

The cover art for the Warhammer Vermintide 2 Player Guide features four main characters in the foreground: a Dwarf warrior in ornate armor on the left, a Wood Elf archer in the center aiming a bow, a Wizard in a tall hat on the right holding a staff, and a Dwarf warrior with a beard and horned helmet in the lower center holding a mace. In the background, a burning city is visible under a full moon with birds flying in the sky. The title 'WARHAMMER THE END TIMES' is written in a stylized font, with 'WARHAMMER' in yellow and 'THE END TIMES' in white. Below it, 'VERMINTIDE' is written in large, red, dripping letters. At the bottom, 'PLAYER GUIDE' is written in red. The entire cover is framed by a decorative border.

WARHAMMER
THE END TIMES

VERMINTIDE

PLAYER GUIDE



"One of my favorite parts of Vermintide is the Tome and Grimoire system since it lets players very dynamically increase the challenge of any given difficulty. Its also a great way for players to directly increase the chance of getting better loot."

Victor Magnuson, Game Designer

"One of my favourite mechanics in Vermintide is our melee system, which contains more aspects than one might initially think. All the mechanics must support all imaginable scenarios, be it fighting a lone heavily armoured enemy or a horde of weak ones. All weapon types offer a different feel and gameplay style, so if the first weapon doesn't suit you, all you have to do is try another."

Anders De Geer, Game Director

WARHAMMER THE END TIMES VERMINTIDE

About

The world is ending though few believe it.

The once proud city of Ubersreik now stands in ruin at the hands of the dreaded Skaven army. Few have survived their ruthless invasion.

Team up with 3 friends and work together to thin out the ratmen's forces and drive them out of the city. Assume the role of one of five heroes, and hack, slash, smash, burn and pierce the vile Skaven using a multitude of weapons.

Survival and teamwork is key. Each victory earned lets players roll the dice in the game of Randal's Bones, with rewards in the form of new weaponry to fell the Skavenblight, trinkets to augment your character and headgear to personalize them further.

This is our last stand and only you can stem the Vermintide.



Backstory

The time of mortals is ending, and the reign of Chaos draws ever closer. The Dark Gods are at last united in a singular purpose, losing their madness across the world as never before. In the Empire of Sigmar, Karl Franz's gaze is focused on the incursion of the savage northmen, but it is not the only threat. As the Chaos moon Morrslieb waxes full, shrill voices echo through tunnels gnawed far beneath the Empire's cities, and a Skaven host swarms towards the surface. It emerges first in the city of Ubersreik, a screeching mass that consumes all before it. Soon Ubersreik is a charnel-town, drowning beneath the malevolent shadow of the Horned Rat.

Yet even in the darkest times, there are always champions to light the way. As Ubersreik cowers, five heroes, united by capricious fate, carry the fight to the rat-men. It remains to be seen whether they have the strength to survive, let alone work together long enough to thwart the invaders. One truth, however, is beyond all doubt: should these five fall, then Ubersreik will fall with them.







Keyboard Control

Basics

Move your character around	WASD
Dodge backwards or to the side	ASD + Space
Jump	Space
Toggle between weapons	Q
Mark enemies and objects of interest	T
Crouch	CTRL
Move slowly	SHIFT
Server browser	L
Inspect weapons	Z
Inspect hero	X

