

name	quant	mas	mount effects	soldiers important attributes	spee	formation	health	Rang	Amm	1 d	1 chr	Primary weapon attributes	2 d	2 ch	Secondary weapon attributes	armor/defe	shiel	hea	ground	morale, training	chrg	dl	hire/upkeep	build p		
Steam Tank	-	100		can_withdraw, very_hardy, cannot_skirmish, gunpowder_unit, artillery, cannon, power_charge,	0,6	-	8	275	16	20	0	ap, bp, area, launching	20	20	ap, bp, area, launching (0.33)	30	0	15	5	-1, -5, -10, -3	20	disciplined, highly_trained	30	8, 10000, 2000, 1000, 1000, 10000, 1, 5	10	
Bloodletters on Juggernauts	17	2,5		sea_faring, very_hardy, frighten_foot, frighten_mounted, chaos	0,7	2,5, 3, 3,5, 4, 3, square	3				18	14	ap			5	2	0	0	0, -2, -6, 0	7	impetuous, trained, lock_morale	50	5, 5500, 1100, 100, 100, 5500, 2, 2750	20	
Bloodletters (on foot)	34	2,5		sea_faring, very_hardy, frighten_foot, frighten_mounted, chaos		1,2, 1,2, 2, 2, 6, horde	3				18	12	ap			1	2	0	0	0, 0, 0, 0	7	impetuous, trained, lock_morale	50	5, 4900, 980, 100, 100, 4900, 2, 2450	30	
Horrors	34	1,5		sea_faring, very_hardy, explode, frighten_foot, frighten_mounted, chaos	1,2	1,5, 1,5, 3, 3, 6, horde	1	100	50	5	0	ap		8	2	1 (+1+1+1)	3	0	0	0, 1, 0, -1	7	impetuous, trained, lock_morale	15	3, 2500, 500, 100, 100, 2500, 6, 625	20	
Screamers	25	0,5		sea_faring, very_hardy, frighten_foot, frighten_mounted, chaos	0,6	2, 2, 3,5, 3,5, 6, horde	1				12	4				2	8	0	0	0, 0, -3, 0	7	impetuous, trained, lock_morale	40	3, 2200, 440, 100, 100, 2200, 4, 1100	30	
Flamers	34	0,7		very_hardy, cannot_skirmish, incendiary, frighten_foot, frighten_mounted, chaos	0,4	1,2, 1,2, 2, 2, 6, horde	2	60	15	3	0	ap, bp, area		6	0	1	4	0	-2	0, 1, 0, -1	7	impetuous, untrained, lock_moral	5	5, 5500, 1100, 500, 100, 5500, 2, 2750	20	
Daemonettes	34	1,2		sea_faring, very_hardy, screeching_women, chaos	1,3	1,2, 1,2, 2, 2, 6, horde	3				15	7	ap			1	11	0	0	0, 0, 0, 0	7	impetuous, trained, lock_morale	35	5, 4700, 940, 100, 100, 4700, 2, 2350	20	
Pleasureseekers	17	1,2		sea_faring, very_hardy, chaos	1,3	1,6, 1,6, 3, 3, 6, horde	3				15	4	ap			2	11	0	0	0, 0, 0, 0	7	impetuous, trained, lock_morale	35	5, 5500, 1100, 100, 100, 5500, 2, 2750	20	
Plaguebearers	34	3		sea_faring, very_hardy, frighten_foot, frighten_mounted, chaos	0,7	1,2, 1,2, 2, 2, 6, horde	5				12	5	ap			2	0	0	0	0, 0, 0, 0	7	normal, trained, lock_morale	25	5, 4700, 940, 100, 100, 4700, 2, 2350	20	
Nurglings	80	0,8		sea_faring, very_hardy, command, chaos, wagon_fort	0,7	1, 1, 2, 2, 8, square	2				3	1				2	1	1	1	-1, 0, -3, 0	6	normal, untrained, lock_morale	15	1, 1000, 200, 200, 100, 1000, 6, 250	30	
