Ratkin Slaves

EVIL

Slave Warriors — Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	5	-	4	2	2	12	12/14	85
The Last Breath									15
									[100]

Keywords: Expendable, Ratkin, Slave

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Slave Death Engine Impaler — Monster (Cht)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	8	4	-	5	5	1	D6+7	-/16	[180]

Crushing Strength (2), Rampage (Melee - D6), Vicious (Melee), Wild Charge (D3)
Keywords: Ratkin, Slave, Tek

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Keywords: Ratkin, Slave, Tek

Overmaster — Hero (Inf)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	4	3	-	6	2	0	5	13/15	105
Infernal Advance [1] - Gain Aura (Strider - Infantry only). This unique upgrade cannot be taken in addition to a magical artefact.									20
									[125]

Crushing Strength (1), Individual, Inspiring, Mighty, Vicious (Melee), Aura (Strider - infantry only)
Keywords: Dwarf

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
Blade of Slashing									5
									[305]

Crushing Strength (3), Fly, Inspiring, Nimble, Regeneration (5+), Vicious (Melee)
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	7	-/16	[200]

Crushing Strength (1), Dread, Nimble, Rallying (2 - Slave only), Thunderous Charge (2), Very Inspiring, Vicious (Melee)
Keywords: Dwarf

Cryza's Gore-Impaler [1] — Hero (Mon-Cht)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	8	3	-	5	5	1	D6+7	-/16	[210]

Battering Ram, Crushing Strength (2), Rampage (Melee - D6), Vicious (Melee), Wild Charge (D3)
Keywords: Ratkin, Slave, Tek

Lowest of the Low [1] — Formation

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Formation(1)									[0]

Taskmaster on Chariot (F) — Hero (Cht)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	8	3	-	4	3	1	5	13/15	[145]

Aura (Vicious (Melee) - Slave Infantry only), Inspiring, Nimble, Out of my way, worm!, Rallying (1 - Slaves only), Thunderous Charge (2), Vicious (Melee)
Keywords: Dwarf

Slave Warriors (F) — Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	5	-	4	2	2	12	12/14	[100]
	The Last Breath Keywords: Expendable, Ratkin, Slave								
Regiment(20)	6	5	-	4	2	2	12	12/14	[100]
	The Last Breath Keywords: Expendable, Ratkin, Slave								
Horde(40)	6	5	-	4	2	3	25	19/21	[155]
	The Last Breath Keywords: Expendable, Ratkin, Slave								

Total Unit Strength: 25 — Total Units: 16
Total Core: 2300 (100%)

Special Rules and Spells:

Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself.
Battering Ram	Once per turn, when this unit routs an enemy unit in melee which has a Unit Strength of 1 or more, it can Overrun as if it had routed an individual. (See Overrun on pg. 34 of the Rulebook & pg. 30 of the Gamer's Edition). Note: Base size cannot be increased beyond 50x100mm
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
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 *Dread* - multiple sources are not cumulative. If an Enemy unit is subject to both the *Brutal* and *Dread* special rules or the *Shattering* and *Dread* special rules, the attacking player must choose to use either the *Brutal/Shattering* or the *Dread* modifiers. Both cannot be aplied 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 *Fly* special rule. In addition, if a unit with *Fly* also has the *Nimble* special rule, then the *Nimble* 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 *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.
Out of my way, worm!	Before giving this unit an order, select a single Friendly Core unit with the Slave keyword within 12” and in Line of Sight of this unit. That unit is then immediately Routed and removed from the board. If the removed unit had the Last Breath upgrade, it activates as normal against all units Engaged with it.
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 *Rallying* are in range.
Rampage	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks.
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.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
The Last Breath	When the unit suffers a Rout result, all units in base contact with it suffer 2D3 hits at Piercing (2). These hits are resolved by the player that Routed the unit with The Last Breath rule, which 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.
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).
Very Inspiring	This is the same as the *Inspiring* special rule, except that it has a range of 9". Any rule that affects *Inspiring* also affects *Very Inspiring* 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 scond 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.
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.