Reaper

2400 / 2400 VALID

1st Battalion

Brood Mother	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Inf)	6	4+	-	5+	2	5	14	3	[225]
Drain Life (7)									[0]
Scorched Earth(3)									[30]

Special Rules: *Crushing Strength(1),Very Inspiring, Radiance of Life, Eat the Weak* ***Traits:*** *Spellcaster*

Birthing Daughter [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	4+	4+	4+	1	3	13	2	[125]
Blight Pistol (12", Att: 3, Piercing (1))									

Special Rules: *Individual, Inspiring, Messenger*

Warlock [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	5+	-	4+	1	1	11	2	[100]
Bane Chant (3)									[30]

Special Rules: *Individual, Yielding* ***Traits:*** *Spellcaster*

Shock Troops	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	6	4+	-	4+	4	30	24	2	[225]
Fire-Oil									[5]

Special Rules: *Crushing Strength(1 / +1 vs. units with Regeneration),Rallying(Only when Horde Unit Size is chosen),Piercing(+1 vs. units with Regeneration)* ***Traits:*** *Ratpack*

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 Horde	6	**3+**	-	4+	4	30	24	2	[265]
Brew of Sharpness									[45]

Special Rules: *Crushing Strength(1),Rallying(Only when Horde Unit Size is chosen)* ***Traits:*** *Ratpack*

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 Horde	6	5+	-	4+	4	**30**	21	2	[165]
Spears									[15]

Special Rules: *Rallying(Only when Horde Unit Size is chosen),Phalanx* ***Traits:*** *Ratpack*

Vermintide	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Lrg Inf Troop	6	5+	-	3+	1	8	11	1	[65]

Special Rules: *Height(1),Vicious(Combat),Wild Charge(D3)* ***Traits:*** *Vermin*

Core (Aux) Lrg Inf Troop	6	5+	-	3+	1	8	11	1	[65]

Special Rules: *Height(1),Vicious(Combat),Wild Charge(D3)* ***Traits:*** *Vermin*

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*

Night Terror	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon	9	3+	-	5+	2	5	14	3	[130]

Special Rules: *Crushing Strength(2),Height(3)*

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*

2nd Battalion

War Chief	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Cav)	**10**	3+	-	5+	2	6	15	**3**	[195]
Fleabag									[20]

Special Rules: *Crushing Strength(2),Individual, Inspiring, Rallying*

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*									

Total Units: 16 **Total Unit Strength:** 35
Total Points: 2400

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
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.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Height (n)	If a unit is a different height from the standard of its unit type (see chart on page 12),its height is the number given in this special rule as (n).
Individual	This rule is explained on page 42.
Inspiring	If this unit, or any friendly unit within 6" of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!),that Nerve test must be rerolled. 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.
Messenger	This unit has a +1 modifier when rolling to issue Command Orders.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre-point while executing a Charge! order.
Phalanx	Cavalry, Large Cavalry, and units with the Fly special rule that Charge this unit's front are Hindered.
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.
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.
Wild Charge (n)	Units with this special rule add (n) to their charge range. This is added after Sp is doubled. For example, 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, roll a separate D3 for the unit after issuing a Charge order to it. If the number rolled means that the target unit is not in range to complete the charge, your unit must be given a different order, but cannot select an alternative unit to Charge!
Yielding	Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.

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.
Scorched Earth Range: 18" Target	If any hits are scored, instead of causing damage, for the duration of its next Turn any charges made by the target unit will be Hindered and the target will not be able to use the Strider and Pathfinder special rules.

Artefact	Description
Fire-Oil	The unit gains both the Crushing Strength special rule (+1 vs. units with Regeneration) and the Piercing special rule (+1 vs. units with Regeneration).
Blessing of the Gods	The unit gains the Elite special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Combat attacks.