



EVIL

## Nightmares

## Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	4	4	5	3	3	18	14/16	235
Fire-Oil Crushing Strength (1), Rallying (1 - Horde only), Vicious Blight Cannons (12", Steady Aim) Keywords: Abomination, Tek [240]									
Horde(6)	6	4	4	5	3	3	18	14/16	[235]
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## 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									
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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 Crushing Strength (1), Thunderous Charge (1) Keywords: Ratkin, Tek [245]									

## Brood Mother

## 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]
Crushing Strength (1), Eat the Weak, Inspiring, Nimble, Radiance of Life Spells: Drain Life (5) Keywords: Brood Mother, Ratkin, Tek									
1	6	4	-	5	3	1	5	12/14	[120]
Crushing Strength (1), Eat the Weak, Inspiring, Nimble, Radiance of Life Spells: Drain Life (5) Keywords: Brood Mother, Ratkin, Tek									

Brute Enforcer										Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	5	3	1	3	11/13	75	
Trickster's Wand										15
Brutal, Crushing Strength (2), Nimble, Rallying (1)										[90]
Keywords: Abomination, Tek										
1	6	3	-	5	3	1	3	11/13	[75]	
Brutal, Crushing Strength (2), Nimble, Rallying (1)										
Keywords: Abomination, Tek										
Tangle [1]										Titan Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	-	4	3	1	9	-/14	[160]	
Aura (Fury), Inspiring, Nimble, Rallying (1), Regeneration (6+), Tangle, Vicious (Melee)										
Spells: Bane Chant (1), Fireball (10), Mind Fog (1), Weakness (1)										
Keywords: Ratkin, Shrine										
Smoke, Mirrors and Death [1]										Formation
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Formation(1)									[0]	
Shredder (F)										War Engine
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	-	5	5	2	0	4	8/10	[95]	
Ratkin Formation										
Shredder (48", Blast (D3), Ignores Cover, Piercing (1), Reload, Shattering)										
Keywords: Ratkin, Tek										
1	5	-	5	5	2	0	4	8/10	[95]	
Ratkin Formation										
Shredder (48", Blast (D3), Ignores Cover, Piercing (1), Reload, Shattering)										
Keywords: Ratkin, Tek										
Death Engine Spewer (F)										Monster (Cht)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	4	4	4	5	1	D6+7	-/16	[225]	
Aura (Iron Resolve - Tek only), Crushing Strength (1), Inspiring, Ratkin Formation, Steady Aim										
Rattlecannon (18", Piercing (2))										
Keywords: Ratkin, Tek										

Total Unit Strength: 22

Total Core: 2300 (100%)

Total Units: 15



## SPECIAL RULES AND SPELLS:

<b>Aura</b>	(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.
<b>Bane Chant</b>	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
<b>Blast</b>	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.
<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>Fireball</b>	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Shattering, Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
<b>Fire-Oil</b>	The unit gains both the <i>Crushing Strength</i> special rule (+1 - vs. units with <i>Regeneration</i> and the <i>Piercing</i> special rule (+1 - vs. units with <i>Regeneration</i> ).
<b>Fury</b>	While Wavering, this unit may still declare a Counter Charge.
<b>Ignore Cover</b>	The firing unit only suffers cover penalties for units that have at least half their base within Difficult Terrain. Note that the firing unit still needs to have Line of Sight to the target to fire at it.
<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>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: Shattering
<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>Piercing</b>	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
<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>Ratkin Formation</b>	You may redeploy any of the units from this Formation after deployment from both players is finished, but before Scout moves are made.
<b>Regeneration</b>	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.
<b>Reload</b>	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
<b>Shattering</b>	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 <i>Shattering</i> and <i>Dread</i> special rules, the attacking player must choose to use either the <i>Shattering</i> or the <i>Dread</i> modifiers. Both cannot be applied against the same unit.
<b>Steady Aim</b>	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
<b>Tangle</b>	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.
<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>Trickster's Wand</b>	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.
<b>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
<b>Weakness</b>	Spell: 24", 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 a natural six will still cause damage, however). This effect only applies once - multiple castings on the same target have no effect.
<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.