



Slave Warriors Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [100] The Last Breath <i>Special Rules: The Last Breath</i> Keywords: Expendable, Ratkin, Slave	6	5+	-	4+	2	12	12/14	2	[85] [15]
Horde (40) [155] The Last Breath <i>Special Rules: The Last Breath</i> Keywords: Expendable, Ratkin, Slave	6	5+	-	4+	3	25	19/21	2	[140] [15]
Horde (40) [155] The Last Breath <i>Special Rules: The Last Breath</i> Keywords: Expendable, Ratkin, Slave	6	5+	-	4+	3	25	19/21	2	[140] [15]
Horde (40) [155] The Last Breath <i>Special Rules: The Last Breath</i> Keywords: Expendable, Ratkin, Slave	6	5+	-	4+	3	25	19/21	2	[140] [15]

Abyssal Berserkers Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (10) [105] <i>Special Rules: Crushing Strength(1), Vicious(Melee), Wild Charge(D3)</i> Keywords: Berserker, Dwarf	5	3+	-	3+	1	12	-/13	2	[105]
Regiment (20) [165] <i>Special Rules: Crushing Strength(1), Vicious(Melee), Wild Charge(D3)</i> Keywords: Berserker, Dwarf	5	3+	-	3+	3	15	-/17	2	[165]
Regiment (20) [165] <i>Special Rules: Crushing Strength(1), Vicious(Melee), Wild Charge(D3)</i> Keywords: Berserker, Dwarf	5	3+	-	3+	3	15	-/17	2	[165]

Abyssal Halfbreeds Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [195] <i>Special Rules: Crushing Strength(1), Fury, Regeneration(5+), Thunderous Charge(1), Vicious(Melee)</i> Keywords: Abomination	8	3+	-	4+	3	16	14/16	3	[195]
Regiment (10) [195] <i>Special Rules: Crushing Strength(1), Fury, Regeneration(5+), Thunderous Charge(1), Vicious(Melee)</i> Keywords: Abomination	8	3+	-	4+	3	16	14/16	3	[195]

Slave Tunnel Runners Chariot	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (2) [180] Skirmisher's Boots <i>Special Rules: Crushing Strength(1), Thunderous Charge(1), Nimble</i> Keywords: Ratkin, Slave	8	4+	-	5+	1	16	12/14	3	[170] [10]
Regiment (3) [225] Sir Jesse's Boots of Striding <i>Special Rules: Crushing Strength(1), Thunderous Charge(1)</i> Keywords: Ratkin, Slave	8	4+	-	5+	2	24	14/16	3	[210] [15]

Slavedriver Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[With grey whip] 1 [80] Lute of Insatiable Darkness Bane Chant (2) <i>Special Rules: Individual, Inspiring, Rallying(1 - Slaves only), Vicious(Melee)</i> Keywords: Dwarf	4	4+	-	5+	0	1	10/12	2	[55] [25]
[With cream whip] 1 [60] War-Bow of Kaba War-Bow of Kaba (24", Att: 1, Ra: 4+, Piercing(1), Steady Aim) <i>Special Rules: Individual, Inspiring, Rallying(1 - Slaves only), Vicious(Melee)</i> Keywords: Dwarf	4	4+	-	5+	0	1	10/12	2	[55] [5]

Abyssal Halfbreed Champion Hero (Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [155] Pipes of Terror <i>Special Rules: Crushing Strength(2), Individual, Inspiring, Mighty, Regeneration(5+), Vicious(Melee), Brutal</i> Keywords: Abomination, Halfbreed	8	3+	-	5+	0	6	12/14	3	[145] [10]

Golekh Skinflayer [1] Hero (Chariot)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [200] <i>Special Rules: Crushing Strength(1), Dread, Nimble, Rallying(2 - Slave only), Thunderous Charge(2), Very Inspiring, Vicious(Melee)</i> Keywords: Dwarf	8	3+	-	5+	1	7	-/16	3	[200]

Cryza's Gore-Impaler [1] Hero (Monster) (Chariot)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [210] <i>Special Rules: Crushing Strength(2), Rampage(Melee - D6), Vicious(Melee), Wild Charge(D3), Battering Ram</i> Keywords: Ratkin, Slave, Tek	8	3+	-	5+	1	D6+7	-/16	5	[210]

Total Units:
Total Primary Core Points:

16
2500 (100.0%)

Total Unit Strength:

29

Custom Rule	Description
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
Special Rule	Description
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (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 Brutal and Dread 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.
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 applied against the same unit.
Fury	While Wavering, this unit may still declare a Counter Charge.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6inches 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. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
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 on its profile until the end of the Turn.
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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
The Last Breath	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 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. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
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, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

Spell	Description	Special Rules
Bane Chant Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	
Artefact	Description	
War-Bow of Kaba	The unit gains the following Ranged attack: War-Bow of Kaba: 24inches, Att: 1, Ra: 4+, Piercing (1), Steady Aim.	
Pipes of Terror	This unit gains the Brutal special rule.	
Skirmisher's Boots	Troops only. The unit gains the Nimble special rule.	
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.	
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.	