



The Verren (Ratmen)

Troops

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Slave	8	8"	1	0	1	6	1 / 1		
Slaves with Spears	11	8"	1	0	1	6	1 / 1 - Str (1), Long Weapon		
Warrior	15	8"	1	2 - Shield	2	7	1 / 2		
Warrior Spearman	21	8"	1	2 - Shield	2	7	1 / 2 - Str (1), Long Weapon		
Warrior Bowman	26	8"	1	1	2	7	1 / 2	Bow (21"): 1 / 2 - Str (1)	
Master Warrior	23	8"	1	2 - Shield Evasion (1)	2	8	1 / 3		
Master Warrior with Two Weapons	24	8"	1	1 Evasion (1)	2	8	2 / 3		
Scout	14	8"	1	1	2	7	1 / 3		Infiltrate (18)
Assassin	23	8"	1	0 Evasion (1)	2	8	1 / 4 - Str (1)		Infiltrate (29)
Plague Dancer	23	8"	1	0	3	7	Sweep (3) / 3 Eldritch		Berserk
Plague Slinger	34	8"	1	0	3	7	1 / 2	Sling (15"): 1 / 3 Eldritch	



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Characters

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Pack Master	167	8" - Swim	3	3 Fixed Evasion (2)	3	10 Fearless	3 / 4 - Str (2) Magical, First Strike	(1 / 4)	
Pack Noble	104	8" - Swim	2	2 Fixed Evasion (2)	3	9 Fearless	3 / 3 - Str (1) Magical, First Strike	(1 / 3)	
Master Assassin	158	8" - Swim	3	2 fixed Evasion (2)	3	10 Fearless	2 / 4 - Str (2), d3 wounds, Magical, First Strike	(1 / 4)	Infiltrate (198)
Shaman	324	8" - Swim	3	2 Fixed Evasion (1)	4	9 Fearless	2 / 3 Str (1) Magical	(1 / 3)	Spellcaster: Chaos, Water, Earth, Plague
Rat Avatar	178	12" - Swim	6	3 Fixed	4	10 Fearless	6 / 3 - Str (3) Magical		Base: 4

All Ratmen can swim (except artillery)