

## Ratkin [5000]

Spear Warriors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [170] Plague Pots <b>Special Rules:</b> <i>Phalanx, Rallying(1 - Only when Horde Unit Size is chosen), Rallying(1), Plague Pots</i> <b>Keywords:</b> <i>Mob, Ratkin, Expendable</i>	6	5+	-	4+	4	30	19/21	2	[155] [15]

Shock Troops	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [145] Plague Pots Heavy Halberds <b>Special Rules:</b> <i>Crushing Strength(1), Rallying(1 - Only when Horde Unit Size is chosen), Plague Pots, Phalanx</i> <b>Keywords:</b> <i>Mob, Ratkin</i>	6	4+	-	4+	3	15	13/15	2	[130] [10] [5]
Inf Horde [235] Plague Pots <b>Special Rules:</b> <i>Crushing Strength(1), Rallying(1 - Only when Horde Unit Size is chosen), Rallying(1), Plague Pots</i> <b>Keywords:</b> <i>Mob, Ratkin</i>	6	4+	-	4+	4	30	20/22	2	[220] [15]
Inf Horde [245] Plague Pots Heavy Halberds <b>Special Rules:</b> <i>Crushing Strength(1), Rallying(1 - Only when Horde Unit Size is chosen), Rallying(1), Plague Pots, Phalanx</i> <b>Keywords:</b> <i>Mob, Ratkin</i>	6	4+	-	4+	4	30	20/22	2	[220] [15] [10]

Wretches*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [115] <b>Keywords:</b> <i>Expendable, Mob, Ratkin, Slave</i>	6	5+	-	2+	3	25	18/21	2	[115]

Scurriers*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [160] Blight Throwers (18", Steady Aim) <b>Special Rules:</b> <i>Scout, Stealthy, Vicious</i> <b>Keywords:</b> <i>Ratkin</i>	6	3+	4+	3+	2	12	13/15	2	[160]

Nightmares	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [235] Blight Cannons (12", Steady Aim) <b>Special Rules:</b> <i>Crushing Strength(1), Rallying(1 - Only when Horde Unit Size is chosen), Vicious, Rallying(1)</i> <b>Keywords:</b> <i>Abomination, Tek</i>	6	4+	4+	5+	3	18	14/16	3	[235]

Hackpaws	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [150] <b>Special Rules:</b> <i>Nimble, Thunderous Charge(1), Vicious(Melee)</i> <b>Keywords:</b> <i>Beast, Ratkin</i>	9	4+	-	4+	3	16	12/14	3	[150]
Cav Regiment [150] <b>Special Rules:</b> <i>Nimble, Thunderous Charge(1), Vicious(Melee)</i> <b>Keywords:</b> <i>Beast, Ratkin</i>	9	4+	-	4+	3	16	12/14	3	[150]

Vermintide*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Regiment [65] <b>Special Rules:</b> <i>Nimble, Vicious(Melee), Wild Charge(D3), The Endless Swarm</i> <b>Keywords:</b> <i>Beast, Expendable, Vermin</i>	6	5+	-	3+	1	9	9/11	1	[65]
Swm Regiment [65] <b>Special Rules:</b> <i>Nimble, Vicious(Melee), Wild Charge(D3), The Endless Swarm</i> <b>Keywords:</b> <i>Beast, Expendable, Vermin</i>	6	5+	-	3+	1	9	9/11	1	[65]

Vermintide Legion	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Legion [195] <b>Special Rules:</b> <i>Nimble, Rallying(1 - Vermin only), Vicious(Melee), Wild Charge(D3)</i> <b>Keywords:</b> <i>Beast, Expendable, Vermin</i>	6	5+	-	3+	3	36	19/21	1	[195]

Tunnel Runners	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht Regiment [245] Brew of Sharpness <b>Special Rules:</b> <i>Crushing Strength(1), Thunderous Charge(1)</i> <b>Keywords:</b> <i>Ratkin, Tek</i>	8	3+	-	5+	2	24	14/16	3	[210] [35]
Cht Regiment [225] Sir Jesse's Boots of Striding <b>Special Rules:</b> <i>Crushing Strength(1), Thunderous Charge(1)</i> <b>Keywords:</b> <i>Ratkin, Tek</i>	8	4+	-	5+	2	24	14/16	3	[210] [15]

Weapon Team	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>WE 1 [85]</b> Blight Spewer (12", Piercing(1),Steady Aim) <b>Special Rules:</b> Nimble <b>Keywords:</b> Ratkin, Tek	6	0+	4+	5+	0	10	8/10	2	[85]
<b>WE 1 [85]</b> Blight Spewer (12", Piercing(1),Steady Aim) <b>Special Rules:</b> Nimble <b>Keywords:</b> Ratkin, Tek	6	0+	4+	5+	0	10	8/10	2	[85]

