



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									

Shock Troops									Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	4	-	4	2	3	15	13/15	[130]
Crushing Strength (1), Rallying (1 - Horde only) Keywords: Mob, Ratkin									

Clawshots*									Heavy Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	6	5	4	5	2	1	5	8/10	[95]
Long Rifles (36", Piercing (2), Reload) Keywords: Ratkin, Tek									

Nightmares									Large Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	6	4	4	5	3	2	9	11/13	[140]
Crushing Strength (1), Rallying (1 - Horde only), Vicious (Melee) Blight Cannons (12", Steady Aim) Keywords: Abomination, Tek									

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									

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									

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), Vicious (Melee) Keywords: Ratkin, Tek									

Warlock									Hero (Inf) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	5	-	4	2	0	1	9/11	90 25 [115]
Veil of Shadows (2) [1] Individual Spells: Lightning Bolt (5), Veil of Shadows (2) Keywords: Ratkin									

Swarm-crier									Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	5	-	4	2	0	1	8/10	[45]
Individual, Inspiring Keywords: Ratkin									



SPECIAL RULES AND SPELLS:

Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Individual	See page 34.
Inspiring	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.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout Nerve values. This is cumulative to a maximum total of +2 if multiple units with <i>Rallying</i> are in range. Only the Rout value of a Fearless unit is affected by <i>Rallying</i> .
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Veil of Shadows	Unique spell: Self - If one or more hits are scored, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.
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 <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.