

Ratkin Slaves [2300]

| Slave Tunnel Runners | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|-------|----|-------|
| Cht Regiment [220] | 8 | 4+ | - | 5+ | 2 | 24 | 14/16 | 3 | [210] |
| Pipes of Terror | | | | | | | | | [10] |
| <i>Special Rules: Crushing Strength(1), Thunderous Charge(1), Brutal</i> Keywords: Ratkin, Slave | | | | | | | | | |
| Cht Regiment [210] | 8 | 4+ | - | 5+ | 2 | 24 | 14/16 | 3 | [210] |
| <i>Special Rules: Crushing Strength(1), Thunderous Charge(1)</i> Keywords: Ratkin, Slave | | | | | | | | | |
| Cht Regiment [210] | 8 | 4+ | - | 5+ | 2 | 24 | 14/16 | 3 | [210] |
| <i>Special Rules: Crushing Strength(1), Thunderous Charge(1)</i> Keywords: Ratkin, Slave | | | | | | | | | |
| Cht Regiment [210] | 8 | 4+ | - | 5+ | 2 | 24 | 14/16 | 3 | [210] |
| <i>Special Rules: Crushing Strength(1), Thunderous Charge(1)</i> Keywords: Ratkin, Slave | | | | | | | | | |
| Cht Regiment [210] | 8 | 4+ | - | 5+ | 2 | 24 | 14/16 | 3 | [210] |
| <i>Special Rules: Crushing Strength(1), Thunderous Charge(1)</i> Keywords: Ratkin, Slave | | | | | | | | | |
| Cht Regiment [210] | 8 | 4+ | - | 5+ | 2 | 24 | 14/16 | 3 | [210] |
| <i>Special Rules: Crushing Strength(1), Thunderous Charge(1)</i> Keywords: Ratkin, Slave | | | | | | | | | |

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

| Slavedriver | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|-------|----|------|
| [Ben Furr] Hero (Inf) 1 [80] | 4 | 4+ | - | 5+ | 0 | 1 | 10/12 | 2 | [55] |
| Lute of Insatiable Darkness | | | | | | | | | [25] |
| Bane Chant (2) | | | | | | | | | |
| <i>Special Rules: Individual, Inspiring, Rallying(1 - Slaves only), Vicious(Melee)</i> Keywords: Dwarf | | | | | | | | | |

| Golekh Skinflayer [1] | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|------|----|-------|
| Hero (Cht) 1 [200] | 8 | 3+ | - | 5+ | 1 | 7 | -/16 | 3 | [200] |
| <i>Special Rules: 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] |
| <i>Special Rules: Crushing Strength(2), Rampage(Melee - D6), Vicious(Melee), Wild Charge(D3), Battering Ram</i> Keywords: Ratkin, Slave, Tek | | | | | | | | | |

Total Units: 12 Total Unit Strength: 17
 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 |

| 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. |
| 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. |
| 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. |
| 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 | |
| Pipes of Terror | This unit gains the Brutal special rule. | |
| Lute of Insatiable Darkness | The unit gains the Bane Chant (2) spell. | |