SI (Super Intelligent) Cooper and his rats

2300 / 2300 VALID

1st 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*									

Birthing Daughter [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	4+	4+	4+	1	3	13	2	[145]
Banner of Command									[20]
Blight Pistol (12", Att: 3, Piercing (1))									
Special Rules: *Individual, Inspiring, Messenger*									

Twitch Keenear [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	5+	-	4+	1	1	12	2	[145]
Bane Chant (3)									[0]
Hex (3)									[0]
Special Rules: *Individual, Inspiring, Eye of the Abyss* ***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*									
Core Inf Horde	6	5+	-	4+	4	25	21	2	[150]
Special Rules: *Rallying(Only when Horde Unit Size is chosen)* ***Traits:*** *Ratpack*									
Core Inf Horde	6	5+	-	4+	4	25	21	2	[150]
Special Rules: *Rallying(Only when Horde Unit Size is chosen)* ***Traits:*** *Ratpack*									
Core Inf Horde	6	5+	-	4+	4	25	21	2	[150]
Special Rules: *Rallying(Only when Horde Unit Size is chosen)* ***Traits:*** *Ratpack*									

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 Regiment	10	4+	-	4+	2	16	15	3	[165]
Fire-Oil									[5]
Special Rules: *Nimble, Thunderous Charge(1),Vicious(Combat),Crushing Strength(+1 vs. units with Regeneration),Piercing(+1 vs. units with Regeneration)* ***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)*									

Night Terror	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon	9	3+	-	5+	2	5	14	3	[130]
Special Rules: *Crushing Strength(2),Height(3)*									

Death Engine Spewer	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon (Cht)	6	4+	5+	4+	2	D6+7	16	5	[175]
Rattlecannon (18", Piercing (2))									
Special Rules: *Crushing Strength(1),Fearless*									

Mutant Rat-fiend	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti	7	3+	-	4+	2	9	18	5	[235]
Special Rules: *Crushing Strength(2),Fearless, Regeneration(5+),Strider, Slayer(6),Vicious(Combat),The Chittering Throng*									

Total Units: 14 **Total Unit Strength:** 32
Total Points: 2300

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.
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.
Eye of the Abyss	If Twitch Keenear successfully casts Bane Chant, the target unit may, after rolling to hit and to damage in the Combat phase, discard all damage caused and start again. Roll to hit and to damage again. The second result stands. Rerolling in this way must take place before testing for Nerve or rolling any other attacks from other units in the same Combat.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
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).
Individual	This rule is explained on page 42.
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.
Messenger	This unit has a +1 modifier when rolling to issue Command Orders.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre-point while executing a Charge! order.
Piercing (n)	All hits caused by Ranged attacks from a unit or weapon with this special rule have a (+n) modifier when rolling to damage. For example: when rolling to damage with a Ranged attack that has Piercing (1),a roll of 4 would become a roll of 5.
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.
Regeneration (n)	Once per Turn, immediately before resolving the unit's Movement order, 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.
Slayer (n)	When attacking an enemy unit with the Large Infantry, Large Cavalry, or Monster unit types, a unit with this special rule gains (n) additional attacks. If Engaged with several qualifying units, choose which one unit the bonus attacks are allocated to.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
The Chittering Throng	While Engaged in the same Combat as this unit, friendly units of Vermintide have Me4+.
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.
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.
Hex Range: 30" Target	If any hits are scored, instead of causing damage, the target enemy unit is Hexed until the end of its next Turn. Hexed units receive two points of damage for each hit they score with a spell. A Nerve test is not required for damage caused by this spell.

Artefact	Description
Fire-Oil	The unit gains both the Crushing Strength special rule (+1 vs. units with Regeneration) and the Piercing special rule (+1 vs. units with Regeneration).
Brew of Sharpness	The unit has a +1 to hit modifier with Combat attacks.
Banner of Command	When rolling to issue a Command Order with this unit, add an additional die to the attempt.