



## RATKIN SLAVES

EVIL

### Slave Wretches\*

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	6	5	-	2	2	3	25	18/21	115
The Last Breath									
									15
[130]									
Keywords: Expendable, Ratkin, Slave									
Horde(40)	6	5	-	2	2	3	25	18/21	115
The Last Breath									
									15
[130]									
Keywords: Expendable, Ratkin, Slave									
Horde(40)	6	5	-	2	2	3	25	18/21	115
The Last Breath									
									15
[130]									
Keywords: Expendable, Ratkin, Slave									

### Decimators\*

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	4	4	4	4	2	3	12	14/16	[155]
Blunderbuss (12", Piercing (1), Steady Aim, Vicious (Ranged))									
Keywords: Dwarf									
Horde(40)	4	4	4	4	2	4	25	21/23	260
Brew of Haste									
									20
[280]									
Blunderbuss (12", Piercing (1), Steady Aim, Vicious (Ranged))									
Keywords: Dwarf									

### Slave 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	230
Chalice of Wrath									
									15
[245]									
Crushing Strength (1), Vicious (Melee)									
Blight Cannons (12", Steady Aim)									
Keywords: Abomination, Slave, Tek									
Horde(6)	6	4	4	5	3	3	18	14/16	[230]
Crushing Strength (1), Vicious (Melee)									
Blight Cannons (12", Steady Aim)									
Keywords: Abomination, Slave, Tek									

### Vermintide\*

Swarm

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	6	5	-	3	1	1	9	9/11	[65]
Nimble, Vicious (Melee), Wild Charge (D3)									
Keywords: Beast, Expendable, Vermin									

### Slave 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, Slave									

### Slavedriver

Hero (Inf)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	4	4	-	5	2	0	1	10/12	55
War-Bow of Kaba									
									5
[60]									
Individual, Inspiring, Rallying (1 - Slave only), Vicious (Melee)									
Keywords: Dwarf									

## Abyssal Halfbreed Champion

Hero (Cav)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	8	3	-	5	3	0	6	12/14	145
Blade of Slashing									5
Crushing Strength (2), Individual, Inspiring (Abomination only), Mighty, Regeneration (5+), Vicious (Melee)									[150]
Keywords: Halfbreed									

## Golekh Skinflayer [1]

Hero (Cht)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	8	3	-	5	3	1	5	-/16	[200]
Crushing Strength (1), Dread, Nimble, Rallying (2 - Slave only), Thunderous Charge (2), Very Inspiring (Slave only), Vicious (Melee)									
Keywords: Dwarf									

Total Unit Strength: 26

Total Units: 12

Total Core: 2020 (100%)



## SPECIAL RULES AND SPELLS:

<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 Haste</b>	This unit increases its Speed stat by +1.
<b>Brew of Sharpness</b>	The unit has a +1 to hit modifier with Melee attacks.
<b>Chalice of Wrath</b>	The unit gains the <i>Fury</i> special rule.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Dread</b>	While within 6" of this unit, Enemy units have -1 to their Wavering and Rout Nerve values, in addition to any other modifiers that may apply. A unit can only be affected by a single source of <i>Dread</i> - multiple sources are not cumulative. If an Enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules or the <i>Shattering</i> and <i>Dread</i> special rules, the attacking player must choose to use either the <i>Brutal/Shattering</i> or the <i>Dread</i> modifiers. Both cannot be applied against the same unit.
<b>Individual</b>	See page 34.
<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>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>Rallying</b>	Friendly Core units within 6" of this unit have +n to their Wavering and Rout Nerve values. This is cumulative to a maximum total of +2 if multiple units with <i>Rallying</i> are in range. Only the Rout value of a Fearless unit is affected by <i>Rallying</i> .
<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>Steady Aim</b>	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
<b>The Last Breath</b>	When the unit suffers a Rout result, all units Engaged with it suffer 2D3 hits at Piercing (2). These hits are resolved by the player that Routed the unit with the The Last Breath rule, who now has to (grudgingly, we're sure) resolve the hits against their own unit(s). After the damage has been resolved, no Nerve test is taken by the damaged units and they proceed to Regroup as normal. In addition, a unit with The Last Breath upgrade cannot take the Crystal Pendant of Retribution magical artefact.
<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>Very Inspiring</b>	This is the same as the <i>Inspiring</i> special rule, except that it has a range of 9". Any rule that affects <i>Inspiring</i> also affects <i>Very Inspiring</i> 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.
<b>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
<b>War-Bow of Kaba</b>	The unit gains the following Ranged attack: War-Bow of Kaba: 24", Att: 1, Ra: 4+, <i>Piercing</i> (1), <i>Steady Aim</i> .
<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.