Daemon Prince	-	50		very_hardy, frighten_foot, frighten_mounted, unique_unit	0,8	-	12				40	20	launching, bp, area, ap			25	10	0	-2	0, 0, -6, 0	6	impetuous, highly_trained, lock_m	50	6, 6000, 1200, 0, 0, 6000, 1, 3000	10	
Changer	-	35		very_hardy, frighten_foot, frighten_mounted, unique_unit, cannot_skirmish	0,9	-	12	200	30	10	0	ap, bp, area		25	10	launching, bp, area, ap	20	15	0	-2	0, 0, -6, 0	6	impetuous, highly_trained, lock_m	30	9, 9000, 1800, 0, 0, 9000, 1, 4500	10
Keeper of Secrets	-	40		very_hardy, frighten_foot, frighten_mounted, unique_unit	-	-	15				45	15	launching, bp, area, ap			25	20	0	-2	0, 0, -6, 0	6	impetuous, highly_trained, lock_m	40	9, 9000, 1800, 0, 0, 9000, 1, 4500	10	
Great Unclean	-	100		very_hardy, frighten_foot, frighten_mounted, unique_unit	0,4	-	25							30	5	launching, bp, area, ap	29	5	0	-2	0, 0, -6, 0	6	impetuous, highly_trained, lock_m	30	9, 9000, 1800, 0, 0, 9000, 1, 4500	10
Chaos Troll	6	37	elephant -15, horse -15, camel -1	very_hardy, frighten_foot, frighten_mounted, chaos	0,9	3,6, 3,6, 6, 7, 2, square	7				45	18	ap, bp, area, long_pike, launching			16	4	0	1	0, -1, -5, 0	34	impetuous, untrained	40	4, 4500, 900, 100, 100, 4500, 2, 2250	20	
Troll	6	33	elephant -18, horse -18, camel -1	very_hardy, frighten_foot, frighten_mounted	0,9	3,6, 3,6, 6, 7, 2, square	7				38	24	ap, bp, area, long_pike, launching			15	4	0	0	0, -5, 0	28	impetuous, untrained	40	4, 4000, 800, 100, 100, 4000, 4, 2000	30	
Stone Troll	6	44	elephant -18, horse -18, camel -1	very_hardy, frighten_foot, frighten_mounted	0,7	3,6, 3,6, 6, 7, 2, square	7				38	24	ap, bp, area, long_pike, launching			20	2	0	0	0, 0, -5, 0	28	impetuous, untrained	35	5, 6000, 1200, 100, 100, 6000, 2, 3000	20	
Minotaurs	6	55	elephant -12, horse -12, camel -1	very_hardy, frighten_foot, frighten_mounted, mercenary_unit	0,9	6, 6, 12, 12, 2, square	8				42	28	ap, bp, area, long_pike, launching			12	14	0	0	0, -1, -6, 0	28	impetuous, untrained	50	4, 5000, 1000, 100, 100, 5000, 2, 2500	20	
Giant	-	55		very_hardy, frighten_foot, frighten_mounted, command	0,5	15, 15, 30, 30, 1, square	10				30	20	launching, bp, area			20	10	0	0	0, 0, -6, 1	32	impetuous, highly_trained	30	5, 5500, 1100, 100, 100, 5500, 2, 2750	20	
Bone Giant	-	25		very_hardy, frighten_foot, frighten_mounted, free_upkeep_unit	0,7	15, 15, 30, 30, 1, square	9				35	10	launching, bp, area			25	0	0	-2	0, 0, -6, 0	6	disciplined, highly_trained, lock_	30	5, 5500, 1100, 100, 100, 5500, 2, 2750	10	
Rat Ogres	16	17	elephant -11, horse -11, camel -1	sea_faring, very_hardy, frighten_foot, frighten_mounted, power_charge		2,8, 3,6, 5, 6, 4, square	5				26	19	bp, area, launching			8	15	0	0	0, 0, -3, 0	25	impetuous, untrained	60	2, 2600, 520, 100, 100, 2600, 6, 650	30	
