

Clash of Kings 23

2300 / 2300 VALID

Ratkin Slaves [2300]

Slave Warriors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf 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]
Inf 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]
Inf 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]

Decimators*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop (10) [115] Blunderbuss (12", Piercing(1),Steady Aim, Vicious(Ranged)) <i>Keywords: Dwarf</i>	4	4+	4+	4+	1	10	10/12	2	[115]
Inf Troop (10) [115] Blunderbuss (12", Piercing(1),Steady Aim, Vicious(Ranged)) <i>Keywords: Dwarf</i>	4	4+	4+	4+	1	10	10/12	2	[115]
Inf Troop (10) [115] Blunderbuss (12", Piercing(1),Steady Aim, Vicious(Ranged)) <i>Keywords: Dwarf</i>	4	4+	4+	4+	1	10	10/12	2	[115]

Slave Nightmares	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment (3) [140] Blight Cannons (12", Steady Aim) <i>Special Rules: Crushing Strength(1),Vicious</i> Keywords: Abomination, Slave, Tek	6	4+	4+	5+	2	9	11/13	3	[140]
Lrg Inf Horde (6) [230] Blight Cannons (12", Steady Aim) <i>Special Rules: Crushing Strength(1),Vicious</i> Keywords: Abomination, Slave, Tek	6	4+	4+	5+	3	18	14/16	3	[230]
Lrg Inf Horde (6) [230] Blight Cannons (12", Steady Aim) <i>Special Rules: Crushing Strength(1),Vicious</i> Keywords: Abomination, Slave, Tek	6	4+	4+	5+	3	18	14/16	3	[230]

Vermintide*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Regiment (3) [65] <i>Special Rules: Nimble, Vicious(Melee),Wild Charge(D3)</i> Keywords: Beast, Expendable, Vermin	6	5+	-	3+	1	9	9/11	1	[65]
Swm Regiment (3) [65] <i>Special Rules: Nimble, Vicious(Melee),Wild Charge(D3)</i> Keywords: Beast, Expendable, Vermin	6	5+	-	3+	1	9	9/11	1	[65]

Slave Death Engine Impaler	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon (Chariot) 1 [180] <i>Special Rules: Crushing Strength(2),Rampage(Melee - D6),Vicious(Melee),Wild Charge(D3)</i> Keywords: Ratkin, Slave, Tek	8	4+	-	5+	1	D6+7	-/16	5	[180]

Iron-caster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 3 [185] Boots of Levitation Knowledgable[1] Fireball (10) Bane Chant (2) Alchemist's Curse[1](4) <i>Special Rules: Individual, Inspiring, Ariagful's Flame</i> Keywords: Dwarf, Hellforged	4	4+	-	5+	0	1	11/13	2	[90] [30] [10] [0] [20] [35]
Hero (Inf) 1 Spellcaster 2 [150] Amulet of the Fireheart Fireball (10) Bane Chant (2) Veil of Shadows[1](3) <i>Special Rules: Individual, Inspiring, Ariagful's Flame</i> Keywords: Dwarf, Hellforged	4	4+	-	5+	0	1	11/13	2	[90] [10] [0] [20] [30]

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

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

Total Units: 16 **Total Unit Strength:** 22
Total Primary Core Points: 2300 (100.0%)

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

Ariagful's Flame	Whenever this unit rolls to damage with Fireball, it can reroll all dice that score a natural, unmodified 1.
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Special Rule	Description
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.
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.
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.
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.

Arcane Ability	Description
Knowledgable [1]	Spellcaster Tier +1

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.	
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
Veil of Shadows [1] Range: 0" Self	If one or more hits are scored, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.	
Alchemist's Curse [1] Range: 12" Enemy	Add the target's Defence value to the (n) value of this spell. e.g. Casting Alchemist's Curse [1] (2) against a Defence 4+ unit, will result in Alchemist's Curse [1] (6),rolling 6 dice for the spell.	Piercing(4), Hits on a 5+ against units in Cover

Artefact	Description
Amulet of the Fireheart	Once per game, immediately after casting a spell, the unit may cast a second, different spell. The unit cannot use this artefact to cast more than two spells in a single turn.
Boots of Levitation	The unit may still make Ranged attacks even after receiving an At the Double Movement order.