

1st Battalion

War Chief	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Cav) Fleabag Special Rules: <i>Crushing Strength(2), Individual, Inspiring, Rallying</i>	10	3+	-	5+	2	6	15	3	[195] [20]

Swarm-crier [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf) Trickster's Wand Hex (2) Special Rules: <i>Individual, Very Inspiring, Yielding</i>	6	5+	-	4+	1	1	10	2	[95] [15]

Brute Enforcer	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf) Inspiring Talisman Special Rules: <i>Brutal(1), Crushing Strength(2), Rallying, Inspiring</i>	6	3+	-	5+	1	3	13	3	[170] [30]

Warriors	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment Special Rules: <i>Rallying(Only when Horde Unit Size is chosen)</i> Traits: <i>Ratpack</i>	6	5+	-	4+	2	12	14	2	[85]
Core Inf Regiment Special Rules: <i>Rallying(Only when Horde Unit Size is chosen)</i> Traits: <i>Ratpack</i>	6	5+	-	4+	2	12	14	2	[85]

Nightmares	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Regiment Blight Cannons (12") Special Rules: <i>Crushing Strength(1), Rallying(Only when Regiment Unit Size is chosen), Vicious</i>	6	4+	4+	5+	2	16	16	3	[230]
Core Lrg Inf Regiment Blight Cannons (12") Special Rules: <i>Crushing Strength(1), Rallying(Only when Regiment Unit Size is chosen), Vicious</i>	6	4+	4+	5+	2	16	16	3	[230]
Core Lrg Inf Troop Blight Cannons (12") Special Rules: <i>Crushing Strength(1), Rallying(Only when Regiment Unit Size is chosen), Vicious</i>	6	4+	4+	5+	1	8	13	3	[140]

Vermintide	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Lrg Inf Troop Special Rules: <i>Height(1), Vicious(Combat), Wild Charge(D3)</i>	6	5+	-	3+	1	8	11	1	[65]
Core (Aux) Lrg Inf Troop Special Rules: <i>Height(1), Vicious(Combat), Wild Charge(D3)</i>	6	5+	-	3+	1	8	11	1	[65]
Core (Aux) Lrg Inf Troop Special Rules: <i>Height(1), Vicious(Combat), Wild Charge(D3)</i>	6	5+	-	3+	1	8	11	1	[65]
Core (Aux) Lrg Inf Troop Special Rules: <i>Height(1), Vicious(Combat), Wild Charge(D3)</i>	6	5+	-	3+	1	8	11	1	[65]

Tunnel Runners	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cht Regiment Brew of Sharpness Special Rules: <i>Brutal(1), Crushing Strength(1), Thunderous Charge(1)</i>	8	3+	-	5+	2	24	16	4	[255] [45]

Death Engine Spewer	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon (Cht) Impaler (", Att:) Special Rules: <i>Crushing Strength(1), Fearless, Crushing Strength(2), Rampage(D6 - Combat), Vicious(Combat)</i>	8	4+	-	5+	2	D6+7	16	5	[185] [10]
Support Mon (Cht) Impaler (", Att:) Special Rules: <i>Crushing Strength(1), Fearless, Crushing Strength(2), Rampage(D6 - Combat), Vicious(Combat)</i>	8	4+	-	5+	2	D6+7	16	5	[185] [10]
Support Mon (Cht) Impaler (", Att:) Special Rules: <i>Crushing Strength(1), Fearless, Crushing Strength(2), Rampage(D6 - Combat), Vicious(Combat)</i>	8	4+	-	5+	2	D6+7	16	5	[185] [10]

Total Units:
Total Points:

16
2300

Total Unit Strength:

25

Command Order	Target	Description
Plague Pots	5	Units with the Ratpack Trait only. The unit gains the Ensnare and Stealthy special rules until start of its next Turn.
Scurrying Claws	4	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.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
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.
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.
Rampage (n)	When attacking an enemy unit with the Infantry, Heavy Infantry, Cavalry or War Engine unit type, 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.
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!
Yielding	Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.

Spell	Description
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
Brew of Sharpness	The unit has a +1 to hit modifier with Combat attacks.

Trickster's Wand

The hero gains the Hex (2) spell.

Inspiring Talisman

The hero gains the Inspiring special rule.