragon-kind							30	
<b>Lab Rats[1]</b>								<b>Formation</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	25	Formation: Lab Rats
							2000	

**Bane-chant** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored (two or more for ranged attack/Piercing) from the same casting, for the rest of the turn all of the unit's melee and ranged attacks increase their Crushing Strength and Piercing by 1, or gain Crushing Strength(1) or Piercing(1) if they don't already have it. Note that multiple bane-chants hitting the same unit do not have cumulative effects.

**Breath Attack** The unit has a ranged attack for which you roll (n) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.

**Brutal** When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.

**Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.

**Diadem of Dragon-kind** The unit has the Breath Attack (10) rule.

**Ensnare** When attacking this unit in its front, enemies suffer an additional -1 to hit in melee.

**Formation: Lab Rats** Formation must contain:  
1x Warriors Horde  
2x Warriors Regiments  
1x Enforcer  
Each unit in this formation is granted the Regeneration (5+) special rule.

**Fury** While wavered, this unit may declare a Counter-Charge.

**Individual** Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks. Move Individuals have the Nimble special rule. Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier. Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.

**Inspiring** If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.

**Lightning Bolt** Spell. Range 24". Piercing (1) – roll to damage as normal. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.

**Maccwar's Potion of** The unit has the Pathfinder special rule.

## the Caterpillar

- Nimble** The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting. 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.
- Piercing** All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Rallying!** Friendly non-allied units within 6" have +n to their Waver and Rout Nerve values. This is cumulative, with a maximum total of +2 if multiple units with Rallying! are in range.
- Regeneration (5+)** Every time this unit receives an 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 5+, the unit recovers a point of damage.
- Stealthy** Enemies shooting against the unit suffer an additional -1 to hit modifier.
- Throwing Weapons** Range 12"
- Thunderous Charge** All melee hits inflicted by the 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 1 when Hindered.
- Vanguard** The unit can make a single At the Double or Advance order after set-up is finished. If both armies have units with this rule, roll a die. The highest scorer decides who begins to move one of their Vanguard units first, then the players alternate until all Vanguard units have been moved.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.
- Wings of Honeycomb** This artefact can only be used by a Hero with the Individual rule. The Hero has the Fly special rule and increases their speed to 10.