



RATKIN SLAVES

EVIL

Abyssal Halfbreeds

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	3	-	4	3	3	16	14/16	200
Blessing of the Gods									20
Crushing Strength (1), Regeneration (5+), Thunderous Charge (1), Vicious (Melee)									[220]
Keywords: Abomination									

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									
Regiment(3)	6	5	-	3	1	1	9	9/11	[65]
Nimble, Vicious (Melee), Wild Charge (D3)									
Keywords: Beast, Expendable, Vermin									
Regiment(3)	6	5	-	3	1	1	9	9/11	[65]
Nimble, Vicious (Melee), Wild Charge (D3)									
Keywords: Beast, Expendable, Vermin									
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
Crushing Strength (1), Thunderous Charge (1)									[245]
Keywords: Ratkin, Slave									
Regiment(3)	8	4	-	5	3	2	24	14/16	210
Sir Jesse's Boots of Striding									15
Crushing Strength (1), Thunderous Charge (1)									[225]
Keywords: Ratkin, Slave									
Regiment(3)	8	4	-	5	3	2	24	14/16	210
Maccwar's Potion of the Caterpillar									20
Crushing Strength (1), Thunderous Charge (1)									[230]
Keywords: Ratkin, Slave									
Regiment(3)	8	4	-	5	3	2	24	14/16	210
Brew of Strength									30
Crushing Strength (1), Thunderous Charge (1)									[240]
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
Lute of Insatiable Darkness									25
Individual, Inspiring, Rallying (1 - Slave only), Vicious (Melee)									[80]
Keywords: Dwarf									

Overmaster

Hero (Inf)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	4	3	-	6	2	0	5	13/15	105
Wings of Honeymaze									40
Crushing Strength (1), Individual, Inspiring, Mighty, Vicious (Melee)									[145]
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									
Overmaster on Ancient Winged Halfbreed									Hero (Ttn)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	3	-	5	6	1	9	17/19	300
Staying Stone									5
Crushing Strength (3), Fly, Inspiring, Nimble, Regeneration (5+), Vicious (Melee)									[305]
Keywords: Abomination, Dwarf									
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: 17
Total Core: 2300 (100%)

Total Units: 14



SPECIAL RULES AND SPELLS:

Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Blessing of the Gods	The unit gains the <i>Elite</i> special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Brew of Strength	The unit gains the <i>Crushing Strength</i> (+1) special rule.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Dread	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.
Fly	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.
Individual	See page 34 (page 30 in gamers edition)
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.
Lute of Insatiable Darkness	The unit gains the Bane Change (2) spell.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
Mighty	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
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.
Rallying	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> .
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.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
Staying Stone	The unit gains +1 to its Wavering stat value.
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 <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).

Very Inspiring	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.
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Wild Charge	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.
Wings of Honeymaze	Individuals only. The unit gains the <i>Fly</i> special rule and increases its Speed stat to 10, but decreases its Defence stat by -1 to a minimum of 2.