

1st Battalion

Brood Mother	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Inf)	6	4+	-	5+	2	5	14	3	[210]
Torc of Command									[15]
Drain Life (7)									[0]
Special Rules: Crushing Strength(1),Very Inspiring, Radiance of Life, Eat the Weak Traits: Spellcaster									

Warlock [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	5+	-	4+	1	1	11	2	[105]
Celestial Restoration(3)									[35]
Special Rules: Individual, Yielding Traits: Spellcaster									

Shock Troops	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	6	3+	-	4+	4	30	24	2	[265]
Brew of Sharpness									[45]
Special Rules: Crushing Strength(1),Rallying(Only when Horde Unit Size is chosen) Traits: Ratpack									
Core Inf Horde	6	4+	-	4+	4	30	24	2	[220]
Special Rules: Crushing Strength(1),Rallying(Only when Horde Unit Size is chosen) Traits: Ratpack									

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									
Core Inf Horde	6	5+	-	4+	4	25	21	2	[150]
Special Rules: Rallying(Only when Horde Unit Size is chosen) Traits: Ratpack									

Mutant Rat-fiend	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti	7	3+	-	4+	2	9	18	5	[235]
Special Rules: Crushing Strength(2), Fearless, Regeneration(5+), Strider, Slayer(6), Vicious(Combat)									

2nd Battalion

Brood Mother	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Inf)	6	4+	-	5+	2	5	14	3	[195]
Drain Life (7)									[0]
Special Rules: Crushing Strength(1),Very Inspiring, Radiance of Life, Eat the Weak Traits: Spellcaster									

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

Tunnel Runners	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cht Regiment	8	4+	-	5+	2	24	16	4	[210]
Special Rules: Brutal(1),Crushing Strength(1),Thunderous Charge(1)									

Total Units:12Total Unit Strength:37

Total Points:2400

Command Order	Target	Description
Plague Pots	5	Units with the Ratpack Trait only. The unit gains the Ensnare and Stealthy special rules until start of its next Turn.

Scurrying Claws	4	Units with the Ratpack Trait only. The unit gains the Strider special rule.
-----------------	---	---

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.
Eat the Weak	The Brood Mother's Drain Life spell can target and cause damage to friendly units with the Ratpack Trait and when doing so, its Drain Life (n) value is doubled; afterward carry out the rest of the spell's damage removal component as normal. Damage caused to friendly units in this way does not trigger a Nerve test.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Individual	This rule is explained on page 42.
Radiance of Life	In the Movement Phase, after this unit has completed its order, this unit (regardless of any qualifier) and all friendly units within 6" of this unit remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
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.
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.
Slayer (n)	When attacking an enemy unit with the Large Infantry, Large Cavalry, or Monster unit types, 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.
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
Celestial Restoration Range: 36" Friendly, CC, Indirect	Blast (D3). Instead of causing damage, the total number of hits is the number of points of damage that are immediately removed from the target unit. Dice rolled to hit with this spell cannot be re-rolled for any reason.
Drain Life Range: 6" CC	Piercing (1). Roll to damage as normal. If this is cast into Combat, the target will not take a Nerve test at the end of the Ranged Phase. In addition, if any points of damage are scored, choose either the caster or a single Friendly unit within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target.

Artefact	Description
Brew of Sharpness	The unit has a +1 to hit modifier with Combat attacks.
Torc of Command	Command Orders attempted by this unit can be issued to units within 18" instead of the normal 12".