Mama said.....

2750 / 2750 VALID

1st Battalion

Brood Mother	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Inf)	6	4+	-	5+	2	5	14	3	[195]
Drain Life (7)									[0]
Special Rules: *Crushing Strength(1),Very Inspiring, Radiance of Life, Eat the Weak* ***Traits:*** *Spellcaster*									

Birthing Daughter [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	4+	4+	4+	1	3	13	2	[125]
Blight Pistol (12", Att: 3, Piercing (1))									
Special Rules: *Individual, Inspiring, Messenger*									

Twitch Keenear [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	5+	-	4+	1	1	12	2	[145]
Bane Chant (3)									[0]
Hex (3)									[0]
Special Rules: *Individual, Inspiring, Eye of the Abyss* ***Traits:*** *Spellcaster*									

Shock Troops	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	6	**3+**	-	4+	4	30	24	2	[265]
Brew of Sharpness									[45]
Special Rules: *Crushing Strength(1),Rallying(Only when Horde Unit Size is chosen)* ***Traits:*** *Ratpack*									
Core Inf Horde	6	4+	-	4+	4	30	24	2	[220]
Special Rules: *Crushing Strength(1),Rallying(Only when Horde Unit Size is chosen)* ***Traits:*** *Ratpack*									
Core Inf Horde	6	4+	-	4+	4	30	24	2	[220]
Special Rules: *Crushing Strength(1),Rallying(Only when Horde Unit Size is chosen)* ***Traits:*** *Ratpack*									

Warriors	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	6	5+	-	4+	2	12	14	2	[85]
Special Rules: *Rallying(Only when Horde Unit Size is chosen)* ***Traits:*** *Ratpack*									

Wretches	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Inf Horde	6	5+	-	2+	4	25	20	2	[105]
Traits: *Vermin*									
Core (Aux) Inf Horde	6	5+	-	2+	4	25	20	2	[105]
Traits: *Vermin*									
Core (Aux) Inf Horde	6	5+	-	2+	4	25	20	2	[105]
Traits: *Vermin*									

Tunnel Runners	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cht Regiment	8	4+	-	5+	2	24	16	4	[210]
Special Rules: *Brutal(1),Crushing Strength(1),Thunderous Charge(1)*									
Specialist Cht Regiment	8	4+	-	5+	2	24	16	4	[210]
Special Rules: *Brutal(1),Crushing Strength(1),Thunderous Charge(1)*									
Specialist Cht Regiment	8	4+	-	5+	2	24	16	4	[225]
Sir Jesse's Boots of Striding									[15]
Special Rules: *Brutal(1),Crushing Strength(1),Thunderous Charge(1)*									

Death Engine Spewer	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon (Cht)	**8**	4+	**-**	**5+**	2	D6+7	16	5	[185]
Impaler									[10]
(", Att:)									
Special Rules: *Crushing Strength(1),Fearless, Crushing Strength(2),Rampage(D6 - Combat),Vicious(Combat)*									
Support Mon (Cht)	**8**	4+	**-**	**5+**	2	D6+7	16	5	[185]
Impaler									[10]
(", Att:)									
Special Rules: *Crushing Strength(1),Fearless, Crushing Strength(2),Rampage(D6 - Combat),Vicious(Combat)*									

Tangle [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti	5	5+	-	4+	2	9	14	4	[165]
Bane Chant (1)									[0]
Lightning Bolt (3)									[0]
Hex (1)									[0]
Weakness (1)									[0]

Special Rules: *Aura(Headstrong),Inspiring, Fearless, Height(4),Rallying, Vicious(Combat),The Will of the Nest*

Total Units: 16 **Total Unit Strength:** 42
Total Points: 2750

Command Order	Target	Description
Tenacity!	3	The unit may re-roll a single failed to hit roll in Combat this Turn. It cannot be used to re-roll a dice for an attack that has the Blast special rule.
Tactical Retreat!	4	If the unit performs a Back! order, it may move up to its Sp value, but may not make any pivots. This order may not be issued to a unit carrying a Loot Counter.
Plague Pots	5	Units with the Ratpack Trait only. The unit gains the Ensnare special rule until start of its next Turn.
Scurrying Claws	5	Units with the Ratpack Trait only. The unit gains the Strider special rule.

