

Ratmen

Alignment: Evil

Army Special Rules: Strength in Numbers (not Slaves)

Noxious Miasma

Some Blighted Ones carry vials and bottles of concentrated diseases and corrosive vapours which they unleash upon the unwitting enemy further blinding, choking and hampering their attacks.

Mark a unit which has taken Noxious Miasma with a suitable model or marker. The Noxious Miasma can be used once only and then the model or marker should be removed. The Noxious Miasma is used when your opponent is about to attack the unit in Melee but before any dice are rolled. Declare you are using the Noxious Miasma and then for the rest of that turn, enemy units rolling to hit the unit in Melee must re-roll any successful hits.

Pestilent

The unit is surrounded by a thick fog of pestilence making them hard to hit as attacks fight to stave off the appalling odour and fog of bloated flies.

Attacks against this unit in the Melee phase suffer a -1 modifier to hit.

Strength in Numbers

The more of us the better!

Add +1 to this unit's nerve for every 2 friendly units within 6".

Slaves

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	6	6+	-	3+	10	11/13	45
Horde (40)	6	6+	-	3+	20	14/16	85

The lowest of the low; when they are not cannon fodder for the enemy they are just fodder for the rest of the Ratman army.

Warriors

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	6	5+	-	4+	10	12/14	80
Horde (40)	6	5+	-	4+	20	17/19	150

Options: Banner (+15pts); Musician (+10pts); Can have Spears, gaining the *Phalanx* rule (+20pts).

The backbone of the Ratman army. The warriors form vast blocks of chattering steel and fur.

Shock Troops

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Half-Regiment (10)	6	4+	-	4+	10	11/13	65
Regiment (20)	6	4+	-	4+	10	14/16	120
Horde (40)	6	4+	-	4+	20	21/23	230

Special: *Crushing Strength (1)*.

Options: Banner (+15pts); Musician (+10pts);

Shock Troops consist of individuals who were born bigger, stronger, quicker and more vicious than their siblings. They are employed as the Elite troops of the army.

The Blighted Ones

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	6	4+	-	4+	10	12/14	110
Horde (40)	6	4+	-	4+	20	17/19	210

Special: *Pestilent.*

Options: Banner (+15pts); Musician (+10pts); May take Noxious Miasma (+25pts)

The Blighted ones worship Plague and Disease. They are a hideous sight on the battlefield as they seek to spread their corruption amongst the enemy.

Brutes

Large Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	4+	-	5+	3	10/12	45
Pack (3)	6	4+	-	5+	9	12/14	110
Mob (6)	6	4+	-	5+	18	15/17	190

Special: *Crushing Strength (1); Headstrong.*

Brutes are bred for war. Hulking slabs of muscle, claw and fur, they are hard to stop once they get the scent of blood.

Scurriers

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Team (10)	6	5+	4+	3+	10	10/12	65

Special: *Nimble.* Throwing Weapons.

Scurrier teams train and act as the army scouts They are fast moving and adept at striking enemy weak points (from a distance...they wouldn't like to get too close!).

Clawshots

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Team (5)	6	5+	5+	3+*	10	10/12	65
Section (10)	6	5+	5+	3+*	10	13/15	120

Special: Rifles with 36" range; *Piercing (1)*; *4+ De to ranged attacks against the unit from within their front arc.

The Clawshot rifle is an arcane, long-barrelled contraption beloved of individuals who prefer to strike the enemy from the safety of a hilltop (and behind a large pavise). It's easier to run away downhill too.

Flame Thrower

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	-	-	4+	-	9/11	60

Special: *Breath Attack (12); Individual;* May move at the double.

A team of two brave (foolhardy?) ratmen who take far too much glee in hosing the enemy with a volatile concoction of flammable chemicals.

Rotary Cannon

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	-	5+	4+	12	9/11	60

Special: Rotary Cannon (Range 18"); *Piercing (1); Individual;* May move at the double.

What's better than spraying flames over the enemy? A loud, hand-held rotary cannon of course. Also, you don't have to get so close which is always a bonus.

Hell Cannon

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	-	5+	5+	8	11/13	110

Special: Piercing (2); Blast (D3).

This fiendish device is crewed by a team of crackpot ratmen "engineers". Their constant tinkering means the cannon is always ready to spit hot flaming death into the distant enemy ranks.

Pestilent Mortar

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	-	5+	4+	2	9/11	60

Special: Piercing (1); Indirect Fire; Blast (D3); Range 36".

This nasty short range mortar comes from the warped minds of the blighted ones. All sorts of putrid waste and filth is hurled up and out towards the enemy in the hope of spreading the Blighted Ones "faith".

Mutant Rat-fiend

H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	4+	-	5+	2D6*	-/18	230

Special: Shambling; Crushing Strength (2); Vicious.

* Roll for the number of Attacks each time you resolve a melee

A hideous abomination forged in the breeding pits of the Ratmen's underground lairs, the fearless Rat-fiend is unleashed upon the enemy in times of war; or just when it gets hungry

Deathroller

H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	8	4+	-	5+	2D6*	14/16	220

Special: Zap!(5); Crushing Strength (2)

* Roll for the number of Attacks each time you resolve a melee

A bizarre mix of arcane science and cunning sorcery, the Deathroller rumbles and grinds its way through the enemy ranks striking out with dark energies at those it cannot crush beneath its churning wheel.

Pack leader

H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	3+	-	4+	3	11/13	50

Special: Individual

Pack leaders patrol the battlefield barking (squeaking?) orders and killing those who show cowardice in the face of the enemy. They also offer useful fighting support in the confusion of a melee.

War Chief

H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	3+	-	5+	5	14/16	120

Special: Individual; Inspiring; Crushing Strength (1).

Options: May ride a Brute mount gaining At 6, Ne 15/17 and Headstrong (+40pts)

The war chief is the true leader of the warhost– the most viscous and cunning of the pack. They are both feared and revered in equal measure.

Warlock

H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	5+	-	4+	1	11/13	120

Special: Individual; Zap! (6); Healer (3).

The warlocks study the dark arts – magic and sorcery from the depths of the Abyss. They are twisted, evil life-forms but cunning and dangerous too.

Warlock on Sorcerer's Bell

H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	5+	-	6+	4	-/19	250

Special: Inspiring; Zap! (8); Healer (4); Shambling.

Some warlocks sell their souls more than others, delving deeper into the perils of the Abyss in hope of greater rewards. Not all survive but those that do are the favoured ones and learn the ancient skills required to harness the winds of magic in bizarre contraptions known as Sorcerer's Bells.

Assassin

H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	3+	4+	4+	5	12/14	120

Special: Individual, Elite; Crushing Strength (1); Throwing Weapons.

Most Assassins will have learned their basic skills serving as scouts in the Scurrier teams. Those who show promise are recruited by the clandestine Assassins guilds to further hone their abilities.

Daemonspawn

H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	3+	-	5+	10	17/19	300

Special: Inspiring; Zap! (8); Crushing Strength (2).

The most powerful Warlocks know how to summon Daemonspawn from the depths of the Abyss to march alongside the pack and terrorise their foe. .

Army Standard Bearer

H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	5+	-	4+	1	10/12	25

Special: Individual; Inspiring.

Bones, dried skin, fur and skulls are all used in the construction of the Ratmen's war banners and totems. Adorned with such trophies and decorated with the unfathomable runes of the underworld, the standard bearers march alongside the pack, inspiring them to victory.