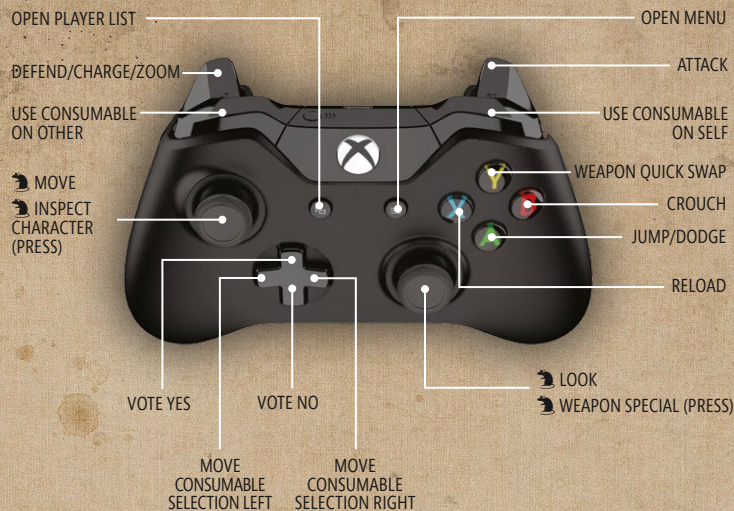
Melee Weapon

Regular Attack	
Heavy Attack	Hold 
Block	
Push	 while blocking
Scroll weapons, medkits, potions	Mouse wheel up/down

Ranged Weapon

Fire	
Alternative Fire	
Scroll weapons, medkits, potions	Mouse wheel up/down

Gamepad Control



Included DLC

Drachenfels

Explore 3 stunning new adventure maps in this DLC for Vermintide, where you travel outside of Ubersreik's walls to the Grey Mountains. Fight your way through the halls and chambers of Castle Drachenfels, adorned with the bones of victims long gone. Make your way through The Dungeons, sections of which are so dark, a torch is required to illuminate the trap riddled passages. Quell the Skaven reinforcement efforts by destroying the ancient portals on Summoner's Peak.

The Skaven are on the move, beady eyes set on the dreaded abandoned castle of Drachenfels. In this DLC for Vermintide, it's up to our heroes to once again stop the Skaven army from fulfilling their vile agenda.



Last Stand & Schluesselschloss

Last Stand is an extremely difficult mode which will put your skills and equipment to the test. You and your team are tasked with staying alive as long as possible, fighting against increasing odds. The longer you survive, the greater your glory and rewards will be, in the form of experience, tokens and Inn decorations!

Town Meeting, part of the Last Stand DLC, introduces one of the first maps for this game mode. As repairs of Von Jungfreudsplatz finally reach a close, the Skaven launch a surprise attack on the unsuspecting heroes.

Schluesselschloss unlocks The Fall, the second map for the The Last Stand game mode. Set outside Ubersreik, the fortress of Schluesselschloss guards the city and is perched on top of the roaring waters of the Teufel river. If it wasn't for the oncoming hordes of Skaven, it would seem like an idyllic destination.

Our heroes need to use their surroundings to their tactical advantage, trying to stem the ever increasing tide of Vermin. How long will you survive?





Ubersreik

The game takes place in the city of Ubersreik, a jewel of a city on the river Teufel. Set during the beginning of the End Times, the player will during the course of the game visit several key locations of this famous Empire city, including the Magnus Tower, the Dwarven Bridge and the Gardens of Morr.

You will progress through a total of 13 different levels with varying objectives, stretching from gathering resources, reaching a destination or defending a key position of the city. The most important thing to remember throughout the course of the game is to collaborate within the team.



The Heroes of Vermintide

There are five Heroes in Vermintide, each featuring their own set of available weapons. Whilst different from each other, each Hero can be tweaked toward any style of play.

The goal is diversity combined with gameplay style flexibility.



Witch Hunter

Available Weapons:

- Rapiers/Fencing Sword
- Battle Axe
- Great Sword
- Pistol
- Crossbow
- Repeater Pistol
- Volley Crossbow



Short Facts:

- Hates Magic and servants of Chaos
- Judge, jury and executioner
- Master of Precision



Judge, jury and executioner combined, Victor Saltzpyre is a Witch Hunter who will by any means necessary burn out heresy and corruption from the heart of the Empire. Grim and relentless, this sinister man is a member of the Holy Order of the Templars of Sigmar, an organization whose members seek to punish those who dare employ fell sorcery or consort with the agents of the Dark Gods. When battle rages and the conjurations of vile wizards tear the skies above, Witch Hunters are often all that stands between an Empire soldier and a most unnatural death.

