

Reaper rats

2345 / 2345 VALID

Ratkin [2345]

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

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

Nightmares	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [265] Blessing of the Gods Blight Cannons (12", Steady Aim) Special Rules: <i>Crushing Strength(1), Rallying(1 - Only when Horde Unit Size is chosen), Vicious, Rallying(1), Elite</i> Keywords: <i>Abomination, Tek</i>	6	4+	4+	5+	3	18	14/16	3	[235] [30]

Hackpaws	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [165] Plague Pots Special Rules: <i>Nimble, Thunderous Charge(1), Vicious(Melee), Plague Pots</i> Keywords: <i>Beast, Ratkin</i>	9	4+	-	4+	3	16	12/14	3	[150] [15]

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

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

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

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

Swarm-crier	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [95] Fleabag Mount Lute of Insatiable Darkness Bane Chant (2) Special Rules: <i>Aura(Elite (Melee) – Tek only), Command, Individual, Very Inspiring</i> Keywords: <i>Ratkin</i>	9	5+	-	4+	0	1	8/10	3	[45] [25] [25]

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, Command, Crushing Strength(2), Nimble, Rallying(1) Keywords: Abomination, Tek</i>									
Hero (Lrg Inf) 1 [95]	6	3+	-	5+	1	3	11/13	3	[75]
Inspiring Talisman									[20]
<i>Special Rules: Brutal, Command, Crushing Strength(2), Nimble, Rallying(1), Inspiring Keywords: Abomination, Tek</i>									

Mother Cryza [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 Spellcaster 3 [185]	6	3+	-	5+	1	5	13/15	3	[165]
Lightning Bolt (5)									[0]
Bloodboil (0)									[20]
<i>Special Rules: Cloak of Death, Command, Crushing Strength(1), Ensnare, Inspiring, Nimble, Stealthy Keywords: Brood Mother, Ratkin, Tek</i>									

Total Units: 17 **Total Unit Strength:** 26
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.
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.
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.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
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.
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.
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.

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.
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.
Bloodboil [1] Range: 12" Enemy	When rolling to hit, roll a number of dice equal to the amount of damage on the target unit.	Piercing(1), Hits on a 5+ against units in Cover or with Stealthy.

Artefact	Description
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Blessing of the Gods	The unit gains the Elite special rule.
Inspiring Talisman	The unit gains the Inspiring special rule. If a unit already has the Inspiring Special Rule, replace it with the Very Inspiring Special Rule. Units with the Very Inspiring Special Rule gain no additional effect.
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.