

Shock Troops									
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde	6	4+	-	4+	4	30	20/22	2	[260]
Heavy Halberds									10
☞ Blessing of the Gods									30
★ Special Rules: Crushing Strength(1), Rallying(1 - Only when Horde Unit Size is chosen), Phalanx, Elite									
Keywords: Mob, Ratkin									
Inf Horde	6	4+	-	4+	4	30	20/22	2	[245]
Heavy Halberds									10
☞ Sir Jesse's Boots of Striding									15
★ Special Rules: Crushing Strength(1), Rallying(1 - Only when Horde Unit Size is chosen), Phalanx									
Keywords: Mob, Ratkin									
Inf Horde	6	4+	-	4+	4	30	20/22	2	[235]
Heavy Halberds									10
☞ Fire-Oil									5
★ Special Rules: Crushing Strength(1 / +1 vs. units with Regeneration), Rallying(1 - Only when Horde Unit Size is chosen), Phalanx, Piercing(+1 vs. units with Regeneration)									
Keywords: Mob, Ratkin									

Clawshots*									
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Troop	6	5+	4+	5+	1	5	8/10	2	[95]
☉ Long Rifles (36", Piercing(2), Reload)									
Keywords: Ratkin, Tek									
Hv Inf Troop	6	5+	4+	5+	1	5	8/10	2	[95]
☉ Long Rifles (36", Piercing(2), Reload)									
Keywords: Ratkin, Tek									

Death Engine Impaler									
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon (Chariot)	8	4+	-	5+	1	D6+7	-/16	5	[180]
★ Special Rules: Crushing Strength(2), Rampage(Melee D6), Vicious(Melee), Wild Charge(D3)									
Keywords: Ratkin, Tek									
Mon (Chariot)	8	4+	-	5+	1	D6+7	-/16	5	[180]
★ Special Rules: Crushing Strength(2), Rampage(Melee D6), Vicious(Melee), Wild Charge(D3)									
Keywords: Ratkin, Tek									

Swarm-crier									
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav)	10	5+	-	4+	0	1	8/10	3	[70]
Fleabag Mount									25
★ Special Rules: Aura(Elite (Melee) – Tek only), Individual, Very Inspiring									
Keywords: Ratkin									

War Chief									
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf)	6	3+	-	5+	0	5	11/13	2	[100]
Aura (Vicious (Melee) - Infantry only)									15
★ Special Rules: Crushing Strength(1), Individual, Inspiring, Mighty, Aura(Vicious (Melee - Infantry only))									
Keywords: Ratkin									

Brood Mother									
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) Spellcaster 1	6	4+	-	5+	1	5	12/14	3	[120]
⚡ Drain Life (5)									0
★ Special Rules: Crushing Strength(1), Inspiring, Nimble, Radiance of Life, Eat the Weak Keywords: Brood Mother, Ratkin, Tek									

[F] Shredder (Smoke. Mirrors. Death)									
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
WE	5	0+	5+	5+	0	4	8/10	2	[95]
☉ Shredder (48", Blast(D3), Ignores Concealed, Piercing(1), Reload, Shattering)									
★ Special Rules: Redeploy, Formation Redeployment Keywords: Ratkin, Tek									

[F] Shredder (Smoke. Mirrors. Death)									
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
WE	5	0+	5+	5+	0	4	8/10	2	[95]
☉ Shredder (48", Blast(D3), Ignores Concealed, Piercing(1), Reload, Shattering)									
★ Special Rules: Redeploy, Formation Redeployment Keywords: Ratkin, Tek									

[F] Death Engine Spewer (Smoke. Mirrors. Death)									
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon (Chariot)	6	4+	4+	4+	1	D6+7	-/16	5	[225]
☉ Rattlecannon (18", Piercing(2), Steady Aim)									
★ Special Rules: Aura(Iron Resolve (Tek only)), Crushing Strength(1), Inspiring, Formation Redeployment									
Keywords: Ratkin, Tek									

Total Units:	13	Total Unit Strength:	18
Total Primary Core Points:	[1995] (100.0%)		
Artefacts Points:	[50]	Inspiring Units:	4
Troops & Irregulars:	2		
Infantry Hordes & Legions:	3		
Monsters:	3		
War Engines:	2		
Heros:	3		
Slots: Any(0), Hero Only(3), War Engine Only(3), Monster/Titan Only(3), Large+ Horde Unlocks(0), Large+ Legion Unlocks(0)			
Average Defense:	4.57	Ranged Shots	18

Special & Custom Rules

Rule	Description
Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
Blast	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Eat the Weak	The Brood Mother's Drain Life spell can target and cause damage to Friendly Core units with the Expendable Keyword 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.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Formation Redeployment	You may redeploy any of the units from this Formation after deployment from both players is finished, but before Scout moves are made.
Ignores Concealed	Ranged attacks made by this unit do not suffer the -1 to hit modifier from Cover that is granted by targeting a Concealed Target (although the target unit may still benefit from Cover from another source (e.g. by being Obscured)).
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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 Inspiring rule. In this case the unit will only Inspire itself and the unit(s) specified.
Mighty	Individuals with the Mighty 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. 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.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Radiance of Life	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
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 Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
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 on its profile until the end of the Turn.
Redeploy	After deployment and all Scout moves have been completed by both players, but before rolling for the first turn, this unit may be picked up and redeployed anywhere in the controlling player's deployment zone. If more than one unit shares this rule then pick up all units first, then deploy them. If units on both sides share this rule, both players remove all units with this rule from the board and then take turns deploying them starting with the player who finished their normal deployment first.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Shattering	If a unit is damaged by the ranged attacks of one or more units with this rule, add one to the subsequent Nerve test at the end of the Ranged phase. If an enemy unit is subject to both the Shattering and Dread special rules, the attacking player must choose to use either the Shattering or the Dread modifiers. Both cannot be applied against the same unit.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.

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. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
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 Wild Charge (2) can Charge units up to 10" away. - In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

Spells

Spell	Range	Targets	Description	★ Special Rules
Drain Life	6"	Enemy, CC	Roll to damage as normal. If one or more points of damage are scored, choose either the caster or a single Friendly Core unit within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is cast into Melee, the target will not take a Nerve test at the end of the Ranged phase.	Piercing(1)

Artefacts

Artefact	Description
Fire-Oil	The unit gains both the Crushing Strength special rule (+1 - vs. units with Regeneration and the Piercing special rule (+1 - vs. units with Regeneration).
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Blessing of the Gods	The unit gains the Elite special rule.