

Battlemasters Ratkin

2300 / 2300 VALID

Ratkin [2300]

Spear Warriors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [170] Plague Pots Special Rules: Phalanx, Rallying(1 - Only when Horde Unit Size is chosen), Rallying(1), Plague Pots Keywords: Mob, Ratkin, Expendable	6	5+	-	4+	4	30	19/21	2	[155] [15]
Inf Horde [170] Plague Pots Special Rules: Phalanx, Rallying(1 - Only when Horde Unit Size is chosen), Rallying(1), Plague Pots Keywords: Mob, Ratkin, Expendable	6	5+	-	4+	4	30	19/21	2	[155] [15]

Shock Troops	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [245] Plague Pots Heavy Halberds Special Rules: Crushing Strength(1), Rallying(1 - Only when Horde Unit Size is chosen), Rallying(1), Plague Pots, Phalanx Keywords: Mob, Ratkin	6	4+	-	4+	4	30	20/22	2	[220] [15] [10]
Inf Horde [245] Plague Pots Heavy Halberds Special Rules: Crushing Strength(1), Rallying(1 - Only when Horde Unit Size is chosen), Rallying(1), Plague Pots, Phalanx Keywords: Mob, Ratkin	6	4+	-	4+	4	30	20/22	2	[220] [15] [10]

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

Tunnel Runners	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht Regiment [245] Brew of Sharpness Special Rules: Crushing Strength(1), Thunderous Charge(1) Keywords: Ratkin, Tek	8	3+	-	5+	2	24	14/16	3	[210] [35]
Cht Regiment [225] Sir Jesse's Boots of Striding Special Rules: Crushing Strength(1), Thunderous Charge(1) Keywords: Ratkin, Tek	8	4+	-	5+	2	24	14/16	3	[210] [15]

Weapon Team	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
WE 1 [85] Blight Spewer (12", Piercing(1), Steady Aim) Special Rules: Nimble Keywords: Ratkin, Tek	6	0+	4+	5+	0	10	8/10	2	[85]
WE 1 [85] Blight Spewer (12", Piercing(1), Steady Aim) Special Rules: Nimble Keywords: Ratkin, Tek	6	0+	4+	5+	0	10	8/10	2	[85]
WE 1 [85] Blight Spewer (12", Piercing(1), Steady Aim) Special Rules: Nimble Keywords: Ratkin, Tek	6	0+	4+	5+	0	10	8/10	2	[85]

Death Engine Impaler	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon (Chariot) 1 [180] Special Rules: Crushing Strength(2), Rampage(Melee D6), Vicious(Melee), Wild Charge(D3) Keywords: Ratkin, Tek	8	4+	-	5+	1	D6+7	-/16	5	[180]
Mon (Chariot) 1 [180] Special Rules: Crushing Strength(2), Rampage(Melee D6), Vicious(Melee), Wild Charge(D3) Keywords: Ratkin, Tek	8	4+	-	5+	1	D6+7	-/16	5	[180]

Tangle [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [160] Bane Chant (1) Fireball (10) Mind Fog (1) Weakness (1) Special Rules: Aura(Fury), Inspiring, Nimble, Rallying(1), Regeneration(6+), Vicious(Melee), Tangle Keywords: Ratkin, Shrine, Vermin	5	4+	-	4+	2	9	-/14	3	[160] [0] [0] [0] [0]

Swarm-crier	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [60] Sacred Horn Special Rules: Aura(Elite (Melee) - Tek only), Individual, Very Inspiring Keywords: Ratkin	6	5+	-	4+	0	1	8/10	2	[45] [15]

War Chief	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [100]	6	3+	-	5+	0	5	11/13	2	[85]
Aura (Vicious (Melee) - Infantry only)									
Special Rules: <i>Crushing Strength(1), Individual, Inspiring, Mighty, Aura(Vicious (Melee - Infantry only))</i> Keywords: <i>Ratkin</i>									

Total Units:

15

Total Unit Strength:

25

Total Primary Core Points:

2300 (100.0%)

Custom Rule	Description
Tangle	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.
The Endless Swarm	Legions of Vermintide have Rallying (1 - Vermin only) and are not considered Irregular.

Special Rule	Description
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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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.
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.
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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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).
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. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).

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
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.	
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
Mind Fog Range: 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.	Shattering
Weakness Range: 24" Enemy, CC	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 natural six will still cause damage, however). This effect only applies once – multiple castings on the same target have no effect.	

Artefact	Description
Sacred Horn	The unit gains as additional 3inch range to all of its Auras.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.