

2300 / 2300 VALID

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Scudku-z'luk [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Ti)	10	3+	-	5+	2	13	19	5	[320]
Special Rules: <i>Crushing Strength(3), Fly, Inspiring, Rallying</i>									

Warlock [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	5+	-	4+	1	1	11	2	[150]
Inspiring Talisman									[30]
Bane Chant (3)									[30]
Heal (4)									[20]
Special Rules: Individual, Yielding, Inspiring Traits: Spellcaster									

Shock Troops	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	6	4+	-	4+	2	15	15	2	[120]
Special Rules: <i>Crushing Strength(1),Rallying(Only when Horde Unit Size is chosen)</i> Traits: <i>Ratpack</i>									

Warriors	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment Spears	6	5+	-	4+	2	15	14	2	[95] [10]
Special Rules: Rallying(Only when Horde Unit Size is chosen),Phalanx Traits: Ratpack									
Core Inf Regiment Spears	6	5+	-	4+	2	15	14	2	[95] [10]
Special Rules: Rallying(Only when Horde Unit Size is chosen),Phalanx Traits: Ratpack									
Core Inf Horde	6	5+	-	4+	4	25	21	2	[150]
Special Rules: Rallying(Only when Horde Unit Size is chosen) Traits: Ratpack									

Shredder [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng	5	-	5+	5+	1	4	10	2	[95]
Shredder (48", Blast (D3), Piercing (1), Reload, Shattering (1))									
Special Rules:									
Support War Eng	5	-	5+	5+	1	4	10	2	[95]
Shredder (48", Blast (D3), Piercing (1), Reload, Shattering (1))									
Special Rules:									

Mother Cryza [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Inf)	6	3+	-	5+	2	5	15	3	[230]
Lightning Bolt (5)									[0]
Bane Chant (3)									[0]
Special Rules: Cloak of Death, Crushing Strength(1),Ensnare, Very Inspiring Traits: Spellcaster									

Swarm-crier [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	5+	-	4+	1	1	10	2	[80]
Special Rules: <i>Individual, Very Inspiring, Yielding</i>									

Shock Troops	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	6	4+	-	4+	4	30	24	2	[220]
Special Rules: <i>Crushing Strength(1),Rallying(Only when Horde Unit Size is chosen)</i> Traits: <i>Ratpack</i>									
Core Inf Horde	6	4+	-	4+	4	30	24	2	[220]
Special Rules: <i>Crushing Strength(1),Rallying(Only when Horde Unit Size is chosen)</i> Traits: <i>Ratpack</i>									
Core Inf Regiment	6	4+	-	4+	2	15	15	2	[120]
Special Rules: <i>Crushing Strength(1),Rallying(Only when Horde Unit Size is chosen)</i> Traits: <i>Ratpack</i>									

Warriors	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	6	5+	-	4+	4	25	21	2	[150]
Special Rules: Rallying(Only when Horde Unit Size is chosen) Traits: Ratpack									

Hackpaws	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cav Regiment	10	4+	-	4+	2	16	15	3	[160]
Special Rules: Nimble, Thunderous Charge(1), Vicious(Combat) Traits: Ratpack									

Total Units:
Total Points:

15
2300

Total Unit Strength:

34

Command Order	Target	Description
Tenacity!	3	The unit may re-roll a single failed to hit roll in Combat this Turn. It cannot be used to re-roll a dice for an attack that has the Blast special rule.
Tactical Retreat!	4	If the unit performs a Back! order, it may move up to its Sp value, but may not make any pivots. This order may not be issued to a unit carrying a Loot Counter.
Plague Pots	5	Units with the Ratpack Trait only. The unit gains the Ensnare special rule until start of its next Turn.
Scurrying Claws	5	Units with the Ratpack Trait only. The unit gains the Strider special rule.

Special Rule	Description
Blast (n)	For each of the unit's attacks that hit the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. For example, if a unit suffers a single hit from a Blast (D6+3) attack, it will suffer from four to nine hits rather than a single one. If a unit suffers four hits from a Blast (D3) attack, it will suffer from four to twelve hits rather than a single one. Once this is done, roll for damage as normal for all of the hits caused
Cloak of Death	In the Movement Phase, after this unit has completed its order, all enemy units within 6" of this unit take an immediate point of damage. Units can only be damaged by a single source of Cloak of Death per Turn. No Nerve test is required for damage taken from a Cloak of Death.
Crushing Strength (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1), a roll of 4 would become a roll of 5.
Ensnare	In Combat, attacks against this unit's front suffer an additional -1 to hit.
Fly	When executing an order other than Withdraw!, the unit can move and pivot over anything (Blocking Terrain, enemy units, friendly units when charging, etc.), as long as the flying unit's entire Movement Order ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it starts or ends the move within or touching them.
Individual	This rule is explained on page 42.
Inspiring	If this unit, or any friendly unit within 6" of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!), that Nerve test must be rerolled. 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-point while executing a Charge! order.
Phalanx	Cavalry, Large Cavalry, and units with the Fly special rule that Charge this unit's front are Hindered.
Piercing (n)	All hits caused by Ranged attacks from a unit or weapon with this special rule have a (+n) modifier when rolling to damage. For example: when rolling to damage with a Ranged attack that has Piercing (1), a roll of 4 would become a roll of 5.
Rallying	Friendly units within 6" of this unit have +1 to their Nerve value. This is not cumulative if multiple units with Rallying are in range.
Reload	The unit can only make ranged attacks if it received a Halt! order in its previous Movement Phase.
Shattering (n)	If a unit is damaged by the ranged attacks of one or more units with this rule, add (n) to the subsequent Nerve test at the end of the Ranged Phase. If an enemy unit is subject to both the Shattering and Dread special rules, the attacking player must choose to use either the Shattering or the Dread modifiers. Both cannot be applied against the same unit.
Thunderous Charge (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat 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 Hindered.
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.
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.
Yielding	Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a

Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.

Spell	Description
Bane Chant Range: 12" Friendly, CC	If any hits are scored, instead of causing damage, 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.
Heal Range: 12" Friendly, Self, CC	For each hit scored, instead of causing damage, remove a point of damage from the target unit.
Lightning Bolt Range: 24" Magical Missile	Piercing (1)

Artefact	Description
Inspiring Talisman	The hero gains the Inspiring special rule.