

A Lightning Bull Moment Copy

1995 / 1995 VALID

Ratkin [1995]

Warriors Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [160]	6	5+	-	4+	3	25	19/21	2	[145]
Plague Pots									[15]
<i>Special Rules: Rallying(1 - Only when Horde Unit Size is chosen), Plague Pots</i> Keywords: Expendable, Mob, Ratkin									

Shock Troops Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [235]	6	4+	-	4+	4	30	20/22	2	[220]
Plague Pots									[15]
<i>Special Rules: Crushing Strength(1), Rallying(1 - Only when Horde Unit Size is chosen), Rallying(1), Plague Pots</i> Keywords: Mob, Ratkin									
Horde (40) [250]	6	4+	-	4+	4	30	20/22	2	[220]
Plague Pots									[15]
Sir Jesse's Boots of Striding									[15]
<i>Special Rules: Crushing Strength(1), Rallying(1 - Only when Horde Unit Size is chosen), Rallying(1), Plague Pots</i> Keywords: Mob, Ratkin									

Hackpaws Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [150]	9	4+	-	4+	3	16	12/14	3	[150]
<i>Special Rules: Nimble, Thunderous Charge(1), Vicious(Melee)</i> Keywords: Beast, Ratkin									

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

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

Warlock Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [120]	6	5+	-	4+	0	1	9/11	2	[90]
Lightning Bolt (5)									[0]
Bane Chant (3)									[30]
<i>Special Rules: Individual</i> Keywords: Ratkin									
1 Spellcaster 2 [100]	6	5+	-	4+	0	1	9/11	2	[90]
Conjurer's Staff									[10]
Lightning Bolt (5)									[0]
<i>Special Rules: Individual</i> Keywords: Ratkin									

Brute Enforcer Hero (Large Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [95]	6	3+	-	5+	1	3	11/13	3	[75]
Inspiring Talisman									[20]
<i>Special Rules: Brutal, Crushing Strength(2), Nimble, Rallying(1), Inspiring</i> Keywords: Abomination, Tek									

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

Scudku-z'luk, Demospawn of Diew [1] Hero (Titan)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [345]	10	3+	-	5+	1	13	17/19	6	[345]
Lightning Bolt (5)									[0]
<i>Special Rules: Crushing Strength(3), Fly, Inspiring, Nimble, Rallying(2)</i> Keywords: Abomination, Abyssal									

Total Units:

12

Total Unit Strength:

21

Total Primary Core Points:

1995 (100.0%)

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.
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	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
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.
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.
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.
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).
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
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.

Artefact	Description
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Inspiring Talisman	The unit gains the Inspiring special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.