

BM2019 Final List

Ratkin (Evil)								
Warriors								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	6	5+	-	4+	25	19/21	155	Rallying! (1)
Horde(40)	6	5+	-	4+	25	19/21	155	Rallying! (1)
Horde(40)	6	5+	-	4+	25	19/21	155	Rallying! (1)
Shock Troops								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	6	4+	-	4+	25	20/22	230	Crushing Strength (1), Elite, Rallying! (1), Vicious
Horde(40)	6	4+	-	4+	25	20/22	230	Crushing Strength (1), Elite, Rallying! (1), Vicious
Clawshots								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(5)	6	5+	4+	4+	5	8/10	90	Base Size: (25x50mm), Long Barrelled Rifles, Piercing (2), Reload!
Brutes								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	4+	-	4+	18	13/16	185	Brutal, Crushing Strength (2), Fury, Rallying! (1), Regeneration (5+)
Horde(6)	6	4+	-	4+	18	13/16	185	Brutal, Crushing Strength (2), Fury, Rallying! (1), Regeneration (5+)
Weapon Team								War Engine
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	-	-	4+	10	8/10	60	Breath Attack (10), Nimble, Piercing (1)
- Storm of lead: Add Piercing (1)							20	
(1)	6	-	-	4+	10	8/10	60	Breath Attack (10), Nimble, Piercing (1)
- Storm of lead: Add Piercing (1)							20	
(1)	6	-	-	4+	10	8/10	60	Breath Attack (10), Nimble, Piercing (1)
- Storm of lead: Add Piercing (1)							20	
Shredder								War Engine
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	-	5+	4+	3	8/10	90	Blast (D3), Piercing (2), Reload!
(1)	6	-	5+	4+	3	8/10	90	Blast (D3), Piercing (2), Reload!
Artillery								War Engine
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	-	5+	4+	2	8/10	90	Blast (D3+1), Indirect Fire, Piercing (1), Reload!, Vicious
(1)	6	-	5+	4+	2	8/10	90	Blast (D3+1), Indirect Fire, Piercing (1), Reload!, Vicious
Death Engine								Monster
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	

(1)	6	4+	4+	4+	D6 +7	-/16	170	Base Size: (50x100mm), Crushing Strength (1), Piercing (2), Rallying! (1), Thunderous Charge (1)
- Vile Sorcery: (Range 18",Ra 4+,De 4,Piercing (2))							40	

Warlock **Hero (Inf)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	5+	-	4+	1	9/11	90	Hero (Inf), Bane-chant (3), Individual, Lightning Bolt (5)
- Bane-chant (3)							20	
(1)	6	5+	-	4+	1	9/11	90	Hero (Inf), Heal (3), Individual, Lightning Bolt (5)
- Heal (3)							15	

Swarm-crier **Hero (Inf)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	5+	-	4+	1	8/10	45	Hero (Inf), Individual, Inspiring
(1)	6	5+	-	4+	1	8/10	45	Hero (Inf), Individual, Inspiring

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- Bane-chant** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored (two or more for ranged attack/Piercing) from the same casting, for the rest of the turn all of the unit's melee and ranged attacks increase their Crushing Strength and Piercing by 1, or gain Crushing Strength(1) or Piercing(1) if they don't already have it. Note that multiple bane-chants hitting the same unit do not have cumulative effects.
- Blast** If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit.
- Breath Attack** The unit has a ranged attack for which you roll (n) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- Brutal** When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Elite** Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
- Fury** While wavered, this unit may declare a Counter-Charge.
- Heal** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, for every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.
- Indirect Fire** The unit fires in high arcs, hitting the target from the top, which means it does not suffer the -1 to hit modifier for cover. On the other hand, the unit cannot shoot targets that are within 12". Note that the firing unit does still need to see its target to fire at it.
- Individual**
 Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.
 Move Individuals have the Nimble special rule.
 Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier.
 Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.
- Inspiring** If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
- Lightning Bolt** Spell. Range 24". Piercing (1) – roll to damage as normal. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.

- Nimble** The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting. 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 ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Rallying!** Friendly non-allied units within 6" have +n to their Waver and Rout Nerve values. This is cumulative, with a maximum total of +2 if multiple units with Rallying! are in range.
- Regeneration (5+)** Every time this unit receives an 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 5+, the unit recovers a point of damage.
- Reload!** The unit can fire only if it received a Halt order that turn.
- Thunderous Charge** All melee hits inflicted by the 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 1 when Hindered.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.