Victor's obsession with the Skaven has unfortunately led to friction with his superiors, preventing him from being promoted to Witch Hunter Captain. Additionally, his lack of objections towards working with other races separates him even further from his fellow members, even if he draws the line at not allying with anything outright evil or daemonic. In Victor's eyes, the end justifies the means, and he is ultimately willing to fight alongside anyone as long as they are not apparent enemies of Sigmar and the Empire.





Waywatcher

Available Weapons:

- Dual Elven Daggers
- Elven Short Sword
- Dual Elven Short Swords
- Elven Dagger and Sword
- Trueflight Longbow
- Longbow
- Hagbane Swift Bow
- Swift Bow
- Glaive



Short Facts:

- The most agile hero
- Can dual wield daggers and swords
- Can hit two enemies with one arrow if she aligns her shot



Enigmatic and sharp sighted, Kerillian is a Waywatcher who walks the lands of men, after having left her post as a guardian of the Wood Elves ancient home Athel Loren. The reasons why she keeps to herself. Using her exceptional skills with a bow and blade to take down anyone perceived as a threat, she is as likely to kill you as she is to begrudgingly acknowledge your presence. Kerillian regards the human race as nothing more than clueless children, and treats them accordingly, most often drenching her answers to their naive questions in patronizing sarcasm. Unfortunately for her, Wood Elves are rare in human lands, and even if many recoil in fear, she is regarded as a curiosity and approached more frequently than she would prefer by foolish humans attempting to interact.





Empire Soldier

Available Weapons:

- Great Sword
- Great Hammer
- Mace
- Sword
- War Hammer
- Sword and Shield
- Mace and Shield
- Repeater Handgun
- Blunderbuss
- Handgun



Short Facts:

- Sergeant and sole survivor of a regiment who fell prey to a deadly Necromancer
- Prefers fighting on the front lines
- Especially good at crowd control



A veteran from the battlefields of Ostland, Markus Kruber is a highly skilled but war weary Empire Soldier. As the sole survivor after his regiment fell prey to the gruesome death magic of a Necromancer, Kruber is emotionally scarred but keeps up appearances by clinging to his old self, the affable soldier trying to do right in a world of wrongs.





Dwarf Ranger

Available Weapons:

- Axe and Shield
- Hammer and Shield
- Great Hammers
- Great Axes
- Dwarven Crossbow
- Dwarven Hand Gun
- Grudge Raker
- Drakefire Pistols



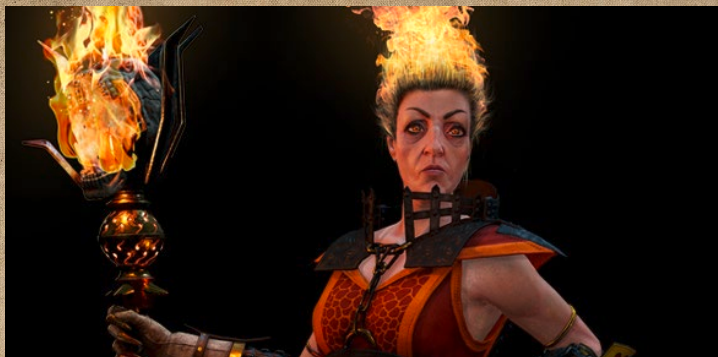
Short Facts:

- Loudest and most social of the group
- Camera placed further down to reflect his tiny stature
- Uses only Heavy weaponry



He may be the shortest in the group of heroes, but the Dwarf Ranger Bardin Goreksson certainly makes up for it in ferocity, determination and spirit. Gregarious, prideful and not afraid to offend, Bardin is frequently seen charging into the thick of battle, axe or hammer in full swing and leaving a trail of Skaven corpses behind him. Once the victory is assured, he will be the first back to the pub, roaring and laughing at the top of his lungs in a manner only a dwarf is capable of.





