

DESERT RAT KORPS - SI BRAND



EVIL

Warriors

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	6	5	-	4	2	3	25	19/21	[145]
Rallying (1 - Horde only) Keywords: Expendable, Mob, Ratkin									

Hackpaws

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	9	4	-	4	3	3	16	12/14	150
Maccwar's Potion of the Caterpillar 20 [170]									
Nimble, Thunderous Charge (1), Vicious (Melee) Keywords: Beast, Ratkin									

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	235
Blessing of the Gods 30 [265]									
Crushing Strength (1), Rallying (1 - Horde only), Vicious Blight Cannons (12", Steady Aim) Keywords: Abomination, 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									

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									
Regiment(3)	8	4	-	5	3	2	24	14/16	210
Helm of the Drunken Ram 15 [225]									
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									

Brood Mother										Hero (LrgInf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	4	-	5	3	1	5	12/14	120	
Orb of Towering Presence Library Mindfog (2)									10	
Crushing Strength (1), Eat the Weak, Inspiring, Nimble, Radiance of Life Spells: Drain Life (5), Mind Fog (2) Keywords: Brood Mother, Ratkin, Tek									10	
									[140]	

Swarm-crier										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	5	-	4	2	0	1	8/10	45	
Banner of Abbetshire									20	
Individual, Inspiring									[65]	
Keywords: Ratkin										

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	
War-Bow of Kaba									5	
Brutal, Crushing Strength (2), Nimble, Rallying (1)									[80]	
Keywords: Abomination, Tek										
1	6	3	-	5	3	1	3	11/13	75	
Torc of Dissonance									10	
Brutal, Crushing Strength (2), Nimble, Rallying (1)									[85]	
Keywords: Abomination, Tek										

Scudku-z'luk, Demonspawn of Diew [1]										Hero (Ttn) Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	6	1	13	17/19	[345]	
Crushing Strength (3), Fly, Inspiring, Nimble, Rallying (2)										
Spells: Lightning Bolt (5)										
Keywords: Abomination, Abyssal										



HALFLINGS

NEUTRAL

Spearspikes										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	5	5	-	4	2	3	15	12/14	[100]	
Phalanx, Spellward										
Keywords: Halfling, Ravenous										

Muster Captain on Winged Aralez										Hero (Mon)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	5	1	7	14/16	195	
Relentless									5	
Crushing Strength (2), Fly, Inspiring, Iron Resolve, Nimble, Spellward, Thunderous Charge (1)									[200]	
Keywords: Aralez, Halfling, Ravenous										

Total Unit Strength: 22
 Total Core: 2000 (87.0%)
 Total Ally: 300 (13.0%)

Total Units: 15





SPECIAL RULES AND SPELLS:

Banner of Abbetshire	The unit gains Aura (Spellward) special rule.
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.
Brutal	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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Drain Life	Spell: 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. Modifier: <i>Piercing</i> (1)
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.
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.
Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from the Strider and Pathfinder special rules when issued a Charge order.
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.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previous suffered.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
Mind Fog	Spell: 36", Enemy - Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused. Modifiers: Shattering
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.
Orb of Towering Presence	May not be taken by units with the Individual or Fly special rules. Increases the unit's Unit Strength by one, to a maximum of four.
Phalanx	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> 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.
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 value to a maximum of +2. This is cumulative if multiple units with <i>Rallying</i> are in range.
Relentless	Once per game, when attacking a unit in melee that currently has at least one point of damage, the unit may reroll up to 3 of the dice that failed to hit.
Spellward	All spells, both Friendly and Enemy, targeting this unit suffer a -1 to hit modifier. Note that rolls of natural unmodified 6s still always hit.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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).
Torc of Dissonance	Once per game, at the start of one or your Ranged phases, choose an enemy unit with a spellcaster tier within 12". Choose one of the spells known to that unit. During the enemy player's following Turn, the unit may not use the chosen spell.
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
War-Bow of Kaba	The unit gains the following Ranged attack: War-Bow of Kaba: 24", Att: 1, Ra: 4+, <i>Piercing</i> (1), <i>Steady Aim</i> .
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.