



Hackpaws	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [150]	9	4+	-	4+	3	16	12/14	3	[150]
<i>Special Rules: Nimble, Thunderous Charge(1), Vicious(Melee) Keywords: Beast, Ratkin</i>									
Cav Regiment [150]	9	4+	-	4+	3	16	12/14	3	[150]
<i>Special Rules: Nimble, Thunderous Charge(1), Vicious(Melee) Keywords: Beast, Ratkin</i>									

Tunnel Runners	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht Regiment [245]	8	3+	-	5+	2	24	14/16	3	[210]
Brew of Sharpness									[35]
Special Rules: <i>Crushing Strength(1), Thunderous Charge(1)</i> Keywords: <i>Ratkin, Tek</i>									

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

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

Birthling Daughter	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [105]	6	5+	4+	4+	0	1	10/12	2	[80]
Lute of Insatiable Darkness									
Blight Pistol (12", Att: 3, Piercing(1))									
Bane Chant (2)									
Special Rules: Aura(Strider - Expendable Only),Command, Individual, Inspiring Keywords: Expendable, Ratkin									

Brood Mother	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 Spellcaster 1 [120]	6	4+	-	5+	1	5	12/14	3	[120]
Drain Life (5)									[0]
Special Rules: Command, Crushing Strength(1), Inspiring, Nimble, Radiance of Life, Eat the Weak Keywords: Brood Mother, Ratkin, Tek									

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]
Special Rules: Cloak of Death, Command, Crushing Strength(1), Ensnare, Inspiring, Nimble, Stealthy Keywords: Brood Mother, Ratkin, Tek									

Total Units:
Total Primary Core Points:

15
2300 (100.0%)

Total Unit Strength:

27

Custom Rule	Description
Vermin Spawn	Friendly Core units with the Vermin Keyword regain (D3) points of previously suffered damage instead of one from this unit's Radiance of Life Special Rule. The D3 is rolled only once each Turn, when this unit is given a move order.
Eat the Weak	The Brood Mother's Drain Life spell can target and cause damage to Friendly Core units with the Expendable Keyword and when doing so, its Drain Life (n) value is doubled; afterward carry out the rest of the spell's damage removal component as normal. Damage caused to Friendly units in this way does not trigger a Nerve test.
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.
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.
Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Eat the Weak	The Brood Mother's Drain Life spell can target and cause damage to Friendly Core units with the Expendable Keyword and when doing so, its Drain Life (n) value is doubled; afterward carry out the rest of the spell's damage removal component as normal. Damage caused to Friendly units in this way does not trigger a Nerve test.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6inches 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.
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.
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. Note that Radiance of Life may have a further qualifier, in which case Radiance of Life will only remove damage from units with that name or Keyword in addition to the unit with the Radiance of Life Special Rule itself.
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.

Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
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.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
The Endless Swarm	Legions of Vermintide have Rallying (1 - Vermin only) and are not considered Irregular.
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).
Vermin Spawn	Friendly Core units with the Vermin Keyword regain (D3) points of previously suffered damage instead of one from this unit's Radiance of Life Special Rule. The D3 is rolled only once each Turn, when this unit is given a move order.
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.	
Drain Life Range: 6" Enemy, CC	Roll to damage as normal. If one or more points of damage are scored, choose either the caster or a single Friendly Core unit within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is cast into Melee, the target will not take a Nerve test at the end of the Ranged phase.	Piercing(1)
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.

Artefact	Description
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.