

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
Shock Troops								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	6	4+	-	4+	12	13/15	135	Crushing Strength (1), Elite, Vicious
- Blade of Slashing							5	
Blight								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	6	4+	-	3+	30	-/21	205	Ensnare, Rallying! (1), Stealthy
- Crystal Pendant of Retribution							50	
Scurriers								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	6	5+	4+	3+	8	9/11	110	Nimble, Throwing Weapons, Vicious
Troop(10)	6	5+	4+	3+	8	9/11	110	Nimble, Throwing Weapons, Vicious
Troop(10)	6	5+	4+	3+	8	9/11	110	Light crossbows, Nimble, Vicious
- Swap Throwing Weapons for Light Crossbows							20	
- Heart-seeking Chant							30	
Nightmares								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	4+	-	5+	18	14/16	235	Breath Attack (18), Crushing Strength (1), Rallying! (1), Vicious (Melee attacks only)
Horde(6)	6	4+	-	5+	18	14/16	235	Breath Attack (18), Crushing Strength (1), Rallying! (1), Vicious (Melee attacks only)
Death Engine								Monster
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	4+	4+	4+	D6 +7	-/16	170	Base Size: (50x100mm), Crushing Strength (1), Piercing (2), Rallying! (1), Thunderous Charge (1)
- Vile Sorcery: (Range 18",Ra 4+,De 4,Piercing (2))							40	
Blight Lord								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	4+	-	4+	4	-/12	95	Hero (Inf), Alchemist's Curse (10), Bane-chant (3), Crushing Strength (2), Ensnare, Individual, Inspiring (Blight only), Stealthy
- Bane-chant (3)							20	
- Alchemist's Curse (10) (L)							30	
Enforcer								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	9	4+	-	4+	3	9/11	45	Hero (Cav), Crushing Strength (1),

								Individual, Rallying! (1)
								15
								20
Assassin								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	3+	3+	4+	4	10/12	100	Hero (Inf), Crushing Strength (1), Individual, Piercing (1), Stealthy, Throwing Weapons, Vanguard, Vicious
								40
- Wings of Honeymaze								
Demonspawn [1]								Hero (Mon)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	13	16/18	290	Hero (Mon), Crushing Strength (3), Fly, Inspiring, Lightning Bolt (5), Rallying! (2)
								50
- Fly and Speed 10								
Dusk Crawlers[1]								Formation
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	20	Formation: Dusk Crawlers
							<u>2300</u>	

- Alchemist's Curse** 12" Range. Instead of rolling to damage as normal, each roll under the target's Defence, including rolls of a 1, cause a point of damage. This roll cannot be re-rolled or modified in any way. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- Bane-chant** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored (two or more for ranged attack/Piercing) from the same casting, for the rest of the turn all of the unit's melee and ranged attacks increase their Crushing Strength and Piercing by 1, or gain Crushing Strength(1) or Piercing(1) if they don't already have it. Note that multiple bane-chants hitting the same unit do not have cumulative effects.
- Blade of Slashing** Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
- 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.
- Crystal Pendant of Retribution** When the unit is Routed, all units in base contact with it suffer 2D6 hits at Piercing (3). These hits are resolved by the player that Routed the unit with the Crystal, 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 – they proceed to Regroup, but cannot move directly forward D6" for their Regroup action, deterred by the huge explosion.
- 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.
- Fly** The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.
- Formation:** Formation must contain:
Dusk Crawlers 3x Scurriers Troops
 1x Assassin
 Each unit of Scurriers in this formation is granted both the Vanguard and Stealthy special rules. The Assassin in this formation is granted both the Inspiring (Scurriers only) and Ensnare special rules.
- Heart-seeking Chant** The unit's ranged attacks and spells have the Piercing (1) special rule, or if the unit already has Piercing, it is increased by 1.
- Individual** Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks. Move Individuals have the Nimble special rule.

Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier. Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.

- Inspiring** If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
- Inspiring Talisman** This artefact can only be used by Heroes. The Hero has the Inspiring special rule.
- Light crossbows** Treat as bow. Range 24".
- Lightning Bolt** Spell. Range 24". Piercing (1) – roll to damage as normal. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- 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.
- Stealthy** Enemies shooting against the unit suffer an additional -1 to hit modifier.
- Throwing Weapons** Range 12"
- 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.
- Vanguard** The unit can make a single At the Double or Advance order after set-up is finished. If both armies have units with this rule, roll a die. The highest scorer decides who begins to move one of their Vanguard units first, then the players alternate until all Vanguard units have been moved.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.
- Wings of Honeymaze** This artefact can only be used by a Hero with the Individual rule. The Hero has the Fly special rule and increases their speed to 10.
- Yellow-** When this unit wishes to charge an enemy unit's front facing, roll a die. If the result is a 1 then

Bellied 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