Death Engine Impaler	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Mon (Chariot) 1 [180]</b> <b>Special Rules:</b> Crushing Strength(2),Rampage(Melee D6),Vicious(Melee),Wild Charge(D3) <b>Keywords:</b> Ratkin, Tek	8	4+	-	5+	1	D6+7	-/16	5	[180]

Night Terror	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Mon 1 [135]</b> <b>Special Rules:</b> Crushing Strength(2),Nimble, Rallying(1) <b>Keywords:</b> Abomination, Tek	9	3+	-	5+	1	5	12/14	3	[135]

Mutant Rat-fiend	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Titan 1 [220]</b> <b>Special Rules:</b> Crushing Strength(2),Radiance of Life(Vermin only),Rallying(1),Regeneration(5+),Strider, Vicious(Melee),Vermin Spawn <b>Keywords:</b> Abomination, Ratkin, Vermin	7	3+	-	4+	2	10	-/18	6	[220]
<b>Titan 1 [220]</b> <b>Special Rules:</b> Crushing Strength(2),Radiance of Life(Vermin only),Rallying(1),Regeneration(5+),Strider, Vicious(Melee),Vermin Spawn <b>Keywords:</b> Abomination, Ratkin, Vermin	7	3+	-	4+	2	10	-/18	6	[220]

Tangle [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Titan 1 [160]</b> Bane Chant (1) Fireball (10) Mind Fog (1) Weakness (1) <b>Special Rules:</b> Aura(Fury),Inspiring, Nimble, Rallying(1),Regeneration(6+),Vicious(Melee),Tangle <b>Keywords:</b> Ratkin, Shrine, Vermin	5	4+	-	4+	2	9	-/14	3	[160] [0] [0] [0] [0]

Swarm-crier	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Cav) 1 [95]</b> Fleabag Mount Lute of Insatiable Darkness Bane Chant (2) <b>Special Rules:</b> Aura(Elite (Melee) – Tek only),Individual, Very Inspiring <b>Keywords:</b> Ratkin	10	5+	-	4+	0	1	8/10	3	[45] [25] [25]

War Chief	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Inf) 1 [100]</b> Aura (Vicious (Melee) - Infantry only) <b>Special Rules:</b> Crushing Strength(1),Individual, Inspiring, Mighty, Aura(Vicious (Melee - Infantry only)) <b>Keywords:</b> Ratkin	6	3+	-	5+	0	5	11/13	2	[85] [15]

Master Scurrier	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Inf) 1 [95]</b> Blight Pistol (12", Piercing(1)) <b>Special Rules:</b> Crushing Strength(1),Duelist, Individual, Scout, Stealthy, Vicious <b>Keywords:</b> Ratkin	7	3+	4+	4+	0	4	10/12	2	[95]

Birthing Daughter	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Inf) 1 [80]</b> Blight Pistol (12", Att: 3, Piercing(1)) <b>Special Rules:</b> Aura(Strider - Expendable Only),Individual, Inspiring <b>Keywords:</b> Expendable, Ratkin	6	5+	4+	4+	0	1	10/12	2	[80]

Brute Enforcer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Lrg Inf) 1 [75]</b> <b>Special Rules:</b> Brutal, Crushing Strength(2),Nimble, Rallying(1) <b>Keywords:</b> Abomination, Tek	6	3+	-	5+	1	3	11/13	3	[75]

Brood Mother	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Lrg Inf) 1 Spellcaster 1 [155]</b>	6	4+	-	5+	1	5	12/14	3	[120]
Blight Staff									[20]
Trickster's Wand									[15]
Blight Staff (18", Ra: 4+, Piercing(1),Vicious(Ranged),Steady Aim)									
Hex (2)									
Drain Life (5)									[0]
<b>Special Rules:</b> <i>Crushing Strength(1),Inspiring, Nimble, Radiance of Life, Eat the Weak</i> <b>Keywords:</b> <i>Brood Mother, Ratkin, Tek</i>									

Mother Cryza [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Lrg Inf) 1 Spellcaster 3 [165]</b>	6	3+	-	5+	1	5	13/15	3	[165]
Lightning Bolt (5)									[0]
<b>Special Rules:</b> <i>Cloak of Death, Crushing Strength(1),Ensnare, Inspiring, Nimble, Stealthy</i> <b>Keywords:</b> <i>Brood Mother, Ratkin, Tek</i>									

Scudku-z'luk, Demonspawn of Diew [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Titan) 1 Spellcaster 0 [335]</b>	10	3+	-	5+	2	13	17/19	6	[335]
Lightning Bolt (5)									[0]
<b>Special Rules:</b> <i>Crushing Strength(3),Fly, Inspiring, Nimble, Rallying(2)</i> <b>Keywords:</b> <i>Abomination, Abyssal</i>									

[F] Shredder (Smoke. Mirrors. Death)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>WE 1 [95]</b>	5	0+	5+	5+	0	4	8/10	2	[95]
Shredder (48", Blast(D3),Ignores Concealed, Piercing(1),Reload, Shattering)									
<b>Special Rules:</b> <i>Redeploy, Formation Redeployment</i> <b>Keywords:</b> <i>Ratkin, Tek</i>									

