

Ratkin (Evil)								
Tunnel Slaves*								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	6	5+	-	2+	12	12/14	60	Yellow-Bellied
Regiment(20)	6	5+	-	2+	12	12/14	60	Yellow-Bellied
Regiment(20)	6	5+	-	2+	12	12/14	60	Yellow-Bellied
Horde(40)	6	5+	-	2+	25	19/21	100	Yellow-Bellied
Shock Troops								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	6	4+	-	4+	25	20/22	230	Crushing Strength (1), Elite, Rallying! (1), Vicious
Horde(40)	6	4+	-	4+	25	20/22	230	Crushing Strength (1), Elite, Rallying! (1), Vicious
Blight								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	6	4+	-	3+	30	-/21	205	Ensnare, Rallying! (1), Stealthy
Horde(40)	6	4+	-	3+	30	-/21	205	Ensnare, Rallying! (1), Stealthy
Clawshots								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(5)	6	5+	4+	4+	5	8/10	90	Base Size: (25x50mm), Long Barrelled Rifles, Piercing (2), Reload!
Troop(5)	6	5+	4+	4+	5	8/10	90	Base Size: (25x50mm), Long Barrelled Rifles, Piercing (2), Reload!
Troop(5)	6	5+	4+	4+	5	8/10	90	Base Size: (25x50mm), Long Barrelled Rifles, Piercing (2), Reload!
Tunnel Runners								Large Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6) Fury	8	4+	-	5+	24	14/16	215	Crushing Strength (1), Rallying! (1), Thunderous Charge (1)
Horde(6) Fury	8	4+	-	5+	24	14/16	215	Crushing Strength (1), Rallying! (1), Thunderous Charge (1)
Weapon Team								War Engine
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	-	-	4+	10	8/10	60	Breath Attack (10), Nimble, Piercing (1)
- Storm of lead: Add Piercing (1)							20	
(1)	6	-	-	4+	10	8/10	60	Breath Attack (10), Nimble, Piercing (1)
- Storm of lead: Add Piercing (1)							20	
(1)	6	-	-	4+	10	8/10	60	Breath Attack (10), Nimble, Piercing (1)
- Storm of lead: Add Piercing (1)							20	
Night Terror								Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1) Verminlord Rally	9	3+	-	5+	5	12/14	115	Hero (LrgInf), Crushing Strength

(1)	(1)	9	3+	-	5+	5	12/14	115	(2), Height (2), Nimble Hero (LrgInf), Crushing Strength (2), Height (2), Nimble
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Turbo Runners[1]	Formation
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<u>Unit Size</u>	<u>Sp</u>	<u>Me</u>	<u>Ra</u>	<u>De</u>	<u>At</u>	<u>Ne</u>	<u>Pts</u>	
(0)	-	-	-	-	-	-/-	30	Formation: Turbo Runners

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Breath Attack	The unit has a ranged attack for which you roll (n) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
Crushing Strength	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
Elite	Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
Ensnare	When attacking this unit in its front, enemies suffer an additional -1 to hit in melee.
Formation: Turbo Runners	Formation must contain: 2x Tunnel Runners Hordes 1x Night Terror Each unit of Tunnel Runners in this formation is granted the Fury special rule. The Night Terror in this formation is granted the Rallying (1) special rule.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting. 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.
Piercing	All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
Rallying!	Friendly non-allied units within 6" have +n to their Waver and Rout Nerve values. This is cumulative, with a maximum total of +2 if multiple units with Rallying! are in range.
Reload!	The unit can fire only if it received a Halt order that turn.
Stealthy	Enemies shooting against the unit suffer an additional -1 to hit modifier.
Thunderous Charge	All melee hits inflicted by the 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 1 when Hindered.
Vicious	Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.
Yellow-Bellied	When this unit wishes to charge an enemy unit's front facing, roll a die. If the result is a 1 then the unit 'misunderstands' the order and carries out a Halt! order instead. This does not apply if the unit wishes to charge the flank or rear of an enemy unit, an individual or war engine, or if it is carrying out a Counter-Charge