

# RATKIN

## Ratkin Army Special Rules

**Alignment: Evil**

### Pack Mentality

Unless specified otherwise, all non-irregular, infantry Regiments in this list have Rallying (1) and all non-irregular, infantry Hordes have Rallying (2).

### Rallying! (n)

Friendly non-allied units within 6" have +n to their Waver and Rout Nerve values. This is non-cumulative - use highest n value if multiple units with Rallying! are in range.

## Generic Special Rules

### Omniscient

This units ranged attacks may be used against a target in any arc, not just its front.

## Tunnel Slaves\* Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (20)	6	6+	-	2+	12	12/14	50
Horde (40)	6	6+	-	2+	25	16/28	85
Legion (60)	6	6+	-	2+	30	23/25	120

## Warriors Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (20)	6	5+	-	4+	12	12/14	90
Horde (40)	6	5+	-	4+	25	17/19	150

## Spear Warriors Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (20)	6	5+	-	4+	15	12/14	110
Horde (40)	6	5+	-	4+	30	17/19	180

### Special

Phalanx

## Shock Troops Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	6	3+	-	4+	10	10/12	100
Regiment (20)	6	3+	-	4+	12	14/16	145
Horde (40)	6	3+	-	4+	25	21/23	240

### Special

Crushing Strength (1)

### Options

- Exchange shield for two-handed weapon for free (lower Defence to 3+, gain Crushing Strength (2))

## The Blight Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (20)	6	4+	5+	3+	12	-/15	155
Horde (40)	6	4+	5+	3+	25	-/19	255

### Special

Crushing Strength (1), Ensnare, Stealthy.

### Options

- Exchange two-handed weapons for throwing weapons for free, while losing Crushing Strength.

## Blight Impalers Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (20)	6	4+	-	4+	15	-/15	155
Horde (40)	6	4+	-	4+	30	-/19	255

### Special

Ensnare, Stealthy.

## Clawshots

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	6	5+	4+	3+	5	8/10	90

### Special

Long Barrelled Rifles, Piercing (2), Reload!, Big Shield.

Notes

25 x 50mm base.

## Vermintide\*

Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	6	5+	-	3+	12	9/12	60
Horde (6)	6	5+	-	3+	24	12/15	90

### Special

Vicious, Height 0.

## Scurriers

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	6	5+	4+	3+	8	10/12	90

### Special

Throwing Weapons, Nimble, Vicious.

### Options

- Swap Throwing Weapons for Light Crossbows for +20 pts

## Mounted Warriors

Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	9	4+	-	3+	8	9/11	95
Regiment (10)	9	4+	-	3+	16	12/14	145

### Special

Vicious, Nimble, Thunderous Charge (1).

Notes:

This unit does not have Rallying!

## Giant Rats with Handlers

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	7	5+	-	3+	10	8/11	70
Regiment (20)	7	5+	-	3+	15	11/14	100

### Special

Vicious, Nimble.

## Weapon Team

War Engine

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	-	-	4+	*	8/10	60

### Special

Breath Attack (12), Individual.

### Options

- Storm of Lead: Gain Piercing (1) for +15 pts.

## Brutes

Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	6	4+	-	4+	9	11/13	105
Horde (6)	6	4+	-	4+	18	14/16	165

### Special

Crushing Strength (2), Fury.

## Shredder

War Engine

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	4	-	5+	5+	3	10/12	100

### Special

Reload!, Blast (D3), Piercing (2), Height 2.

## Brute Boomers

Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	6	5+	-	4+	9	11/13	155
Horde (6)	6	5+	-	4+	18	14/16	240

### Special

Crushing Strength (1), Breath(Att), Piercing(2).

## Artillery

War Engine

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	-	5+	4+	2	8/10	90

### Special

Reload!, Blast (D3+1), Indirect Fire, Piercing (1), Vicious.

## STARTER FORCE LISTS

### Mutant Rat-fiend Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	7	4+	-	4+	1D6+7	-/18	210

#### Special

Crushing Strength (2), Thunderous Charge (1), Regeneration (5+) Vicious, Strider.

### Rattlewagon Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	7	4+	-	5+	1D6+6	13/15	140

#### Special

Crushing Strength (1), Thunderous Charge (1).

#### Options

- Lightning Bolt (3) (+30 pts)

#### Notes

50 x 100mm base.

### Blight Lord Hero(Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	4+	-	4+	6	-/13	90

#### Special

Crushing Strength (1), Individual, Ensnare, Stealthy, Inspiring (The Blight only).

#### Options

- Mount on a Giant Rat, increasing Speed to 9 and changing type to Hero(Cav) (+20 pts)
- Exchange shield for two-handed weapon for free (lower Defence to 4+, gain Crushing Strength (1))

### Warchief Hero(Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	3+	-	5+	6	12/14	110

#### Special

Individual, Inspiring, Crushing Strength (1)

#### Options

- Mount on a Giant Rat, increasing Speed to 9 and changing type to Hero(Cav) (+20 pts)
- Exchange shield for two-handed weapon for free (lower Defence to 4+, gain Crushing Strength (1)).

### Warlock Hero(Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	3+	-	5+	6	9/11	80

#### Special

Individual, Lightning Bolt (4)

#### Options

- Mount on a Giant Rat, increasing Speed to 9 and changing type to Hero(Cav) (+15 pts)
- Wind Blast (5) (+15 pts)
- Bane-chant (3) (+20 pts)

### Warlock with Death Engine Hero(Mon)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	5+	4+	5+	2D6+1	-/19	230

#### Special

Firebolt, Piercing (4), Inspiring, Shambling, Omniscient

#### Options

- Heal (4) (+20 pts)
- Bane-chant (3) (+15 pts)

#### Notes

50 x 100mm base.

### Assassin Hero(Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	3+	3+	4+	4+	10/12	100

#### Special

Throwing Weapons, Individual, Piercing (1), Stealthy, Crushing Strength (1), Vanguard, Vicious

**Army Standard Bearer** Hero(Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	5+	-	4+	1	8/10	45

**Special**

Individual, Inspiring

**Demonspawn [1]** Hero(Mon)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	3+	-	5+	13	16/18	320

**Special**

Lightning Bolt (5), Crushing Strength (3), Inspiring

**Options**

- Gain Speed 10 and Fly (+50 pts).



**Starter Force Lists**

If you wish to keep up to date with the Ratkin list as the beta-testing phase progresses, [you can do so here.](#)

If you wish to contribute feedback and battle reports to help balance the list, [please do so here.](#)

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