

# MEAN SQUEAKS - SI BRAND



EVIL

## Warriors

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	5	-	4	2	2	12	12/14	[85]
Rallying (1 - Horde only) Keywords: Expendable, Mob, Ratkin									

## Shock Troops

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	6	4	-	4	2	4	30	20/22	220
Staying Stone Plague Pots									5
Crushing Strength (1), Rallying (1 - Horde only)									15
Keywords: Mob, Ratkin									[240]

## Hackpaws

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	9	4	-	4	3	3	16	12/14	150
Maccwar's Potion of the Caterpillar									20
Nimble, Thunderous Charge (1), Vicious (Melee)									[170]
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									
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
Crushing Strength (1), Thunderous Charge (1)									[245]
Keywords: Ratkin, Tek									
Regiment(3)	8	4	-	5	3	2	24	14/16	210
Blessing of the Gods									20
Crushing Strength (1), Thunderous Charge (1)									[230]
Keywords: Ratkin, Tek									

## Death Engine Impaler

Monster (Cht)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	8	4	-	5	5	1	D6+7	-/16	[180]
Crushing Strength (2), Rampage (Melee - D6), Vicious (Melee), Wild Charge (D3) Keywords: Ratkin, Tek									

<b>Brood Mother</b>										Hero (LrgInf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	4	-	5	3	1	5	12/14	120	
Orb of Towering Presence Library Mindfog (2)									10	
Crushing Strength (1), Eat the Weak, Inspiring, Nimble, Radiance of Life Spells: Drain Life (5), Mind Fog (2) Keywords: Brood Mother, Ratkin, Tek									10	
									[140]	
<b>Swarm-crier</b>										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	5	-	4	2	0	1	8/10	45	
Lute of Insatiable Darkness									25	
Individual, Inspiring									[70]	
Keywords: Ratkin										
<b>Brute Enforcer</b>										Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	5	3	1	3	11/13	75	
Torc of Dissonance									10	
Brutal, Crushing Strength (2), Nimble, Rallying (1)									[85]	
Keywords: Abomination, Tek										
1	6	3	-	5	3	1	3	11/13	[75]	
Brutal, Crushing Strength (2), Nimble, Rallying (1)										
Keywords: Abomination, Tek										
<b>Scudku-z'luk, Demonspawn of Diew [1]</b>										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										

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

Total Units: 13



## SPECIAL RULES AND SPELLS:

<b>Blessing of the Gods</b>	The unit gains the <i>Elite</i> special rule.
<b>Brew of Sharpness</b>	The unit has a +1 to hit modifier with Melee attacks.
<b>Brutal</b>	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Drain Life</b>	Spell: 6", Enemy, CC - Roll to damage as normal. If one or more points of damage are scored, choose either the caster or a single Friendly Core unit within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is cast into Melee, the target will not take a Nerve test at the end of the Ranged phase. Modifier: <i>Piercing(1)</i>
<b>Eat the Weak</b>	The Brood Mother's Drain Life spell can target and cause damage to Friendly Core units with the Expendable Keyword 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.
<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>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>Lute of Insatiable Darkness</b>	The unit gains the Bane Chant (2) spell.
<b>Maccwar's Potion of the Caterpillar</b>	This unit gains the <i>Pathfinder</i> special rule.
<b>Mind Fog</b>	Spell: 36", Enemy - Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused. Modifiers: <i>Shattering</i>
<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>Orb of Towering Presence</b>	May not be taken by units with the Individual or Fly special rules. Increases the unit's Unit Strength by one, to a maximum of four.
<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>Radiance of Life</b>	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
<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>Rampage</b>	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks.
<b>Staying Stone</b>	The unit gains +1 to its Wavering stat value.
<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>Torc of Dissonance</b>	Once per game, at the start of one or your Ranged phases, choose an enemy unit with a spellcaster tier within 12". Choose one of the spells known to that unit. During the enemy player's following Turn, the unit may not use the chosen spell.
<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.