Bright Wizard

Available Weapons:

- Wizard Mace
- Wizard Sword
- Flaming Sword
- Bolt Staff
- Conflagration Staff
- Fireball Staff
- Beam Staff



Short Facts:

- Pyromaniacal fanatic with a wicked sense of humor
- Can deal damage to herself through excessive magic usage
- Uses a variety of fire spells to achieve the most fiery and spectacular results



Sienna Fuegonasus is a fiery tempered Bright Wizard who roams the land in a constant search for opportunities to indulge herself in the ecstasy of pyromancy.

Blessed with a sharp intellect and a wicked sense of humour, Sienna will generally pass for a well-adjusted individual, as far as wizards go. Those who witness her in battle, however, will soon catch a glimpse of how deep her dependency on the adrenaline rush of pyromancy has taken her.

Sienna arrives in Ubersreik as the prisoner of a Witch Hunter, Victor Saltzpyre, and guarded by a former State Trooper, Markus Kruber. A trial indeed awaits, but of a different kind than they all expected.





The Skaven Army

The vile antagonists of Vermintide are the Skaven, a race of man-sized bipedal rat-men who exhibiting traits and behaviors ranging from knife-sharp guile, self-centered cowardice, voracious hunger and most of all, treachery and deceit. They infect cities with pestilence, corrupt and assassinate Imperial officials, breed monstrous hybrids and create warp stone powered machinery, dangerous and deadly to wielder and target alike.

Breeding far more rapidly than any other sentient race, Skaven psychology is formed by the notion that life is cheap, and nothing but a brutal struggle for survival. Clan structure is hierarchical to the extreme, and the lowest ranks are nothing more than fodder for the cannons of the enemy, or more frequently, food for their leaders.

The Skaven

Clanrats

The Clanrats make up the bulk of the Skaven army and are among the lowest ranking in the vile clan hierarchy. Slightly shorter than your average man, the Clanrats matted fur is filthy and patched, with wounds and boils covering parts of their body. They are clothed in rags and scrap armour, carrying worn down swords, knives, maces, flails, spears, and torches.



Skavenslaves

The lowest of the low in the Skaven hierarchy, Skavenslaves perform the most menial and/or dangerous tasks, and constantly face the threat of being devoured by their kin. In battle, they are deployed for meat grinder tactics, swarming the enemy in sheer numbers, and therefore lack armour and decent weapons.



Stormvermin

Wearing heavy armour, red cloth and a crest adorned helmet, the Stormvermin are among the fighting elite of the Skaven clans. Well trained in the use of halberds, they are tough challenge in one on one combat. Stormvermin will mix powerful swings, parries and pushes, to always keep the players on their toes.



Poison Wind Globadier

Wearing their signature robes and gas mask and carrying a heavy rebreathing apparatus, the Poison Wind Globadiers have actually strapped a ticking time bomb on their backs, since the container is filled with highly combustible warp-gas. These hired elite soldiers can be heard from quite a distance, clanking and wheezing their way into battle, whilst preparing their globes with deadly green gas to be flung at their enemy.



Gutter Runner

For a Gutter Runner, stealth is everything. Always moving in the shadows, the Gutter Runner wear a black cloak to blend in with their surroundings and make as little noise as possible. Equipped with Warpstone Rat Claws that glow a sickening shade of green, the Gutter Runner will expertly leap at its enemy, using its weight and momentum to knock the player onto their back. Left prone and vulnerable, the Gutter Runner will then proceed to hack into the hero's torso, forcing the rest of the players to rush to the aid of their comrade.



Packmaster

The lowest of the low in the Skaven hierarchy, Skavenslaves perform the most menial and/or dangerous tasks, and constantly face the threat of being devoured by their kin. In battle, they are deployed for meat grinder tactics, swarming the enemy in sheer numbers, and therefore lack armour and decent weapons.



Ratling Gunner

The Ratling Gun is a six-barreled monstrosity of a gun, powered by warp steam and operated with a hand crank. Encumbered by the weight and unwieldiness of the weapon, the Ratling Gunner is far from quick on his feet, but once he cranks up his weapon and opens fire, warpstone laced hell is unleashed. Single minded and persistent, the Ratling Gunner will pick a target, and then continually track it, firing relentlessly until either the weapon jams, needs to reload or the Hero lays dead and shredded beyond recognition.



