

# Hamsters of Doom LGT

2300 / 2300 VALID

## Ratkin [2300]

Spear Warriors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [155]	6	5+	-	4+	4	30	19/21	2	[155]
<i>Special Rules: Phalanx, Rallying(1 - Only when Horde Unit Size is chosen), Rallying(1) Keywords: Mob, Ratkin, Expendable</i>									
Inf Horde [155]	6	5+	-	4+	4	30	19/21	2	[155]
<i>Special Rules: Phalanx, Rallying(1 - Only when Horde Unit Size is chosen), Rallying(1) Keywords: Mob, Ratkin, Expendable</i>									
Inf Horde [155]	6	5+	-	4+	4	30	19/21	2	[155]
<i>Special Rules: Phalanx, Rallying(1 - Only when Horde Unit Size is chosen), Rallying(1) Keywords: Mob, Ratkin, Expendable</i>									

Warriors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [85]	6	5+	-	4+	2	12	12/14	2	[85]
<i>Special Rules: Rallying(1 - Only when Horde Unit Size is chosen) Keywords: Expendable, Mob, Ratkin</i>									

Vermintide Legion	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Legion [240]	6	4+	-	3+	3	36	19/21	1	[195]
Brew of Sharpness									[45]
<i>Special Rules: Nimble, Rallying(1 - Vermin only), Vicious(Melee), Wild Charge(D3) Keywords: Beast, Expendable, Vermin</i>									

Tunnel Runners	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht Regiment [220]	8	4+	-	5+	2	24	14/16	3	[210]
Pipes of Terror									[10]
<i>Special Rules: Crushing Strength(1), Thunderous Charge(1), Brutal Keywords: Ratkin, Tek</i>									

Mutant Rat-fiend	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [220]	7	3+	-	4+	2	10	-/18	6	[220]
<i>Special Rules: Crushing Strength(2), Radiance of Life(Vermin only), Rallying(1), Regeneration(5+), Strider, Vicious(Melee), Vermin Spawn</i>									
<i>Keywords: Abomination, Ratkin, Vermin</i>									
Titan 1 [220]	7	3+	-	4+	2	10	-/18	6	[220]
<i>Special Rules: Crushing Strength(2), Radiance of Life(Vermin only), Rallying(1), Regeneration(5+), Strider, Vicious(Melee), Vermin Spawn</i>									
<i>Keywords: Abomination, Ratkin, Vermin</i>									

Warlock	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [75]	6	5+	-	4+	0	1	9/11	2	[40]
Lightning Bolt (5)									[35]
<i>Special Rules: Individual Keywords: Ratkin</i>									
Hero (Inf) 1 Spellcaster 2 [75]	6	5+	-	4+	0	1	9/11	2	[40]
Lightning Bolt (5)									[35]
<i>Special Rules: Individual Keywords: Ratkin</i>									
Hero (Inf) 1 Spellcaster 2 [75]	6	5+	-	4+	0	1	9/11	2	[40]
Lightning Bolt (5)									[35]
<i>Special Rules: Individual Keywords: Ratkin</i>									

War Chief	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [125]	6	3+	-	5+	0	5	11/13	2	[85]
Aura (Vicious (Melee) - Infantry only)									[15]
The Boomstick									[25]
Lightning Bolt (3)									
<i>Special Rules: Crushing Strength(1), Individual, Inspiring, Mighty, Aura(Vicious (Melee - Infantry only)) Keywords: Ratkin</i>									

Mother Cryza [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 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 Keywords: Brood Mother, Ratkin, Tek</i>									

Scudku-z'luk, Demonspawn of Diew [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 Spellcaster 0 [335]	10	3+	-	5+	2	13	17/19	6	[335]
Lightning Bolt (5)									[0]
<i>Special Rules: Crushing Strength(3), Fly, Inspiring, Nimble, Rallying(2) Keywords: Abomination, Abyssal</i>									

**Total Units:**  
**Total Primary Core Points:**

14  
2300 (100.0%)

**Total Unit Strength:**

26

<b>Custom Rule</b>	<b>Description</b>
Vermin Spawn	Friendly Core Vermin units without the Abomination keywords regain (D3) points of damage previously suffered instead of one from this unit's Radiance of Life special rule.

  

<b>Special Rule</b>	<b>Description</b>
Aura	(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. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
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. This includes Difficult Terrain the unit started in. 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.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
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.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
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 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.
Regeneration	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.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

Spell	Description	Special Rules
<b>Lightning Bolt</b> Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
Artefact	Description	
Pipes of Terror	This unit gains the Brutal special rule.	
The Boomstick	The unit gains the Lightning Bolt (3) spell, or if the unit already has a Lightning Bolt spell, its value is increased by 2.	
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.	