

Forlorn hope

2300 / 2300 VALID

Ratkin Slaves [2300]

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

Blacksouls	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [130] Throwing Mastiff <i>Special Rules: Vicious(Melee), Ordered March, Throwing Mastiff</i> Keywords: Dwarf	4	4+	-	5+	3	12	14/16	2	[115] [15]

Decimators*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [290] Blessing of the Gods Blunderbuss (14", Piercing(1), Steady Aim, Vicious(Ranged)) <i>Special Rules: Ordered March, Elite</i> Keywords: Dwarf	4	4+	4+	4+	4	25	21/23	2	[260] [30]

Slave Nightmares	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [235] Fire-Oil Blight Cannons (12", Steady Aim) <i>Special Rules: Crushing Strength(1 / +1 vs. units with Regeneration), Vicious, Piercing(+1 vs. units with Regeneration)</i> Keywords: Abomination, Slave, Tek	6	4+	4+	5+	3	18	14/16	3	[230] [5]

Abyssal Halfbreeds	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [205] Sir Jesse's Boots of Striding <i>Special Rules: Crushing Strength(1), Fury, Regeneration(5+), Thunderous Charge(1), Vicious(Melee)</i> Keywords: Abomination	8	3+	-	4+	3	16	15/17	3	[190] [15]

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]

Katsuchan Rocket Launcher	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
WE 1 [85] Katsuchan Rocket Launcher (48", Blast(D3), Indirect, Piercing(1), Reload, Vicious(Ranged), Ignores Obscured) <i>Special Rules: Secured Position</i> Keywords: Dwarf, Hellforged	4	0+	5+	5+	0	4	10/12	2	[85]
WE 1 [85] Katsuchan Rocket Launcher (48", Blast(D3), Indirect, Piercing(1), Reload, Vicious(Ranged), Ignores Obscured) <i>Special Rules: Secured Position</i> Keywords: Dwarf, Hellforged	4	0+	5+	5+	0	4	10/12	2	[85]
WE 1 [85] Katsuchan Rocket Launcher (48", Blast(D3), Indirect, Piercing(1), Reload, Vicious(Ranged), Ignores Obscured) <i>Special Rules: Secured Position</i> Keywords: Dwarf, Hellforged	4	0+	5+	5+	0	4	10/12	2	[85]

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

Iron-caster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 3 [110]	4	4+	-	5+	0	1	11/13	2	[50]
Knowledgeable[1]									[10]
Mindfog(3)									[15]
Celestial Restoration[1](3)									[35]
Special Rules: Individual, Inspiring, Ariagful's Flame Keywords: Dwarf, Hellforged									

Abysal Halfbreed Champion	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [145]	8	3+	-	5+	0	6	12/14	3	[145]
Special Rules: Crushing Strength(2),Fury, Individual, Inspiring, Mighty, Regeneration(5+),Vicious(Melee) Keywords: Abomination, Halfbreed									

Overmaster on Ancient Winged Halfbreed	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 [305]	10	3+	-	5+	2	9	17/19	6	[300]
Blade of Slashing									[5]
Special Rules: Crushing Strength(3),Fly, Fury, Inspiring, Nimble, Regeneration(5+),Vicious(Melee) Keywords: Abomination, Dwarf									

Total Units: 15 **Total Unit Strength:** 23
Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
Ariagful's Flame	Whenever this unit rolls to damage with Fireball, it can reroll all dice that score a natural, unmodified 1.
Special Rule	Description
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. Once this is done, roll damage as normal for all of this hits caused.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
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.
Fury	While Wavering, this unit may still declare a Counter Charge.
Ignores Obscured	Ranged attacks made by this unit do not suffer the -1 to hit modifier from Cover that is granted by targeting an Obscured Target (although the unit may still benefit from Cover from another source (e.g. by being Concealed)).
Indirect	The unit cannot make Ranged attacks on targets that are within 12".
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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.
Ordered March	When Issuing an At The Double order, this unit can make a single pivot around its centre of up to 90 degrees from its current facing at any point during the order.
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.
Regeneration	Every time this unit receives a Movement 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 (n) or higher, the unit recovers one point of damage previously suffered.

Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Secured Position	This unit is considered a Scoring Unit with a Unit Strength of 0. Units with this rule add +1 to their US so long as they are outside of 6" of enemy units.
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.
Throwing Mastiff	The unit is equipped with a single use ranged attack with the following profile – Throwing Mastiff: 12", Att: 8, Piercing (1); This attack always hits on a 4+. Once used, the unit's Throwing Mastiff is destroyed and cannot be used again for the remainder of the game.
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).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

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.	
Mind Fog Range: 36" Enemy	Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused.	Shattering
Celestial Restoration [1] Range: 36" Friendly, CC	For each hit scored roll a single D3 and total the results. The unit regains this many points of damage that it has previously suffered.	Indirect

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Fire-Oil	The unit gains both the Crushing Strength special rule (+1 - vs. units with Regeneration) and the Piercing special rule (+1 - vs. units with Regeneration).
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Blessing of the Gods	The unit gains the Elite special rule.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.