Rat Ogre

A feral, primal nearly unstoppable killing machine, the Rat Ogre has the strength and size to cause the ground to shake as it charges. Should our heroes fail to move and be caught in the charge, they'll find themselves on the receiving end of the Rat Ogres claws. The Rat Ogre is also known to punch and slam their victims (like a hero, for instance), throwing them back quite a distance. For the hero, sailing through the air might be exhilarating, but the abrupt and painful landing is definitely not.



Stormvermin Patrol

Facing a lone Stormvermin can be quite a challenge, but taking on a whole Patrol is borderline suicidal. Using their tactical training, the Stormvermin Patrol will quickly surround individual heroes and with just a few well-placed blows bring the player to their knees. If the Patrol is engaged, the players must work together and be constantly aware of their surroundings if they are to survive.



Sack Rat

Among the Clawpacks of warrior vermin assaulting Ubersreik, there are reportedly Skaven agents carrying large sacks and seemingly acting independently from the invading force. They scour the town for valuables, most likely on orders from an enterprising chieftain or warlord, pouncing on the opportunity to expand their influence.





The Loot System

At the end of each successful mission, the players will reap the rewards of their collaborative efforts. Rewarding teamwork above all else, the game will provide each player with seven loot dice and place them in a loot game called Ranald's Bones.

When cast, these loot dice will either roll a success or a fail, and combined will determine which loot the player will receive. It might be new hat, a trinket, a ranged or a melee weapon. The more successes they get, the higher tier the loot will be.



The Forge

With time, the player will have played many successful missions and gained weapons for all of the heroes. Lower tier weapons will have piled up, and now it's time to repurpose them to better benefit the player.

The forge is specially designed to help the players repurpose their weapons into something more useful. The three functions it fulfills are:

Fuse – By combining five weapons of the same rarity, the player can merge them into a new weapon of a higher tier.

Salvage – Break down old weapons into components that can be used to upgrade other weapons.






Upgrade – The player can upgrade their weapons with traits by using components, where the cost will increase for each trait you unlock for a specific weapon.



Weapon Traits

Each weapon displays up to three traits that are unlocked through the Forge (see next page). These traits vary in nature and can be anything from damage increases to healing bonuses.

Some traits have a percentage associated with them, which will determine the likelihood of the effect being triggered. Experimentation is recommended to discover which traits work best with your unique gameplay style.

	Off Balance Enemies whose attacks are blocked by the player will suffer extra damage from your allies' attacks for a brief moment
	Backstabbery Attacking enemies from the rear will deal extra damage
	Inspirational Shot Scoring headshots will replenish the stamina of your allies
	Diversion Attacking an enemy that is attacking a Knocked Down ally will extend the ally's Knocked Down health
	Safety in Numbers Assisting an ally (by attacking enemies attacking the ally) will apply a temporary protective aura to said ally

Shrine of Solace

Few times has an altar answered your prayers quite so quickly as the Shrine of Solace. By praying at the altar, you have the ability to create or modify weapons.

Any tokens you have can be used to determine which tier your newly constructed weapon will be, and which hero will receive it. Additionally, you can use tokens to change the chance of a trait happening or replace your current weapon traits with new ones.

In short, the Shrine of Solace allows you to enhance your arsenal.





Beyond the Game

Vermintide is about team play, cohesion and working together to overcome the objective. We know better than anyone the difference it makes when players work as a unit to meet their goal, so we work to foster a community spirit in an effort to bring people together.

Join us in the various social channels, such as the Vermintide subreddit (reddit.com/r/vermintide) or over on the official Fatshark forums (forums.fatsharkgames.com) to meet others, discuss the game or share your experiences in Ubersreik. Additionally, stay up to date on the latest news for Vermintide by visiting our Facebook (facebook.com/vermintide) and Twitter ([@vermintidegame](https://twitter.com/vermintidegame)).

We look forward to seeing you there!





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