

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: <i>Crushing Strength(1), Inspiring, Rallying(Slave Trait only), Thunderous Charge(1), Vicious(Combat)</i>									

Iron-caster [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	4	4+	-	5+	1	1	13	2	[180]
Crown of the Wizard King									[15]
Bane Chant (3)									[30]
Heal (3)									[15]
Bloodboil(0)									[30]
Special Rules: <i>Individual, Inspiring, Yielding, Enhance</i> Traits: <i>Spellcaster</i>									

Slave Driver [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	4	4+	-	5+	1	1	12	2	[115]
Tome of Darkness									[20]
Surge (5)									
Special Rules: <i>Individual, Rallying(Slave Trait only), Vicious(Combat), Very Inspiring, Yielding</i>									

Blacksouls	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	4	4+	-	5+	2	12	16	2	[115]
Special Rules: <i>Vicious(Combat)</i> Traits: <i>Ironborn</i>									
Core (Aux) Inf Troop	4	4+	-	5+	1	10	12	2	[85]
Special Rules: <i>Vicious(Combat)</i> Traits: <i>Ironborn</i>									

Decimators	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	4	4+	4+	4+	4	20	23	2	[240]
Blunderbuss (14", Piercing (1), Vicious(Ranged))									
Traits: <i>Ironborn</i>									

Ratkin [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	6	5+	-	3+	4	25	21	2	[120]
Traits: <i>Slave</i>									
Core Inf Horde	6	5+	-	3+	4	25	21	2	[120]
Traits: <i>Slave</i>									

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: <i>Fly, Regeneration(4+)</i> Traits: <i>Mutant</i>									

Lesser Obsidian Golems	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Mon Inf Regiment	5	4+	-	6+	2	16	17	3	[185]
Special Rules: <i>Crushing Strength(2), Fearless, Shambling, Vicious(Combat)</i> Traits: <i>Elemental</i>									

Abyssal Halfbreeds	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cav Regiment	8	3+	-	4+	2	18	17	3	[235]
Sir Jesse's Boots of Striding									[15]
Special Rules: <i>Crushing Strength(1), Regeneration(5+), Thunderous Charge(1), Vicious(Combat)</i> Traits: <i>Mutant</i>									

Orc Gore Riders [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cav Regiment	8	4+	-	4+	2	18	14	3	[135]
Special Rules: <i>Thunderous Charge(2)</i> Traits: <i>Slave</i>									

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: <i>Brutal(1), Crushing Strength(1), Thunderous Charge(1)</i> Traits: <i>Slave</i>									

attacking player must choose to use either the Shattering or the Dread modifiers. Both cannot be applied against the same unit.

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.
Bloodboil Range: 12" Magical Missile	When rolling to hit, roll a number of dice equal to the amount of damage on the target unit. Then roll to damage as normal. Piercing (1).
Heal Range: 12" Friendly, Self, CC	For each hit scored, instead of causing damage, remove a point of damage from the target unit.
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
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.
Brew of Sharpness	The unit has a +1 to hit modifier with Combat attacks.
Crown of the Wizard King	The hero gains an additional 6" range on all of its spells that target friendly units.
Tome of Darkness	The hero gains the Surge (5) spell, or if the hero already has a Surge spell, its value is increased by 3.