

Mutant Rat-fiend	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Sally (grey)] Titan 1 [220]	7	3+	-	4+	2	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>									
[Conker (brown)] Titan 1 [220]	7	3+	-	4+	2	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	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [55]	6	5+	-	4+	0	1	8/10	2	[45]
Command (Red(1))									
Special Rules: <i>Aura(Elite (Melee) – Tek only), Command(Red(1)), Individual, Very Inspiring</i> Keywords: <i>Ratkin</i>									
Hero (Cav) 1 [95]	9	5+	-	4+	0	1	8/10	3	[45]
Fleabag Mount									[25]
Lute of Insatiable Darkness									[25]
Bane Chant (2)									
Special Rules: <i>Aura(Elite (Melee) – Tek only), Command, Individual, Very Inspiring</i> Keywords: <i>Ratkin</i>									

Master Scurrier	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Rocky the Flying Squirrel] Hero (Inf) 1 [135]	10	3+	4+	3+	0	4	10/12	2	[95]
Wings of Honeymaze									[40]
Blight Pistol (12", Piercing(1))									
Special Rules: <i>Crushing Strength(1), Duelist, Individual, Scout, Stealthy, Vicious, Fly</i> Keywords: <i>Ratkin</i>									

Total Units:

18

Total Unit Strength:

27

Total Primary Core Points:

2300 (100.0%)

Order	Cost	Phase	Description
Accuracy	1	Any	When the unit rolls to hit in Melee or at Range, it can re-roll one of the dice that failed to hit. A unit given this Order may not use the Blast Special Rule for this Turn.
Strength	1	Any	When the unit rolls to damage in Melee or at Range, it can re-roll one of the dice that failed to damage.
Endurance	2	Movement	The unit regains one point of damage it previously suffered.
Reposition	3	Movement	When issuing a Sidestep Order, this unit may instead use its full Speed. The unit may not use a ranged attack or be targeted by the Surge Spell this Turn.
Tactical Retreat	3	Movement	When issuing a Back Order, this unit may instead use its full Speed. The unit may not use a ranged attack or be targeted by the Surge Spell this Turn.
Channel Power	3	Ranged	Increase the (n) value of one non-Unique Spell by +1 until the end of the Turn
Far Spell	3	Ranged	Add 3" of Range to a single non Unique spell ranged attack until the end of the Turn.
Stubborn	5	Movement	The Unit loses its Wavered Status but remains disordered and cannot issue a charge or countercharge order this Turn.
Vigilance	6	Melee	The 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
Low Blows	4	Movement	This unit gains the Thunderous Charge (+1) Special Rule until the end of the Turn.
The Blight	3	Movement	When under the effect of the Rallying Special Rule, this unit may increase its Waver and Rout values to a maximum of +3 instead of the usual +2 until the start of its following Turn.

Custom Rule	Description
Vermin Spawn	Friendly Core units with the Vermin Keyword 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.
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.

Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.
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 triples its number of Attacks.
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.
Individual	See the Rules Chapter for Individuals
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. Note that Radiance of Life may have a further qualifier, in which case Radiance of Life will only remove damage from units with that name or Keyword in addition to the unit with the Radiance of Life Special Rule itself.
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.
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.
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
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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
Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from either the Strider or Pathfinder special rules when carrying out a Charge.
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.
Wings of Honeymaze	Individuals only. The unit gains the Fly special rule and increases its Speed stat to 10, but decreases its Defence stat by -1 to a minimum of 2.