

## Ratkin [2000]

Warriors									Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Regiment (20)[90]</b>	6	5+	-	4+	2	12	13/14	2	[85]
Staying Stone									[5]
<b>Special Rules:</b>									
<b>Keywords:</b> Expendable, Mob, Ratkin									
Shock Troops									Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Horde (40)[250]</b>	6	4+	-	4+	4	30	20/22	2	[220]
Plague Pots									[15]
Chalice of Wrath									[15]
<b>Special Rules:</b> Crushing Strength(1),Rallying(1),Plague Pots, Fury									
<b>Keywords:</b> Mob, Ratkin									
Hackpaws									Cavalry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Regiment (10)[170]</b>	9	4+	-	4+	3	16	12/14	3	[150]
Maccwar's Potion of the Caterpillar									[20]
<b>Special Rules:</b> Nimble, Thunderous Charge(1),Vicious(Melee),Pathfinder									
<b>Keywords:</b> Beast, Ratkin									
Vermintide*									Swarm
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Regiment (3)[65]</b>	6	5+	-	3+	1	9	9/11	1	[65]
<b>Special Rules:</b> Nimble, Vicious(Melee),Wild Charge(D3)									
<b>Keywords:</b> Beast, Expendable, Vermin									
<b>Regiment (3)[65]</b>	6	5+	-	3+	1	9	9/11	1	[65]
<b>Special Rules:</b> Nimble, Vicious(Melee),Wild Charge(D3)									
<b>Keywords:</b> Beast, Expendable, Vermin									
Tunnel Runners									Chariot
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Regiment (3)[225]</b>	8	4+	-	5+	2	24	14/16	3	[210]
Helm of the Drunken Ram									[15]
<b>Special Rules:</b> Crushing Strength(1),Thunderous Charge(2)									
<b>Keywords:</b> Ratkin, Tek									
<b>Regiment (3)[245]</b>	8	3+	-	5+	2	24	14/16	3	[210]
Brew of Sharpness									[35]
<b>Special Rules:</b> Crushing Strength(1),Thunderous Charge(1)									
<b>Keywords:</b> Ratkin, Tek									
Death Engine Impaler									Monster
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>1[180]</b>	8	4+	-	5+	1	D6+7	-/16	5	[180]
<b>Special Rules:</b> Crushing Strength(2),Rampage(Melee D6),Vicious(Melee),Wild Charge(D3)									
<b>Keywords:</b> Ratkin, Tek									



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.

Special Rule	Description
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. 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.
Individual	See page 34 (page 30 in gamers edition)
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.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. Pathfinder units are not Hindered when making a Charge through Difficult Terrain.
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.
Radiance of Life	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout Nerve values. This is cumulative to a maximum total of +2 if multiple units with Rallying are in range. 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.

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).
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, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.

Spell	Description	Special Rules
<b>Bane Chant</b> 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.	
<b>Drain Life</b> Range: 6" Enemy, CC	Roll to damage as normal. If one or more points of damage are scored, choose either the caster or a single Friendly Core unit within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is cast into Melee, the target will not take a Nerve test at the end of the Ranged phase.	Piercing(1)
<b>Lightning Bolt</b> Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
<b>Alchemist's Curse[1]</b> Range: 12" Enemy	Add the target's Defence value to the (n) value of this spell. e.g. Casting Alchemist's Curse [1] (2) against a Defence 4+ unit, will result in Alchemist's Curse [1] (6), rolling 6 dice for the spell.	Piercing(4), Hits on a 5+ against units in Cover

Artefact	Description
Staying Stone	The unit gains +1 to its Wavering stat value.
Orb of Towering Presence	May not be taken by units with the Individual or Fly special rules. Increases the unit's Unit Strength by one, to a maximum of four.
Chalice of Wrath	The unit gains the Fury special rule.
Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from the Strider and Pathfinder special rules when issued a Charge order.
Maccwar's Potion of the Caterpillar	This unit gains the Pathfinder special rule.

Lute of Insatiable    The unit gains the Bane Change (2) spell.  
Darkness

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Brew of Sharpness    The unit has a +1 to hit modifier with Melee attacks.

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