



RATKIN SLAVES

EVIL

Slave Warriors

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	5	-	4	2	2	12	12/14	85
The Last Breath									
Keywords: Expendable, Ratkin, Slave									
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Slave Nightmares

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	4	4	5	3	3	18	14/16	[230]
Crushing Strength (1), Vicious Blight Cannons (12", Steady Aim) Keywords: Abomination, Slave, Tek									

Vermintide*

Swarm

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	6	5	-	3	1	1	9	9/11	[65]
Nimble, Vicious (Melee), Wild Charge (D3) Keywords: Beast, Expendable, Vermin									
Regiment(3)	6	5	-	3	1	1	9	9/11	[65]
Nimble, Vicious (Melee), Wild Charge (D3) Keywords: Beast, Expendable, Vermin									

Slave Tunnel Runners										Chariot
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(3)	8	4	-	5	3	2	24	14/16	210	
Sir Jesse's Boots of Striding										15
										[225]
Crushing Strength (1), Thunderous Charge (1)										
Keywords: Ratkin, Slave										
Regiment(3)	8	4	-	5	3	2	24	14/16	210	
Maccwar's Potion of the Caterpillar										20
										[230]
Crushing Strength (1), Thunderous Charge (1)										
Keywords: Ratkin, Slave										
Regiment(3)	8	4	-	5	3	2	24	14/16	210	
Helm of the Drunken Ram										15
										[225]
Crushing Strength (1), Thunderous Charge (1)										
Keywords: Ratkin, Slave										

Slavedriver										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	4	4	-	5	2	0	1	10/12	55	
Trickster's Wand										15
										[70]
Individual, Inspiring, Rallying (1 - Slaves only), Vicious (Melee)										
Keywords: Dwarf										
1	4	4	-	5	2	0	1	10/12	55	
Lute of Insatiable Darkness										25
										[80]
Individual, Inspiring, Rallying (1 - Slaves only), Vicious (Melee)										
Keywords: Dwarf										

Abyssal Halfbreed Champion										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	5	3	0	6	12/14	145	
Blade of Slashing										5
										[150]
Crushing Strength (2), Individual, Inspiring, Mighty, Regeneration (5+), Vicious (Melee)										
Keywords: Halfbreed										
1	8	3	-	5	3	0	6	12/14	145	
Mace of Crushing										5
										[150]
Crushing Strength (2), Individual, Inspiring, Mighty, Regeneration (5+), Vicious (Melee)										
Keywords: Halfbreed										

Golekh Skinflayer [1]										Hero (Cht)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	5	3	1	7	-/16	[200]	
Crushing Strength (1), Dread, Nimble, Rallying (2 - Slave only), Thunderous Charge (2), Very Inspiring, Vicious (Melee)										
Keywords: Dwarf										

Cryza's Gore-Impaler [1]										Hero (Mon-Cht)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	5	5	1	D6+7	-/16	[210]	
Battering Ram, Crushing Strength (2), Rampage (Melee - D6), Vicious (Melee), Wild Charge (D3)										
Keywords: Ratkin, Slave, Tek										

Total Unit Strength: 27
Total Core: 2600 (100%)

Total Units: 19



SPECIAL RULES AND SPELLS:

Battering Ram

Once per turn, when this unit routs an enemy unit in melee which has a Unit Strength of 1 or more, it can Overrun as if it had routed an individual. (See Overrun on pg. 34 of the Rulebook & pg. 30 of the Gamer's Edition). Note: Base size cannot be increased beyond 50x100mm

Blade of Slashing

Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.

Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Dread	While within 6" of this unit, Enemy units have -1 to their Wavering and Rout Nerve values, in addition to any other modifiers that may apply. A unit can only be affected by a single source of <i>Dread</i> - multiple sources are not cumulative. If an Enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules or the <i>Shattering</i> and <i>Dread</i> special rules, the attacking player must choose to use either the <i>Brutal/Shattering</i> or the <i>Dread</i> modifiers. Both cannot be applied against the same unit.
Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from the Strider and Pathfinder special rules when issued a Charge order.
Individual	See page 34 (page 30 in gamers edition)
Inspiring	If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Lute of Insatiable Darkness	The unit gains the Bane Change (2) spell.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
Mighty	Individuals with the <i>Mighty</i> 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.
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 <i>Rallying</i> are in range.
Rampage	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks.
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.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
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 in base contact 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.
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 <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Trickster's Wand	The unit gains the Hex (2) spell. If this unit scores a hit with its Hex against an enemy Hero also carrying a Trickster's Wand, the enemy's Hex spell, granted by its Trickster's Wand, cannot be used for the remainder of the game.
Very Inspiring	This is the same as the <i>Inspiring</i> special rule, except that it has a range of 9". Any rule that affects <i>Inspiring</i> also affects <i>Very Inspiring</i> Inspiring: If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.