<u>Cor Tai Mercenaries</u>: A Warpath Fan-Made Army List

Army-Wide Special Rule: All units have Move Through Cover

<u>Infantry:</u>

Vendrils (Vespid Stingwings)

Vendril Team					Cost:		80 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Inf (5)	10	4+	10	12	7	4+	10/12
Special:	Jump Troops, Fast, Piercing (2), May purchase 1 Sonic Cannon (Flamer (10)) for +30 pts.						

Vendril Section					Cost:		150 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Inf (10)	10	4+	20	12	14	4+	12/14
Special:	Jump Troops, Fast, Piercing (2), May purchase up to 2 Sonic Cannons (Flamer (10)) for +30 pts.						

Vendril Platoon					Cost:		290 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Inf (20)	10	4+	40	12	28	4+	16/18
Special:	Jump Troops, Fast, Piercing (2), May purchase up to 3 Sonic Cannons (Flamer (10)) for +30 pts.						

Flesheaters (Kroot Carnivores)

Flesheater Team					Cost:		90 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Inf (5)	6	4+	7	24	7	4+	11/13
Special:	Crushing Strength (2), Stealthy, Recon						

Flesheater Section					Cost:		170 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Inf (10)	6	4+	14	24	14	4+	14/16
Special:	Crushing Strength (2), Stealthy, Recon						

Flesheater Platoon					Cost:		330 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Inf (20)	6	4+	28	24	28	4+	20/22
Special:	Crushing Strength (2), Stealthy, Recon						

Bloodhounds (Kroot Hounds)

Bloodhound Team					Cost:		60 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Inf (5)	7	4+	-	-	7	4+	10/12
Special:	Crushing Strength (1), Stealthy, Fast						

Bloodhound Section					Cost:		110	pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
Inf (10)	7	4+	-	-	14	4+	12/14	
Special:	Crushing Strength (1), Stealthy, Fast							

Bloodhound Platoon					Cost:		210	pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
Inf (20)	7	4+	-	-	28	4+	16/18	
Special:	Crushing Strength (1), Stealthy, Fast							

Grunt Rider (Krootox Riders)

Grunt Rider Team					Cost:		110	pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
Inf (1)	7	4+	3	36	4	5+	10/12	
Special:	Crushing Strength (3), Piercing (2)							

Grunt Rider Section					Cost:		210	pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
Inf (3)	7	4+	6	36	8	5+	12/14	
Special:	Crushing Strength (3), Piercing (2)							

Grunt Rider Platoon					Cost:		410	pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
Inf (5)	7	4+	12	36	16	5+	16/18	
Special:	Crushing Strength (3), Piercing (2)							

Shadow Caste

Shadow Caste Team					Cost:		70	pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
Inf (5)	7	4+	-	-	7	4+	10/12	
Special:	Stealthy, Recon, Crushing Strength (2). May purchase 1 Ancestral Blade (Melee Weapon, 1 Att at Crushing Strength (4)) for +20 pts.							

Shadow Caste Section					Cost:		130	pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
Inf (10)	7	4+	-	-	14	4+	12/14	
Special:	Stealthy, Recon, Crushing Strength (2). May purchase up to 2 Ancestral Blades (Melee Weapon, 1 Att at Crushing Strength (4)) for +20 pts each.							

Shadow Caste Platoon					Cost:		250	pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
Inf (20)	7	4+	-	-	28	4+	16/18	
Special:	Stealthy, Recon, Crushing Strength (2). May purchase up to 3 Ancestral Blades (Melee Weapon, 1 Att at Crushing Strength (4)) for +20 pts each.							

Ordnance:

None

Armor:
None

Aircraft:
None

Heroes/Monsters:

Flesheater Seer (Kroot Shaper)					Cost:		120	pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
H/M	6	3+	3	24	4	5+	10/12	
Special:	Inspiring, Individual, Crushing Strength (2), Piercing (1), Stealthy							

Grunt Broodlord (Greater Gnarloc)					Cost:		140	pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
H/M	6	4+	-	-	7	7+	12/14	
Special:	Crushing Strength (6). Can purchase a Railcannon (Fire 1 Ran 72 Piercing (6)) for +80 pts.							

Skygrunt Rider					Cost:		140	pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
H/M	10	4+	3	36	5	5+	11/13	
Special:	Jump Troops, Crushing Strength (4), Piercing (2)							

Special Rules:

Move Through Cover: This unit ignores movement penalties from moving through Area Terrain, and may move At The Double past Obstacles. Additionally, this unit does not suffer a -1 to hit penalty in melee for Disrupted Charges or Charging through cover.