

# Ratkin Alamo

2500 / 2500 VALID

## Ratkin [2500]

Shock Troops	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Inf Regiment [145]</b> Plague Pots Heavy Halberds <b>Special Rules:</b> <i>Crushing Strength(1), Rallying(1 - Only when Horde Unit Size is chosen), Plague Pots, Phalanx</i> <b>Keywords:</b> <i>Mob, Ratkin</i>	6	4+	-	4+	3	15	13/15	2	[130] [10] [5]
<b>Inf Regiment [145]</b> Plague Pots Heavy Halberds <b>Special Rules:</b> <i>Crushing Strength(1), Rallying(1 - Only when Horde Unit Size is chosen), Plague Pots, Phalanx</i> <b>Keywords:</b> <i>Mob, Ratkin</i>	6	4+	-	4+	3	15	13/15	2	[130] [10] [5]
<b>Inf Horde [265]</b> Plague Pots Heavy Halberds Brew of Haste <b>Special Rules:</b> <i>Crushing Strength(1), Rallying(1 - Only when Horde Unit Size is chosen), Rallying(1), Plague Pots, Phalanx</i> <b>Keywords:</b> <i>Mob, Ratkin</i>	7	4+	-	4+	4	30	20/22	2	[220] [15] [10] [20]

Wretches*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Inf Horde [115]</b> <b>Keywords:</b> <i>Expendable, Mob, Ratkin, Slave</i>	6	5+	-	2+	3	25	18/21	2	[115]
<b>Inf Horde [115]</b> <b>Keywords:</b> <i>Expendable, Mob, Ratkin, Slave</i>	6	5+	-	2+	3	25	18/21	2	[115]

Nightmares	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Lrg Inf Horde [240]</b> Fire-Oil Blight Cannons (12", Steady Aim) <b>Special Rules:</b> <i>Crushing Strength(1 / +1 vs. units with Regeneration), Rallying(1 - Only when Horde Unit Size is chosen), Vicious, Rallying(1), Piercing(+1 vs. units with Regeneration)</i> <b>Keywords:</b> <i>Abomination, Tek</i>	6	4+	4+	5+	3	18	14/16	3	[235] [5]
<b>Lrg Inf Horde [235]</b> Blight Cannons (12", Steady Aim) <b>Special Rules:</b> <i>Crushing Strength(1), Rallying(1 - Only when Horde Unit Size is chosen), Vicious, Rallying(1)</i> <b>Keywords:</b> <i>Abomination, Tek</i>	6	4+	4+	5+	3	18	14/16	3	[235]

Vermintide*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Swm Regiment [65]</b> <b>Special Rules:</b> <i>Nimble, Vicious(Melee), Wild Charge(D3), The Endless Swarm</i> <b>Keywords:</b> <i>Beast, Expendable, Vermin</i>	6	5+	-	3+	1	9	9/11	1	[65]

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

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

Tangle [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Titan 1 [160]</b> Bane Chant (1) Fireball (10) Mind Fog (1) Weakness (1) <b>Special Rules:</b> <i>Aura(Fury), Inspiring, Nimble, Rallying(1), Regeneration(6+), Vicious(Melee), Tangle</i> <b>Keywords:</b> <i>Ratkin, Shrine, Vermin</i>	5	4+	-	4+	2	9	-/14	3	[160] [0] [0] [0] [0]

Brute Enforcer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Lrg Inf) 1 [95]</b> Inspiring Talisman <b>Special Rules:</b> <i>Brutal, Crushing Strength(2), Nimble, Rallying(1), Inspiring</i> <b>Keywords:</b> <i>Abomination, Tek</i>	6	3+	-	5+	1	3	11/13	3	[75] [20]

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

Scudku-z'luk, Demonspawn of Diew [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Titan) 1</b> Spellcaster 0 [335] Lightning Bolt (5) <b>Special Rules:</b> <i>Crushing Strength(3), Fly, Inspiring, Nimble, Rallying(2)</i> <b>Keywords:</b> <i>Abomination, Abyssal</i>	10	3+	-	5+	2	13	17/19	6	[335] [0]

**Total Units:** 14 **Total Unit Strength:** 33  
**Total Primary Core Points:** 2500 (100.0%)

Custom Rule	Description
Vermin Spawn	Friendly Core Vermin units without the Abomination keywords regain (D3) points of damage previously suffered instead of one from this unit's Radiance of Life special rule.
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.
Tangle	For each Friendly Core Infantry Regiment, Infantry Horde, Infantry Legion or unit with the Vermin keyword within 6", increase the amount of dice rolled with Bane Chant, Fireball, Mind Fog and Weakness by 1 to a maximum bonus of +3. Note: Base size cannot be increased beyond 75x75mm.
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.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. This includes Difficult Terrain the unit started in. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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.
Plague Pots	Once per game, at the start of your Turn, you may choose to give the unit the Ensnare and Stealthy special rules until the start of your next Turn. The unit's Plague Pots are then destroyed and cannot be used again for the remainder of the game.
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.

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.
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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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).
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
<b>Bane Chant</b> 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.	
<b>Drain Life</b> 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)
<b>Fireball</b> Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
<b>Lightning Bolt</b> Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
<b>Mind Fog</b> Range: 36" Enemy	Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused.	Shattering
<b>Weakness</b> Range: 24" Enemy, CC	Instead of causing damage, if one or more hits are scored, the target unit has a -1 modifier when rolling to damage enemy units during their next turn (any rolls the unit makes of natural six will still cause damage, however). This effect only applies once – multiple castings on the same target have no effect.	

Artefact	Description
Fire-Oil	The unit gains both the Crushing Strength special rule (+1 - vs. units with Regeneration and the Piercing special rule (+1 - vs. units with Regeneration).
Brew of Haste	This unit increases its Speed stat by +1.
Inspiring Talisman	The unit gains the Inspiring special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.