Simon Cooper, from Rats to Roses

2000 / 2000 VALID

1st Battalion

Mother Cryza [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Inf)	6	3+	-	5+	2	5	15	3	[230]
Lightning Bolt (5)									[0]
Bane Chant (3)									[0]

Special Rules: *Cloak of Death, Crushing Strength(1),Ensnare, Very Inspiring* ***Traits:*** *Spellcaster*

Warriors	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	6	5+	-	4+	4	25	21	2	[150]

Special Rules: *Rallying(Only when Horde Unit Size is chosen)* ***Traits:*** *Ratpack*

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Wretches	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	6	5+	-	2+	4	25	20	2	[105]

Traits: *Vermin*

Core Inf Horde	6	5+	-	2+	4	25	20	2	[105]

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Vermintide	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Lrg Inf Troop	6	5+	-	3+	1	8	11	1	[65]

Special Rules: *Height(1),Vicious(Combat),Wild Charge(D3)* ***Traits:*** *Vermin*

Core (Aux) Lrg Inf Troop	6	5+	-	3+	1	8	11	1	[65]

Special Rules: *Height(1),Vicious(Combat),Wild Charge(D3)* ***Traits:*** *Vermin*

Hackpaws	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cav Troop	10	4+	-	4+	1	8	12	3	[105]

Special Rules: *Nimble, Thunderous Charge(1),Vicious(Combat)* ***Traits:*** *Ratpack*

Tunnel Runners	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cht Regiment	8	**3+**	-	5+	2	24	16	4	[255]
Brew of Sharpness									[45]

Special Rules: *Brutal(1), Crushing Strength(1), Thunderous Charge(1)*

2nd Battalion

Scudku-z'luk [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Ti)	10	3+	-	5+	2	13	19	5	[320]

Special Rules: *Crushing Strength(3),Fly, Inspiring, Rallying*

Shock Troops	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	6	4+	-	4+	4	30	24	2	[225]
Blade of Slashing									[5]

Special Rules: *Crushing Strength(1),Rallying(Only when Horde Unit Size is chosen)* ***Traits:*** *Ratpack*

Core Inf Horde	6	4+	-	4+	4	30	24	2	[225]
Mace of Crushing									[5]

Special Rules: *Crushing Strength(1),Rallying(Only when Horde Unit Size is chosen)* ***Traits:*** *Ratpack*

Total Units: 12 **Total Unit Strength:** 33
Total Points: 2000

Command Order	Target	Description
Tenacity!	3	The unit may re-roll a single failed to hit roll in Combat this Turn. It cannot be used to re-roll a dice for an attack that has the Blast special rule.
Tactical Retreat!	4	If the unit performs a Back! order, it may move up to its Sp value, but may not make any pivots. This order may not be issued to a unit carrying a Loot Counter.
Plague Pots	5	Units with the Ratpack Trait only. The unit gains the Ensnare special rule until start of its next Turn.
Scurrying Claws	5	Units with the Ratpack Trait only. The unit gains the Strider special rule.

Special Rule	Description
Brutal (n)	When testing the Nerve of an enemy unit in Combat with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use. Both cannot be applied against the same unit at the same time.
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 (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1),a roll of 4 would become a roll of 5.
Ensnare	In Combat, attacks against this unit’s front suffer an additional -1 to hit.
Fly	When executing an order other than Withdraw!, the unit can move and pivot over anything (Blocking Terrain, enemy units, friendly units when charging, etc.),as long as the flying unit’s entire Movement Order ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it starts or ends the move within or touching them.
Height (n)	If a unit is a different height from the standard of its unit type (see chart on page 12),its height is the number given in this special rule as (n).
Inspiring	If this unit, or any friendly unit within 6” of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!),that Nerve test must be rerolled. 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-point while executing a Charge! order.
Rallying	Friendly units within 6” of this unit have +1 to their Nerve value. This is not cumulative if multiple units with Rallying are in range.
Thunderous Charge (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat 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 Hindered.
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.
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.
Wild Charge (n)	Units with this special rule add (n) to their charge range. This is added after Sp is doubled. For example, 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, roll a separate D3 for the unit after issuing a Charge order to it. If the number rolled means that the target unit is not in range to complete the charge, your unit must be given a different order, but cannot select an alternative unit to Charge!

Spell	Description
Bane Chant Range: 12" Friendly, CC	If any hits are scored, instead of causing damage, 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" Magical Missile	Piercing (1)

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Combat, it can re-roll one of the dice that failed to hit.
Mace of Crushing	Whenever the unit rolls to damage in Combat, it can reroll one of the dice that failed to damage.
Brew of Sharpness	The unit has a +1 to hit modifier with Combat attacks.