

Ratkin (Evil)								
Tunnel Slaves*								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	6	5+	-	2+	12	12/14	60	Yellow-Bellied
- Staying Stone							5	
Regiment(20)	6	5+	-	2+	12	12/14	60	Yellow-Bellied
Regiment(20)	6	5+	-	2+	12	12/14	60	Yellow-Bellied
Shock Troops								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	6	4+	-	4+	25	20/22	230	Crushing Strength (1), Elite, Rallying! (1), Vicious
- Brew of Sharpness							45	
Clawshots								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(5)	6	5+	4+	4+	5	8/10	90	Base Size: (25x50mm), Long Barrelled Rifles, Piercing (2), Reload!
Troop(5)	6	5+	4+	4+	5	8/10	90	Base Size: (25x50mm), Long Barrelled Rifles, Piercing (2), Reload!
Brutes								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	4+	-	4+	18	13/16	185	Brutal, Crushing Strength (2), Fury, Rallying! (1), Regeneration (5+)
- Maccwar's Potion of the Caterpillar							20	
Horde(6)	6	4+	-	4+	18	13/16	185	Brutal, Crushing Strength (2), Fury, Rallying! (1), Regeneration (5+)
- Blessing of the Gods							25	
Vermintide*								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	6	5+	-	3+	9	9/11	60	Height (0), Nimble, Vicious
Regiment(3)	6	5+	-	3+	9	9/11	60	Height (0), Nimble, Vicious
Weapon Team								War Engine
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	-	-	4+	10	8/10	60	Breath Attack (10), Nimble
- Storm of lead: Add Piercing (1)							20	
(1)	6	-	-	4+	10	8/10	60	Breath Attack (10), Nimble
- Storm of lead: Add Piercing (1)							20	
Mutant Rat-fiend								Monster
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	4+	-	4+	10	-/17	200	Crushing Strength (2), Regeneration (5+), Strider, Thunderous Charge (1), Vicious
Death Engine								Monster
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	4+	4+	4+	D6 +7	-/16	170	Base Size: (50x100mm), Crushing Strength (1), Rallying! (1),

- Bane-chant** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored (two or more for ranged attack/Piercing) from the same casting, for the rest of the turn all of the unit's melee and ranged attacks increase their Crushing Strength and Piercing by 1, or gain Crushing Strength(1) or Piercing(1) if they don't already have it. Note that multiple bane-chants hitting the same unit do not have cumulative effects.
- Blessing of the Gods** The unit has the Elite special rule.
- Breath Attack** The unit has a ranged attack for which you roll (n) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- Brew of Sharpness** The unit has +1 to hit in melee.
- Brutal** When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Diadem of Dragon-kind** The unit has the Breath Attack (10) rule.
- Elite** Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
- Fly** The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.
- Fury** While wavered, this unit may declare a Counter-Charge.
- Individual**
 Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.
 Move Individuals have the Nimble special rule.
 Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier.
 Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.
- Inspiring** If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must

re-roll that Nerve test. The second result stands.

**Inspiring
Talisman**

This artefact can only be used by Heroes. The Hero has the Inspiring special rule.

**Lightning
Bolt**

Spell. Range 24". Piercing (1) – roll to damage as normal. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.

**Maccwar's
Potion of
the
Caterpillar**

The unit has the Pathfinder special rule.

Nimble

The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting.

Piercing

All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.

Rallying!

Friendly non-allied units within 6" have +n to their Waver and Rout Nerve values. This is cumulative, with a maximum total of +2 if multiple units with Rallying! are in range.

**Regeneratio
n (5+)**

Every time this unit receives an 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 5+, the unit recovers a point of damage.

Reload!

The unit can fire only if it received a Halt order that turn.

**Staying
Stone**

The unit has +1 to its Waver/Nerve value.

Strider

The unit never suffers the penalty for Hindered charges.

**Thunderous
Charge**

All melee hits inflicted by the 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 1 (to a minimum of zero) when Hindered.

Vicious

Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.

**Yellow-
Bellied**

When this unit wishes to charge an enemy unit's front facing, roll a die. If the result is a 1 then the unit 'misunderstands' the order and carries out a Halt! order instead. This does not apply if the unit wishes to charge the flank or rear of an enemy unit, an individual or war engine, or if it is carrying out a Counter-Charge