Abyssal Dwarfs Golekh's Ratkin Slaves

2300 / 2300 VALID

1st Battalion

Golekh Skinflayer [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Cht)	8	3+	-	5+	2	5	16	4	[170]

Special Rules: *Crushing Strength(1),Inspiring, Rallying(Slave Trait only),Thunderous Charge(1),Vicious(Combat)*

Iron-caster [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	4	4+	-	5+	1	1	13	2	[155]
Ej Periscope									[5]
Bane Chant (3)									[30]
Surge (8)									[30]

Special Rules: *Individual, Inspiring, Yielding, Enhance, Leaper* ***Traits:*** *Spellcaster*

Slave Driver [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	4	4+	-	5+	1	1	12	2	[95]

Special Rules: *Individual, Rallying(Slave Trait only),Vicious(Combat),Very Inspiring, Yielding*

Decimators	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	4	4+	4+	4+	4	20	23	2	[265]
Blessing of the Gods									[25]

Blunderbuss (14", Piercing (1),Vicious(Ranged))

Special Rules: *Elite* ***Traits:*** *Ironborn*

Immortal Guard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	4	3+	-	5+	2	15	17	2	[195]

Special Rules: *Crushing Strength(1),Fearless, Regeneration(5+),Vicious(Combat)* ***Traits:*** *Ironborn*

Ratkin [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	6	5+	-	3+	4	25	21	2	[120]

Traits: *Slave*

Core Inf Horde	6	5+	-	3+	4	25	21	2	[120]

Traits: *Slave*

Gargoyles	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Hvy Inf Troop	10	4+	-	3+	1	10	10	2	[105]

Special Rules: *Fly, Regeneration(4+)* ***Traits:*** *Mutant*

Core (Aux) Hvy Inf Troop	10	4+	-	3+	1	10	10	2	[105]

Special Rules: *Fly, Regeneration(4+)* ***Traits:*** *Mutant*

Lesser Obsidian Golems	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Mon Inf Regiment	5	4+	-	6+	2	16	17	3	[190]
Healing Brew									[5]

Special Rules: *Crushing Strength(2),Fearless, Shambling, Vicious(Combat)* ***Traits:*** *Elemental*

Orc Gore Riders [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cav Regiment	8	4+	-	4+	2	18	14	3	[150]
Sir Jesse's Boots of Striding									[15]

Special Rules: *Thunderous Charge(2)* ***Traits:*** *Slave*

Ratkin Slave Tunnel Runners [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cht Regiment	8	**3+**	-	5+	2	24	16	4	[255]
Brew of Sharpness									[45]

Special Rules: *Brutal(1),Crushing Strength(1),Thunderous Charge(1)* ***Traits:*** *Slave*

Ratkin Slave Death Engine [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon (Cht)	8	4+	-	4+	2	D6+7	16	5	[165]

Special Rules: *Crushing Strength(2),Fearless, Rampage(D6 - Combat),Vicious(Combat)* ***Traits:*** *Slave*

Greater Obsidian Golem	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti	6	4+	-	6+	2	12	18	5	[210]

Special Rules: *Crushing Strength(3),Fearless, Shambling, Strider, Vicious(Combat)* ***Traits:*** *Elemental*

Total Units:	14	**Total Unit Strength:**	30
Total Points:	2300		

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.
Mutated Throwing Mastiff	4	Units with the Ironborn or Slave Trait only. The unit may make a ranged attack with the following profile (Range 15", Att 8) and this hits on a 4+ regardless of modifiers.
Last Breath	4	Units with the Slave or Mutant Trait only. Until the end of the following enemy Turn, if this unit is Routed, any units that were Engaged with it suffer 2D3 hits (4D3 if the unit given the order is a Horde) with Crushing Strength (2) as if it had been attacked in Combat. These hits are resolved by the player that Routed the unit with The Last Breath order. No Nerve tests are taken as a result of this damage and units can proceed to post-Combat Outcomes as normal. The player issuing this Command may choose to immediately Rout and remove this unit from the board.

Special Rule	Description
Brutal (n)	When testing the Nerve of an enemy unit in Combat with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use. Both cannot be applied against the same unit at the same time.
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.
Elite	Whenever the unit rolls to hit, it re-rolls all dice that score a natural, unmodified 1. Elite may specify which phase it is limited to: e.g. Elite (Ranged) means the rule applies only in the Ranged Phase.
Enhance	The Heal Spell has the Elite special rule when targeting units with the Elemental Trait.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
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.
Leaper	When drawing Line of Sight from this unit, treat it as 1 point of Height higher than normal (modified by terrain as normal).
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.
Rampage (n)	When attacking an enemy unit with the Infantry, Heavy Infantry, Cavalry or War Engine unit type, a unit with this special rule gains (n) additional attacks. If Engaged with several qualifying units, choose which one unit the bonus attacks are allocated to.
Regeneration (n)	Once per Turn, immediately before resolving the unit’s Movement order, 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.
Shambling	The unit cannot be given an At the Double! movement order. In addition, it can only make a single pivot as part of an Advance! movement order instead of two.
Strider	This unit’s Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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.
Surge Range: 12" Friendly, Shambling only	For each hit scored, instead of causing damage, the friendly Shambling unit moves straight forward a full inch (stopping in contact with friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this movement. This spell has no effect on units with Speed 0. If this movement brings the target unit into contact with an enemy unit treat this as a successful Charge against the enemy facing that the unit contacted. If a corner is contacted, use the arc that the unit was in before it started its Surge move. If there is not enough space for your unit to physically move into contact with the enemy unit contacted by moving as described in the Moving Chargers section on page 18 then the target unit stops in contact with, but not Engaged with, the enemy unit. If it brings the target unit into contact with more than one enemy unit simultaneously then the player whose turn it is chooses which unit is being charged. If it turns out there is not enough space to physically move into contact as described above you can choose a different target from the enemy units you made contact with. If it turns out you cannot physically move into contact with any of the enemy units then the target unit stops in contact with, but not Engaged with, the enemy units. If the Surge move took the target unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the following Combat phase.. Note that the charged unit will not take any Nerve tests for any damage it might have taken in this Ranged Phase. Note that a unit cannot be the target of a Surge in the same Turn in which it has been ordered to Withdraw!

Artefact	Description
Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
Sir Jesse’s Boots of Striding	Once per game, this unit gains both the Pathfinder and Strider special rules until the end of the Turn.
Blessing of the Gods	The unit gains the Elite special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Combat attacks.
Ej Periscope	Infantry only. The hero gains the Leaper special rule.