[F] Shredder (Smoke. Mirrors. Death)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>WE 1 [95]</b>	5	0+	5+	5+	0	4	8/10	2	[95]
Shredder (48", Blast(D3),Ignores Concealed, Piercing(1),Reload, Shattering)									
<b>Special Rules:</b> <i>Redeploy, Formation Redeployment</i> <b>Keywords:</b> <i>Ratkin, Tek</i>									

[F] Death Engine Spewer (Smoke. Mirrors. Death)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Mon (Chariot) 1 [225]</b>	6	4+	4+	4+	1	D6+7	-/16	5	[225]
Rattlecannon (18", Piercing(2),Steady Aim)									
<b>Special Rules:</b> <i>Aura(Iron Resolve (Tek only)),Crushing Strength(1),Inspiring, Formation Redeployment</i> <b>Keywords:</b> <i>Ratkin, Tek</i>									

**Total Units:** 32 **Total Unit Strength:** 52  
**Total Primary Core Points:** 5000 (100.0%)

Custom Rule	Description
Vermin Spawn	Friendly Core Vermin units without the Abomination keywords regain (D3) points of damage previously suffered instead of one from this unit's Radiance of Life special rule.
Eat the Weak	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.
Tangle	For each Friendly Core Infantry Regiment, Infantry Horde, Infantry Legion or unit with the Vermin keyword within 6", increase the amount of dice rolled with Bane Chant, Fireball, Mind Fog and Weakness by 1 to a maximum bonus of +3. Note: Base size cannot be increased beyond 75x75mm.
Formation Redeployment	You may redeploy any of the units from this Formation after deployment from both players is finished, but before Scout moves are made.
The Endless Swarm	Legions of Vermintide have Rallying (1 - Vermin only) and are not considered Irregular.

Special Rule	Description
Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note 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 keyword in addition to the unit with the Aura itself. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite,

Crushing Strength etc.) if they are within the Aura when the combat is being resolved. 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.

Blast	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (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 Brutal and Dread special rules, the attacking player must choose which to use.
Cloak of Death	In the Movement phase, after this 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 Cloak of Death per Turn. No Nerve test is required for damage taken from a Cloak of Death.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Duelist	While attacking enemy Individuals in Melee, this unit doubles its number of Attacks.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
Fly	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. This includes Difficult Terrain the unit started in. 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 Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Ignores Concealed	Ranged attacks made by this unit do not suffer the -1 to hit modifier from Cover that is granted by targeting a Concealed Target (although the target unit may still benefit from Cover from another source (e.g. by being Obscured)).
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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 Inspiring rule. In this case the unit will only Inspire itself and the unit(s) specified.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
Nimble	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. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Plague Pots	Once per game, at the start of your Turn, you may choose to give the unit the Ensnare and Stealthy 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.
Radiance of Life	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.
Rallying	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 Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
Rampage	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 on its profile until the end of the Turn.
Redeploy	After deployment and all Scout moves have been completed by both players, but before rolling for the first turn, this unit may be picked up and redeployed anywhere in the controlling player's deployment zone. If more than one unit shares this rule then pick up all units first, then deploy them. If units on both sides share this rule, both players remove all units with this rule from the board and then take turns deploying them starting with the player who finished their normal deployment first.
Regeneration	Every time this unit receives a Movement order (including Halt), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.

Scout	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 Scout 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.
Shattering	If a unit is damaged by the ranged attacks of one or more units with this rule, add one to the subsequent Nerve test at the end of the Ranged phase. If an enemy unit is subject to both the Shattering and Dread special rules, the attacking player must choose to use either the Shattering or the Dread modifiers. Both cannot be applied against the same unit.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
Thunderous Charge	All Melee hits inflicted 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 Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
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. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Wild Charge	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 Wild Charge (2) can Charge units up to 10" away. - In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

Spell	Description	Special Rules
<b>Bane Chant</b> Range: 12" Friendly, CC	If one or more hits are scored, 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.	
<b>Drain Life</b> Range: 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.	Piercing(1)
<b>Fireball</b> Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
<b>Hex</b> Range: 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>Lightning Bolt</b> Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
<b>Mind Fog</b> Range: 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.	Shattering
<b>Weakness</b> Range: 24" Enemy, CC	Instead of causing damage, if one or more hits are scored, the target unit has a -1 modifier when rolling to damage enemy units during their next turn (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 & Strider special rules until the end of the Turn.
Trickster's Wand	The unit gains the Hex (2) spell. If this unit scores a hit with its Hex against an enemy Hero also carrying a Trickster's Wand, the enemy's Hex spell, granted by its Trickster's Wand, cannot be used for the remainder of the game.

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Lute of Insatiable  
Darkness

The unit gains the Bane Chant (2) spell.

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Brew of Sharpness

The unit has a +1 to hit modifier with Melee attacks.