Ratastrophic Decision Making

2300 / 2300 VALID

1st Battalion

Mother Cryza [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Inf)	6	3+	-	5+	2	5	15	3	[230]
Lightning Bolt (5)									[0]
Bane Chant (3)									[0]
Special Rules: *Cloak of Death, Crushing Strength(1),Ensnare, Very Inspiring* ***Traits:*** *Spellcaster*									

Shock Troops	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	6	4+	-	4+	4	30	24	2	[245]
Blessing of the Gods									[25]
Special Rules: *Crushing Strength(1),Rallying(Only when Horde Unit Size is chosen),Elite* ***Traits:*** *Ratpack*									
Core Inf Regiment	6	4+	-	4+	2	15	15	2	[120]
Special Rules: *Crushing Strength(1),Rallying(Only when Horde Unit Size is chosen)* ***Traits:*** *Ratpack*									
Core Inf Horde	6	4+	-	4+	4	30	24	2	[220]
Special Rules: *Crushing Strength(1),Rallying(Only when Horde Unit Size is chosen)* ***Traits:*** *Ratpack*									

Wretches	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	6	5+	-	2+	4	25	20	2	[105]
Traits: *Vermin*									
Core Inf Horde	6	5+	-	2+	4	25	20	2	[105]
Traits: *Vermin*									
Core Inf Horde	6	5+	-	2+	4	25	20	2	[105]
Traits: *Vermin*									

Mutant Rat-fiend	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti	7	3+	-	4+	2	9	18	5	[235]
Special Rules: *Crushing Strength(2),Fearless, Regeneration(5+),Strider, Slayer(6),Vicious(Combat),The Chittering Throng*									

Shredder [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng	5	-	5+	5+	1	4	10	2	[95]
Shredder (48", Blast (D3), Piercing (1), Reload, Shattering (1))									
Special Rules:									
Support War Eng	5	-	5+	5+	1	4	10	2	[95]
Shredder (48", Blast (D3), Piercing (1), Reload, Shattering (1))									
Special Rules:									

2nd Battalion

Brood Mother	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Inf)	6	4+	-	5+	2	5	14	3	[195]
Drain Life (7)									[0]
Special Rules: *Crushing Strength(1),Very Inspiring, Radiance of Life, Eat the Weak* ***Traits:*** *Spellcaster*									

Warriors	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	6	5+	-	4+	2	12	14	2	[85]
Special Rules: *Rallying(Only when Horde Unit Size is chosen)* ***Traits:*** *Ratpack*									
Core Inf Regiment	6	5+	-	4+	2	12	14	2	[85]
Special Rules: *Rallying(Only when Horde Unit Size is chosen)* ***Traits:*** *Ratpack*									
Core Inf Regiment	6	5+	-	4+	2	12	14	2	[85]
Special Rules: *Rallying(Only when Horde Unit Size is chosen)* ***Traits:*** *Ratpack*									

Hackpaws	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cav Troop	10	4+	-	4+	1	8	12	3	[105]
Special Rules: *Nimble, Thunderous Charge(1),Vicious(Combat)* ***Traits:*** *Ratpack*									

Blight Spewer [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng	6	-	4+	5+	1	10	10	2	[95]
Blight Spewer (12", Piercing (1))									
Special Rules:									
Support War Eng	6	-	4+	5+	1	10	10	2	[95]
Blight Spewer (12", Piercing (1))									
Special Rules:									

Total Units:	17	**Total Unit Strength:**	39
Total Points:	2300		

Command Order	Target	Description
Tenacity!	3	The unit may re-roll a single failed to hit roll in Combat this Turn. It cannot be used to re-roll a dice for an attack that has the Blast special rule.
Tactical Retreat!	4	If the unit performs a Back! order, it may move up to its Sp value, but may not make any pivots. This order may not be issued to a unit carrying a Loot Counter.
Plague Pots	5	Units with the Ratpack Trait only. The unit gains the Ensnare special rule until start of its next Turn.
Scurrying Claws	5	Units with the Ratpack Trait only. The unit gains the Strider special rule.

Special Rule	Description
Blast (n)	For each of the unit's attacks that hit the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. For example, if a unit suffers a single hit from a Blast (D6+3) attack, it will suffer from four to nine hits rather than a single one. If a unit suffers four hits from a Blast (D3) attack, it will suffer from four to twelve hits rather than a single one. Once this is done, roll for damage as normal for all of the hits caused
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 (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1),a roll of 4 would become a roll of 5.
Eat the Weak	The Brood Mother's Drain Life spell can target and cause damage to friendly units with the Ratpack or Vermin Traits, 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. A friendly unit targeted by this rule that is Devastated by the damage caused, is immediately Routed and removed from the table.
Elite	Whenever the unit rolls to hit, it re-rolls all dice that score a natural, unmodified 1. Elite may specify which phase it is limited to: e.g. Elite (Ranged) means the rule applies only in the Ranged Phase.
Ensnare	In Combat, attacks against this unit's front suffer an additional -1 to hit.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre-point while executing a Charge! order.
Piercing (n)	All hits caused by Ranged attacks from a unit or weapon with this special rule have a (+n) modifier when rolling to damage. For example: when rolling to damage with a Ranged attack that has Piercing (1),a roll of 4 would become a roll of 5.
Radiance of Life	In the Movement Phase, after this unit has completed its order, this unit (regardless of any qualifier) and all friendly units within 6" of this unit remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
Rallying	Friendly units within 6" of this unit have +1 to their Nerve value. This is not cumulative if multiple units with Rallying are in range.
Regeneration (n)	Once per Turn, immediately before resolving the unit's Movement order, 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.
Shattering (n)	If a unit is damaged by the ranged attacks of one or more units with this rule, add (n) to the subsequent Nerve test at the end of the Ranged Phase. If an enemy unit is subject to both the Shattering and Dread special rules, the attacking player must choose to use either the Shattering or the Dread modifiers. Both cannot be applied against the same unit.
Slayer (n)	When attacking an enemy unit with the Large Infantry, Large Cavalry, or Monster unit types, a unit with this special rule gains (n) additional attacks. If Engaged with several qualifying units, choose which one unit the bonus attacks are allocated to.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
The Chittering Throng	While Engaged in the same Combat as this unit, friendly units of Vermintide have Me4+.

Thunderous Charge (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat 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 Hindered.
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.
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.

Spell	**Description**
Bane Chant Range: 12" Friendly, CC	If any hits are scored, instead of causing damage, 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.
Drain Life Range: 6" CC	Piercing (1). Roll to damage as normal. If this is cast into Combat, the target will not take a Nerve test at the end of the Ranged Phase. In addition, if any points of damage are scored, choose either the caster or a single Friendly unit within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target.
Lightning Bolt Range: 24" Magical Missile	Piercing (1)

Artefact	Description
Blessing of the Gods	The unit gains the Elite special rule.