

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
Horde(40)	6	5+	-	2+	25	19/21	100 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
- Brew of Strength							30
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!
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
Varangur (Evil)							
Mounted Sons of Korgaan							Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(10)	8	3+	-	5+	20	16/18	250 Crushing Strength (1), Thunderous Charge (2)
Regiment(10)	8	3+	-	5+	20	16/18	250 Crushing Strength (1), Thunderous Charge (2)

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+.
Brew of Strength	The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
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.
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