

Ratkin list of ultimate mediocrity- Andrew Jones

2300 / 2300 VALID

Ratkin [2300]

Warriors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment (20) [85] <i>Special Rules: Rallying(1 - Only when Horde Unit Size is chosen) Keywords: Expendable, Mob, Ratkin</i>	6	5+	-	4+	2	12	12/14	2	[85]
Inf Regiment (20) [85] <i>Special Rules: Rallying(1 - Only when Horde Unit Size is chosen) Keywords: Expendable, Mob, Ratkin</i>	6	5+	-	4+	2	12	12/14	2	[85]

Shock Troops	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde (40) [235] Chalice of Wrath <i>Special Rules: Crushing Strength(1),Rallying(1 - Only when Horde Unit Size is chosen),Rallying(1),Fury Keywords: Mob, Ratkin</i>	6	4+	-	4+	4	30	20/22	2	[220] [15]
Inf Horde (40) [220] <i>Special Rules: Crushing Strength(1),Rallying(1 - Only when Horde Unit Size is chosen),Rallying(1) Keywords: Mob, Ratkin</i>	6	4+	-	4+	4	30	20/22	2	[220]
Inf Horde (40) [220] <i>Special Rules: Crushing Strength(1),Rallying(1 - Only when Horde Unit Size is chosen),Rallying(1) Keywords: Mob, Ratkin</i>	6	4+	-	4+	4	30	20/22	2	[220]

Clawshots*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Troop (5) [95] Long Rifles (36", Piercing(2),Reload) <i>Keywords: Ratkin, Tek</i>	6	5+	4+	5+	1	5	8/10	2	[95]
Hv Inf Troop (5) [95] Long Rifles (36", Piercing(2),Reload) <i>Keywords: Ratkin, Tek</i>	6	5+	4+	5+	1	5	8/10	2	[95]

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

Weapon Team	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
WE 1 [85] Blight Spewer (12", Piercing(1),Steady Aim) <i>Special Rules: Nimble Keywords: Ratkin, Tek</i>	6	0+	4+	5+	0	10	8/10	2	[85]
WE 1 [85] Blight Spewer (12", Piercing(1),Steady Aim) <i>Special Rules: Nimble Keywords: Ratkin, Tek</i>	6	0+	4+	5+	0	10	8/10	2	[85]

Death Engine Impaler	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon (Chariot) 1 [180] <i>Special Rules: Crushing Strength(2),Rampage(Melee D6),Vicious(Melee),Wild Charge(D3) Keywords: Ratkin, Tek</i>	8	4+	-	5+	1	D6+7	-/16	5	[180]
Mon (Chariot) 1 [180] <i>Special Rules: Crushing Strength(2),Rampage(Melee D6),Vicious(Melee),Wild Charge(D3) Keywords: Ratkin, Tek</i>	8	4+	-	5+	1	D6+7	-/16	5	[180]

Tangle [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [160] Bane Chant (1) Fireball (10) Mind Fog (1) Weakness (1) <i>Special Rules: Aura(Fury),Inspiring, Nimble, Rallying(1),Regeneration(6+),Vicious(Melee),Tangle Keywords: Ratkin, Shrine</i>	5	4+	-	4+	1	9	-/14	3	[160] [0] [0] [0] [0]

Mother Cryza [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 Spellcaster 3 [165] Lightning Bolt (5) <i>Special Rules: Cloak of Death, Crushing Strength(1),Ensnare, Inspiring, Nimble, Stealthy Keywords: Brood Mother, Ratkin, Tek</i>	6	3+	-	5+	1	5	13/15	3	[165] [0]

Scudku-z'luk, Demonspawn of Diew [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 Spellcaster 0 [345] Lightning Bolt (5) <i>Special Rules: Crushing Strength(3),Fly, Inspiring, Nimble, Rallying(2) Keywords: Abomination, Abyssal</i>	10	3+	-	5+	1	13	17/19	6	[345] [0]

Total Units:
Total Primary Core Points:

15
2300 (100.0%)

Total Unit Strength:

24

Custom Rule	Description
Tangle	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.
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.
Cloak of Death	In the Movement phase, after this unit has completed its order, all Enemy units within 6" of this unit take an immediate point of damage. Units can only be damaged by a single source of Cloak of Death per Turn. No Nerve test is required for damage taken from a Cloak of Death.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
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.
Fury	While Wavering, this unit may still declare a Counter Charge.
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.
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.
Rampage	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
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.
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.
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.	
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
Mind Fog Range: 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.	Shattering
Weakness Range: 24" Enemy, CC	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 natural six will still cause damage, however). This effect only applies once – multiple castings on the same target have no effect.	

Artefact	Description
Chalice of Wrath	The unit gains the Fury special rule.