

Ratkin [2000]

Spear Warriors									Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40)[200]	6	5+	-	4+	4	30	19/21	2	[180]
Plague Pots									[15]
Fire-Oil									[5]
Special Rules: Phalanx, Rallying(1),Plague Pots, Crushing Strength(+1 vs. units with Regeneration),Piercing(+1 vs. units with Regeneration)									
Keywords: Mob, Ratkin									
Horde (40)[205]	6	5+	-	4+	4	30	19/21	2	[180]
Plague Pots									[15]
Mead of Madness									[10]
Special Rules: Phalanx, Rallying(1),Plague Pots, Wild Charge(1)									
Keywords: Mob, Ratkin									
Horde (40)[195]	6	5+	-	4+	4	30	19/21	2	[180]
Plague Pots									[15]
Special Rules: Phalanx, Rallying(1),Plague Pots									
Keywords: Mob, Ratkin									
Horde (40)[200]	6	5+	-	4+	4	30	19/21	2	[180]
Plague Pots									[15]
Liliana's Tear									[5]
Special Rules: Phalanx, Rallying(1),Plague Pots									
Keywords: Mob, Ratkin									
Clawshots*									Heavy Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (10)[95]	6	5+	4+	5+	1	5	8/10	2	[95]
Long Rifles (36", Piercing(2),Reload)									
Keywords: Ratkin, Tek									
Nightmares									Large Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6)[235]	6	4+	4+	5+	3	18	14/16	3	[235]
Blight Cannons (12", Steady Aim)									
Special Rules: Crushing Strength(1),Vicious, Rallying(1)									
Keywords: Abomination, Tek									
Tunnel Runners									Chariot
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3)[210]	8	4+	-	5+	2	24	14/16	3	[210]
Special Rules: Crushing Strength(1),Thunderous Charge(1)									
Keywords: Ratkin, Tek									
Shredder									War Engine
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1[90]	5	0+	5+	5+	0	4	8/10	2	[90]
Shredder (48", Blast(D3),Ignores Cover, Piercing(1),Reload, Shattering)									
Keywords: Ratkin, Tek									

Mutant Rat-fiend									Titan
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1[220]	7	3+	-	4+	1	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									
Warlock									Hero (Infantry)
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [120]	6	5+	-	4+	0	1	9/11	2	[90]
Lightning Bolt (5) Heal (4)									[0]
Special Rules: Individual Keywords: Ratkin									[30]
War Chief									Hero (Infantry)
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1[85]	6	3+	-	5+	0	5	11/13	2	[85]
Special Rules: Crushing Strength(1),Individual, Inspiring, Mighty Keywords: Ratkin									
Brood Mother									Hero (Large Infantry)
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [145]	6	4+	-	5+	1	5	12/14	3	[120]
The Scrying Gem Drain Life (5)									[25]
Special Rules: Crushing Strength(1),Inspiring, Nimble, Radiance of Life, Eat the Weak Keywords: Brood Mother, Ratkin, Tek									[0]

Total Units:	12	Total Unit Strength:	24
Total Primary Core Points:	2000		
	(100.0%)		
Artefacts Points:	45		
Troops & Irregulars:	1		
Regiments:	1		
Infantry Hordes & Legions:	4		
Large Infantry Hordes:	1		
Titans:	1		
War Engines:	1		
Heros:	3		
Slots: Any(1),Hero Only(4),War Engine Only(4),Monster/Titan Only(4),Large+ Horde Unlocks(2),Large+ Legion Unlocks(0)			

Custom Rule	Description
Rallying (1 - Horde only)	Rallying (1 - Horde only)
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Vermin Spawn	Friendly Core Vermin units without the Abomination keywords regain (D3) points of previously suffered damage instead of one from this unit's Radiance of Life special rule. The D3 is rolled only once each turn, when this unit is given a move

order. This rule does not affect this unit itself.

Eat the Weak

The Brood Mother's Drain Life spell can target and cause damage to Friendly Core units with the Expendable Keyword and when doing so, its Drain Life (n) value is doubled; afterward carry out the rest of the spell's damage removal component as normal. Damage caused to Friendly units in this way does not trigger a Nerve test.

Special Rule	Description
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.
Ignores Cover	The firing unit only suffers cover penalties for units that have at least half their base within Difficult Terrain. Note that the firing unit still needs to have Line of Sight to the target to fire at it.
Individual	See page 34 (page 30 in gamers edition)
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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.
Mighty	Individuals with the Mighty 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.
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 values. This is cumulative to a maximum total of +2 if multiple units with Rallying are in range. Only the Rout value of a Fearless unit is affected by Rallying.

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).
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 Wild Charge (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (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.

Spell	Description	Special Rules
Drain Life Range: 6" Enemy, CC	Roll to damage as normal. If one or more points of damage are scored, choose either the caster or a single Friendly Core unit within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is cast into Melee, the target will not take a Nerve test at the end of the Ranged phase.	Piercing(1)
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.

Artefact	Description
Fire-Oil	The unit gains both the Crushing Strength special rule (+1 - vs. units with Regeneration and the Piercing special rule (+1 - vs. units with Regeneration).
Liliana's Tear	The unit is not affected by the Dread, Shattering or Brutal special rules on enemy units.
Mead of Madness	The unit gains the Wild Charge (+1) special rule.
The Scrying Gem	When starting to deploy their units, your opponent must deploy D3+1 units instead of a single one.