

 Ratkin [2300]

Wretches* Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [115]	6	5+	-	2+	3	25	18/21	2	[115]
<i>Keywords: Expendable, Mob, Ratkin, Slave</i>									

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

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

Tunnel Runners Chariot	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (2) [180]	8	4+	-	5+	1	16	12/14	3	[170]
Skirmisher's Boots [10]									
<i>Special Rules: Crushing Strength(1), Thunderous Charge(1), Nimble Keywords: Ratkin, Tek</i>									
Regiment (3) [245]	8	3+	-	5+	2	24	14/16	3	[210]
Brew of Sharpness [35]									
<i>Special Rules: Crushing Strength(1), Thunderous Charge(1) Keywords: Ratkin, Tek</i>									

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

Swarm-crier Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [70]	6	5+	-	4+	0	1	8/10	2	[45]
Lute of Insatiable Darkness [25]									
Bane Chant (2)									
<i>Special Rules: Individual, Inspiring Keywords: Ratkin</i>									

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

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

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

Total Units:
Total Primary Core Points:

14
2300 (100.0%)

Total Unit Strength:

20

Custom Rule	Description
Vermin Spawn	Friendly Core Vermin units without the Abomination keywords regain (D3) points of previously suffered damage instead of one from this unit's Radiance of Life special rule. The D3 is rolled only once each turn, when this unit is given a move order. This rule does not affect this unit itself.
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.

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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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.
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.
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.
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).
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, 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.

Spell	Description	Special Rules
Bane Chant 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.	
Artefact	Description	
Skirmisher's Boots	Troops only. The unit gains the Nimble special rule.	
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.	
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.	