

# FREE SPACE



## RATKIN

EVIL

### Warriors

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	6	5	-	4	2	3	25	19/21	[145]
Rallying (1 - Horde only) Keywords: Expendable, Mob, Ratkin									

### Wretches\*

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	6	5	-	2	2	3	25	18/21	[115]
Keywords: Expendable, Mob, Ratkin, Slave									

### Scurriers\*

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	3	4	3	2	2	10	13/15	155
Blade of Slashing Duelist, Scout, Vicious Blight Throwers (18", Steady Aim) Keywords: Ratkin									
									5
									[160]

### Hackpaws

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	9	4	-	4	3	1	8	9/11	[100]
Nimble, Thunderous Charge (1), Vicious (Melee) Keywords: Beast, Ratkin									
Regiment(10)	9	4	-	4	3	3	16	12/14	150
Maccwar's Potion of the Caterpillar Plague Pots									
									20
									15
									[185]
Regiment(10)	9	4	-	4	3	3	16	12/14	150
Sir Jesse's Boots of Striding Plague Pots									
									15
									15
									[180]
Nimble, Thunderous Charge (1), Vicious (Melee) Keywords: Beast, Ratkin									

### Vermintide\*

Swarm

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	6	5	-	3	1	1	9	9/11	[65]
Nimble, Vicious (Melee), Wild Charge (D3) Keywords: Beast, Expendable, Vermin									

### Tunnel Runners

Chariot

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	8	4	-	5	3	2	24	14/16	210
Brew of Sharpness									
									35
									[245]
Crushing Strength (1), Thunderous Charge (1) Keywords: Ratkin, Tek									

Weapon Team										War Engine
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	-	4	5	2	0	10	8/10	[85]	
Nimble Blight Spewer (12", Piercing (1), Steady Aim) Keywords: Ratkin, Tek										
1	6	-	4	5	2	0	10	8/10	[85]	
Nimble Blight Spewer (12", Piercing (1), Steady Aim) Keywords: Ratkin, Tek										
Mother Cryza [1]										Hero (LrgInf) Spellcaster: 3
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	5	3	1	5	13/15	[165]	
Cloak of Death, Crushing Strength (1), Ensnare, Inspiring, Nimble, Stealthy Spells: Lightning Bolt (5) Keywords: Brood Mother, Ratkin, Tek										
Scudku-z'luk, Demonspawn of Diew [1]										Hero (Ttn) Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	6	1	13	17/19	[345]	
Crushing Strength (3), Fly, Inspiring, Nimble, Rallying (2) Spells: Lightning Bolt (5) Keywords: Abomination, Abyssal										
Twitch Keenear [1]										Hero (Inf) Spellcaster: 3
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	5	-	4	2	0	1	-/12	[120]	
Eye of the Abyss, Individual, Inspiring Spells: Bane Chant (3), Hex (3) Keywords: Ratkin										

Total Unit Strength: 20  
Total Core: 1995 (100%)

Total Units: 13



## SPECIAL RULES AND SPELLS:

<b>Bane Chant</b>	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
<b>Blade of Slashing</b>	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
<b>Brew of Sharpness</b>	The unit has a +1 to hit modifier with Melee attacks.
<b>Cloak of Death</b>	In the Movement phase, after the unit has completed its order, all Enemy units within 6" of this unit take an immediate point of damage. Units can only be damaged by a single source of <i>Cloak of Death</i> per Turn. No Nerve test is required for damage taken from a <i>Cloak of Death</i> .
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Duelist</b>	While attacking enemy <i>Individuals</i> in Melee, this unit doubles its number of Attacks.
<b>Ensnare</b>	Melee attacks against the target unit's front suffer an additional -1 to hit.
<b>Eye of the Abyss</b>	If Twitch Keenear successfully casts Bane Chant, the target unit may, after rolling to hit and to damage in the Melee 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 Melee.
<b>Fly</b>	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
<b>Hex</b>	Spell: 30", Enemy - Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.
<b>Individual</b>	See page 34 (page 30 in gamers edition)

<b>Inspiring</b>	If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
<b>Lightning Bolt</b>	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
<b>Maccwar's Potion of the Caterpillar</b>	This unit gains the <i>Pathfinder</i> special rule.
<b>Nimble</b>	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt.
<b>Piercing</b>	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
<b>Plague Pots</b>	Once per game, at the start of your Turn, you may choose to give the unit the <i>Ensnare</i> and <i>Stealthy</i> special rules until the start of your next Turn. The unit's Plague Pots are then destroyed and cannot be used again for the remainder of the game.
<b>Rallying</b>	Friendly Core units within 6" of this unit have +n to their Wavering and Rout Nerve value to a maximum of +2. This is cumulative if multiple units with <i>Rallying</i> are in range.
<b>Scout</b>	The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the <i>Scout</i> movement. If both armies have units with this rule, both players roll a single die each. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn in Round one as normal.
<b>Sir Jesse's Boots of Striding</b>	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
<b>Steady Aim</b>	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
<b>Stealthy</b>	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
<b>Thunderous Charge</b>	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
<b>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
<b>Wild Charge</b>	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.