

Ratkin Slaves [1800]

Slave Warriors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [140] <i>Keywords: Expendable, Ratkin, Slave</i>	6	5+	-	4+	3	25	19/21	2	[140]

Slave Nightmares	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [245] Orb of Towering Presence Blight Cannons (12", Steady Aim) <i>Special Rules: Crushing Strength(1), Vicious</i> Keywords: Abomination, Slave, Tek	6	4+	4+	5+	4	18	14/16	3	[230] [15]
Lrg Inf Horde [240] Pipes of Terror Blight Cannons (12", Steady Aim) <i>Special Rules: Crushing Strength(1), Vicious, Brutal</i> Keywords: Abomination, Slave, Tek	6	4+	4+	5+	3	18	14/16	3	[230] [10]

Vermintide*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Regiment [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 [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 [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 Tunnel Runners	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht Regiment [245] Brew of Sharpness <i>Special Rules: Crushing Strength(1), Thunderous Charge(1)</i> Keywords: Ratkin, Slave	8	3+	-	5+	2	24	14/16	3	[210] [35]

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]

Overmaster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [145] Wings of Honeymaze <i>Special Rules: Crushing Strength(1), Individual, Inspiring, Mighty, Vicious(Melee), Fly</i> Keywords: Dwarf	10	3+	-	5+	0	5	13/15	2	[105] [40]

Golekh Skinflayer [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cht) 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]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Mon) (Chariot) 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: 11 Total Unit Strength: 18
 Total Primary Core Points: 1800 (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

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.
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. This includes Difficult Terrain the unit started in. 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 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.
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.
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.
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Artefact	Description
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.
Pipes of Terror	This unit gains the Brutal special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Wings of Honeymaze	Individuals only. The unit gains the Fly special rule and increases its Speed stat to 10, but decreases its Defence stat by -1 to a minimum of 2.