Special Rule	Description
Aura (n)	(n) is a special rule or bonus that the Aura grants to the unit itself and all friendly units while they are within 6” of the unit. 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 Trait in addition to the unit with the Aura itself. For example, Aura (Wild Charge (1) Herd Trait only) would confer the Wild Charge (1) special rule to all friendly units within 6” with the Herd Trait. Occasionally an Aura may have a longer range, which will be specified before the listed bonus. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Auras (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect Combat or Ranged attacks (such as +n Att, +n Me, Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the attacks are being resolved. Extra attacks granted in this way are applied to the unit’s profile before any potential doubling for Flank or Rear bonuses. If an Aura increases the stats of the units within range, the bonus is assumed to have already been applied to the unit with the Aura (you can’t add it again!). 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.
Brutal (n)	When testing the Nerve of an enemy unit in Combat with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use. Both cannot be applied against the same unit at the same time.
Crushing Strength (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1),a roll of 4 would become a roll of 5.
Eat the Weak	The Brood Mother’s Drain Life spell can target and cause damage to friendly units with the Ratpack or Vermin Traits, 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. A friendly unit targeted by this rule that is Devastated by the damage caused, is immediately Routed and removed from the table.
Eye of the Abyss	If Twitch Keenear successfully casts Bane Chant, the target unit may, after rolling to hit and to damage in the Combat phase, discard all damage caused and start again. Roll to hit and to damage again. The second result stands. Rerolling in this way must take place before testing for Nerve or rolling any other attacks from other units in the same Combat.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Headstrong	If a unit with this rule begins its Turn Wavering, roll a die before declaring a Movement order (including Halt!) for this unit. On a 4+ it shrugs off the effects of Wavering – remove the Wavering status from the unit.
Height (n)	If a unit is a different height from the standard of its unit type (see chart on page 12),its height is the number given in this special rule as (n).
Individual	This rule is explained on page 42.
Inspiring	If this unit, or any friendly unit within 6” of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!),that Nerve test must be rerolled. 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.
Messenger	This unit has a +1 modifier when rolling to issue Command Orders.
Piercing (n)	All hits caused by Ranged attacks from a unit or weapon with this special rule have a (+n) modifier when rolling to

	damage. For example: when rolling to damage with a Ranged attack that has Piercing (1),a roll of 4 would become a roll of 5.
Radiance of Life	In the Movement Phase, after this unit has completed its order, this unit (regardless of any qualifier) and all friendly units within 6” of this unit remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
Rallying	Friendly units within 6” of this unit have +1 to their Nerve value. This is not cumulative if multiple units with Rallying are in range.
Rampage (n)	When attacking an enemy unit with the Infantry, Heavy Infantry, Cavalry or War Engine unit type, a unit with this special rule gains (n) additional attacks. If Engaged with several qualifying units, choose which one unit the bonus attacks are allocated to.
The Will of the Nest	For each friendly unit with the Ratpack Trait within 6”, increase the amount of dice rolled with the Tangle's Bane Chant, Lightning Bolt, Hex and Weakness by 1 to a maximum bonus of +3.
Thunderous Charge (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat by this 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 Hindered.
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.
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.

Spell	**Description**
Bane Chant Range: 12" Friendly, CC	If any hits are scored, instead of causing damage, for the rest of the Turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.
Drain Life Range: 6" CC	Piercing (1). Roll to damage as normal. If this is cast into Combat, the target will not take a Nerve test at the end of the Ranged Phase. In addition, if any points of damage are scored, choose either the caster or a single Friendly unit within 6” of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target.
Hex Range: 30" Target	If any hits are scored, instead of causing damage, the target enemy unit is Hexed until the end of its next Turn. Hexed units receive two points of damage for each hit they score with a spell. A Nerve test is not required for damage caused by this spell.
Lightning Bolt Range: 24" Magical Missile	Piercing (1)
Weakness Range: 24" CC	If any hits are scored, instead of causing damage, the target unit is Weakened until the end of its next Turn. Weakened units have a -1 modifier when rolling to damage enemy units (any rolls the unit makes of natural six will still cause damage, however). This effect only applies once – multiple castings on the same target have no effect.

Artefact	Description
Sir Jesse’s Boots of Striding	Once per game, this unit gains both the Pathfinder and Strider special rules until the end of the Turn.
Brew of Sharpness	The unit has a +1 to hit modifier with Combat attacks.