



EVIL

## Warriors

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	6	5	-	4	2	3	25	19/21	145
Plague Pots									15
Rallying (1 - Horde only)									[160]
Keywords: Expendable, Mob, Ratkin									

## Shock Troops

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	4	-	4	2	3	15	13/15	130
Plague Pots									15
Crushing Strength (1), Rallying (1 - Horde only)									[145]
Keywords: Mob, Ratkin									
Regiment(20)	6	4	-	4	2	3	15	13/15	130
Plague Pots									15
Crushing Strength (1), Rallying (1 - Horde only)									[145]
Keywords: Mob, Ratkin									

## Hackpaws

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	9	4	-	4	3	3	16	12/14	150
Maccwar's Potion of the Caterpillar									20
Nimble, Thunderous Charge (1), Vicious (Melee)									[170]
Keywords: Beast, Ratkin									

## Nightmares

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	4	4	5	3	3	18	14/16	235
Blessing of the Gods									30
Crushing Strength (1), Rallying (1 - Horde only), Vicious									[265]
Blight Cannons (12", Steady Aim)									
Keywords: Abomination, Tek									

## Vermintide\*

Swarm

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	6	5	-	3	1	1	9	9/11	[65]
Nimble, Vicious (Melee), Wild Charge (D3)									
Keywords: Beast, Expendable, Vermin									

## Tunnel Runners

Chariot

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	8	4	-	5	3	2	24	14/16	210
Brew of Sharpness									35
Crushing Strength (1), Thunderous Charge (1)									[245]
Keywords: Ratkin, Tek									

Weapon Team										War Engine
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	-	4	5	2	0	10	8/10	[85]	
Nimble Blight Spewer (12", Piercing (1), Steady Aim) Keywords: Ratkin, Tek										
1	6	-	4	5	2	0	10	8/10	[85]	
Nimble Blight Spewer (12", Piercing (1), Steady Aim) Keywords: Ratkin, Tek										
Death Engine Spewer										Monster (Cht)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	4	4	4	5	1	D6+7	-/16	[200]	
Crushing Strength (1) Rattlecannon (18", Piercing (2)) Keywords: Ratkin, Tek										
Brood Mother										Hero (LrgInf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	4	-	5	3	1	5	12/14	120	
Gain the ranged attack - Blight Staff: 18", Ra: 4+, Piercing (1), Steady Aim, Vicious (Ranged)										20
Crushing Strength (1), Eat the Weak, Inspiring, Nimble, Radiance of Life Blight Staff (18", Ra: 4+, Piercing (1), Steady Aim, Vicious (Ranged)) Spells: Drain Life (5) Keywords: Brood Mother, Ratkin, Tek										[140]
1	6	4	-	5	3	1	5	12/14	120	
Gain the ranged attack - Blight Staff: 18", Ra: 4+, Piercing (1), Steady Aim, Vicious (Ranged)										20
Crushing Strength (1), Eat the Weak, Inspiring, Nimble, Radiance of Life Blight Staff (18", Ra: 4+, Piercing (1), Steady Aim, Vicious (Ranged)) Spells: Drain Life (5) Keywords: Brood Mother, Ratkin, Tek										[140]
War Chief										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	9	3	-	5	3	0	5	11/13	85	
Pipes of Terror										10
Mount on a Fleabag, increasing Speed to 9 and changing to Hero (Cav - Height: 3)										35
Crushing Strength (1), Individual, Inspiring, Mighty Keywords: Ratkin										[130]
Brute Enforcer										Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	5	3	1	3	11/13	75	
Trickster's Wand										15
Brutal, Crushing Strength (2), Nimble, Rallying (1) Keywords: Abomination, Tek										[90]
1	6	3	-	5	3	1	3	11/13	[75]	
Brutal, Crushing Strength (2), Nimble, Rallying (1) Keywords: Abomination, Tek										
Tangle [1]										Titan Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	-	4	3	1	9	-/14	[160]	
Aura (Fury), Inspiring, Nimble, Rallying (1), Regeneration (6+), Tangle, Vicious (Melee) Spells: Bane Chant (1), Fireball (10), Mind Fog (1), Weakness (1) Keywords: Ratkin, Shrine										



## SPECIAL RULES AND SPELLS:

<b>Aura</b>	(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.
<b>Bane Chant</b>	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
<b>Blessing of the Gods</b>	The unit gains the <i>Elite</i> special rule.
<b>Brew of Sharpness</b>	The unit has a +1 to hit modifier with Melee attacks.
<b>Brutal</b>	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (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 <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Drain Life</b>	Spell: 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. Modifier: <i>Piercing</i> (1)
<b>Eat the Weak</b>	The Brood Mother's Drain Life spell can target and cause damage to Friendly Core units with the Expendable Keyword 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.
<b>Fireball</b>	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Shattering, Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
<b>Fury</b>	While Wavering, this unit may still declare a Counter Charge.
<b>Individual</b>	See page 34 (page 30 in gamers edition)
<b>Inspiring</b>	If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
<b>Maccwar's Potion of the Caterpillar</b>	This unit gains the <i>Pathfinder</i> special rule.
<b>Mighty</b>	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
<b>Mind Fog</b>	Spell: 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. Modifiers: Shattering
<b>Nimble</b>	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.
<b>Piercing</b>	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
<b>Pipes of Terror</b>	This unit gains the <i>Brutal</i> special rule.
<b>Plague Pots</b>	Once per game, at the start of your Turn, you may choose to give the unit the <i>Ensnare</i> and <i>Stealthy</i> 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.
<b>Radiance of Life</b>	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.
<b>Rallying</b>	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 <i>Rallying</i> are in range.
<b>Regeneration</b>	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.
<b>Steady Aim</b>	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
<b>Tangle</b>	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.
<b>Thunderous Charge</b>	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
<b>Trickster's Wand</b>	The unit gains the Hex (2) spell. If this unit scores a hit with its Hex against an enemy Hero also carrying a Trickster's Wand, the enemy's Hex spell, granted by its Trickster's Wand, cannot be used for the remainder of the game.
<b>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

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**Weakness**

Spell: 24", 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 a natural six will still cause damage, however). This effect only applies once - multiple castings on the same target have no effect.

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**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.