

Spikey rats

2345 / 2345 VALID

Ratkin [2345]

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

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

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

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

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

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

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

| Warlock | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|------|----|------|
| Hero (Inf) 1 Spellcaster 2 [115] | 6 | 5+ | - | 4+ | 0 | 1 | 9/11 | 2 | [40] |
| Amulet of the Fireheart | | | | | | | | | [10] |
| Lightning Bolt (5) | | | | | | | | | [35] |
| Bane Chant (3) | | | | | | | | | [30] |
| Special Rules: Individual Keywords: Ratkin | | | | | | | | | |

| Swarm-crier | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|------|----|------|
| Hero (Cav) 1 [70] | 10 | 5+ | - | 4+ | 0 | 1 | 8/10 | 4 | [45] |
| Fleabag Mount | | | | | | | | | [25] |
| Special Rules: Aura(Elite (Melee) - Tek only), Individual, Very Inspiring Keywords: Ratkin | | | | | | | | | |

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

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

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

Total Units: 15 **Total Unit Strength:** 28
Total Primary Core Points: 2345 (100.0%)

| Custom Rule | Description |
|-------------------|---|
| 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. |
| 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. |
| Crushing Strength | All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage. |
| 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 |
| 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. |
| 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. |
| 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. |
| 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 |
|---|--|---|
| 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. | |
| Lightning Bolt Range: 24" Enemy | Roll to damage the enemy as normal. | Piercing(1), Hits on a 5+ against units in Cover. |

| Artefact | Description |
|-------------------------------|---|
| Amulet of the Fireheart | Once per game, immediately after casting a spell, the unit may cast a second, different spell. The unit cannot use this artefact to cast more than two spells in a single turn. |
| Sir Jesse's Boots of Striding | Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn. |
| Brew of Sharpness | The unit has a +1 to hit modifier with Melee attacks. |