Ogres Chaos	16	24	elephant -11, horse -11, camel -1	sea_faring, can_withdraw, power_charge, frighten_foot, frighten_mounted, mercenary_unit, ch	0,9	3, 3,8, 5, 6, 4, square	4				26	20	ap, bp, area, launching			16	8	0	1	0, -1, -4, 0	30	impetuous, untrained	40	3, 4000, 800, 100, 100, 4000, 4, 2000	20	
Ogres	16	18	elephant -13, horse -13, camel -1	sea_faring, can_withdraw, hardy, power_charge, frighten_foot, frighten_mounted, mercenary_unit		2,8, 3,6, 5, 6, 4, square	4				28	22	ap, bp, area, launching			9	12	1	0	0, 0, -4, -1	22	impetuous, untrained	40	2, 2600, 570, 100, 100, 2600, 6, 650	30	
Lead Belchers	(4?)	24		can_withdraw, cannot_skirmish, gunpowder_unit, mercenary_unit, frighten_mounted, mercena	0,7	6, 6, 8, 8, 2, square	4	225	7	26	8	ap, bp, area, launching	12	6	ap	9	1	0	1	-1, 0, -5, -1	22	impetuous, untrained	40	4, 6000, 1320, 100, 100, 6000, 2, 3000	20	
Golfag Ogres	16	20	elephant -14, horse -14, camel -1	sea_faring, can_withdraw, hardy, power_charge, frighten_foot, frighten_mounted, mercenary_unit		2,8, 3,6, 5, 6, 4, square	4				34	20	ap, bp, area, launching			10	10	0	0	0, 0, -4, -1	28	impetuous, untrained	40	3, 3800, 835, 100, 100, 3800, 4, 1900	20	
Ushabti	25	10	elephant -5, horse -5, camel -5	sea_faring, very_hardy, frighten_foot, frighten_mounted, command, free_upkeep_unit		2,25, 2,25, 5, 5, 4, square	4				20	15	ap, launching			10	0	0	-2	0, 0, -2, 0	6	disciplined, highly_trained, lock_	40	4, 4000, 800, 100, 100, 4000, 4, 2000	20	
Dire Wolves	34			sea_faring, very_hardy, hide_forest, free_upkeep_unit	1,3	2,25, 2,25, 3,5, 3,5, 6, horde	1				12	13				0	6	0	0	0, -3, 1, 1	6	impetuous, untrained, lock_moral	40	1, 1200, 240, 100, 100, 1200, 6, 300	20	
Chaos Hound	34			sea_faring, very_hardy	1,1	2,25, 2,25, 3,5, 3,5, 6, horde	1				11	14				2	4	0	2	1, -3, 0, 2	26	impetuous, untrained	50	1, 1200, 240, 100, 100, 1200, 6, 300	30	
Night Goblin Squig	14	(42 0,35)		very_hardy, is_peasant	1,8	2,25, 2,25, 3,5, 3,5, 6, horde	1, 2				5	2	light_spear			9	11			0, 0, -1, -1	12	low, untrained	30	1, 1500, 300, 100, 100, 1500, 6, 375	30	
Scarabs	70	3	elephant -2, horse -1, camel -1	sea_faring, can_withdraw, very_hardy, free_upkeep_unit		1,2, 1,2, 2,4, 2,4, 6, horde	1				6	10	spear, long_pike, ap			8	0	3	0	0, 2, -6, -2	6	normal, trained, lock_morale	7	1, 1500, 300, 100, 100, 1500, 6, 375	30	
Rat Packs	100	0,05	elephant -10, horse -1, camel -2	hardy, free_upkeep_unit, is_peasant, peasant		0,5, 0,5, 1, 1, 8, horde	1				1	0				0	0	0	0	0, 1, -1, -3	5	impetuous, untrained, lock_moral	10	1, 250, 25, 250, 250, 0, 2, 250	40	

