Rats Alamo

2750 / 2750 VALID

1st Battalion

Brood Mother	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Inf)	6	4+	-	5+	2	5	14	3	[225]
Drain Life (7)									[0]
Scorched Earth(3)									[30]
Special Rules: *Crushing Strength(1),Very Inspiring, Radiance of Life, Eat the Weak* ***Traits:*** *Spellcaster*									

Warlock [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	5+	-	4+	1	1	11	2	[140]
Crown of the Wizard King									[15]
Bane Chant (3)									[30]
Barkskin(5)									[25]
Special Rules: *Individual, Yielding* ***Traits:*** *Spellcaster*									
Champion Hero (Inf)	6	5+	-	4+	1	1	11	2	[135]
Bane Chant (3)									[30]
Wither and Perish(3)									[35]
Special Rules: *Individual, Yielding* ***Traits:*** *Spellcaster*									

Shock Troops	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	6	4+	-	4+	4	30	24	2	[220]
Special Rules: *Crushing Strength(1),Rallying(Only when Horde Unit Size is chosen)* ***Traits:*** *Ratpack*									
Core Inf Horde	6	4+	-	4+	4	30	24	2	[220]
Special Rules: *Crushing Strength(1),Rallying(Only when Horde Unit Size is chosen)* ***Traits:*** *Ratpack*									
Core Inf Regiment	6	4+	-	4+	2	15	15	2	[120]
Special Rules: *Crushing Strength(1),Rallying(Only when Horde Unit Size is chosen)* ***Traits:*** *Ratpack*									
Core Inf Regiment	6	4+	-	4+	2	15	15	2	[120]
Special Rules: *Crushing Strength(1),Rallying(Only when Horde Unit Size is chosen)* ***Traits:*** *Ratpack*									

Warriors	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	6	5+	-	4+	2	12	14	2	[85]
Special Rules: *Rallying(Only when Horde Unit Size is chosen)* ***Traits:*** *Ratpack*									

Vermintide	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Lrg Inf Troop	6	5+	-	3+	1	8	11	1	[65]
Special Rules: *Height(1),Vicious(Combat),Wild Charge(D3)* ***Traits:*** *Vermin*									
Core (Aux) Lrg Inf Troop	6	5+	-	3+	1	8	11	1	[65]
Special Rules: *Height(1),Vicious(Combat),Wild Charge(D3)* ***Traits:*** *Vermin*									
Core (Aux) Lrg Inf Troop	6	5+	-	3+	1	8	11	1	[65]
Special Rules: *Height(1),Vicious(Combat),Wild Charge(D3)* ***Traits:*** *Vermin*									

Tunnel Runners	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cht Regiment	8	4+	-	5+	2	24	16	4	[210]
Special Rules: *Brutal(1),Crushing Strength(1),Thunderous Charge(1)*									

Blight Spewer [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng	6	-	4+	5+	1	10	10	2	[95]
Blight Spewer (12", Piercing (1))									
Special Rules:									
Support War Eng	6	-	4+	5+	1	10	10	2	[95]
Blight Spewer (12", Piercing (1))									
Special Rules:									

2nd Battalion

Brood Mother	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Inf)	6	4+	-	5+	2	5	14	3	[195]
Drain Life (7)									[0]
Special Rules: *Crushing Strength(1),Very Inspiring, Radiance of Life, Eat the Weak* ***Traits:*** *Spellcaster*									

Twitch Keenear [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	5+	-	4+	1	1	12	2	[145]
Bane Chant (3)									[0]
Hex (3)									[0]
Special Rules: *Individual, Inspiring, Eye of the Abyss* ***Traits:*** *Spellcaster*									

Shock Troops	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	6	4+	-	4+	4	30	24	2	[220]
Special Rules: *Crushing Strength(1),Rallying(Only when Horde Unit Size is chosen)* ***Traits:*** *Ratpack*									
Core Inf Regiment	6	4+	-	4+	2	15	15	2	[120]
Special Rules: *Crushing Strength(1),Rallying(Only when Horde Unit Size is chosen)* ***Traits:*** *Ratpack*									

Hackpaws	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cav Troop	10	4+	-	4+	1	8	12	3	[105]
Special Rules: *Nimble, Thunderous Charge(1),Vicious(Combat)* ***Traits:*** *Ratpack*									
Specialist Cav Troop	10	4+	-	4+	1	8	12	3	[105]
Special Rules: *Nimble, Thunderous Charge(1),Vicious(Combat)* ***Traits:*** *Ratpack*									

Total Units: 20 **Total Unit Strength:** 36
Total Points: 2750

Command Order	Target	Description
Tenacity!	3	The unit may re-roll a single failed to hit roll in Combat this Turn. It cannot be used to re-roll a dice for an attack that has the Blast special rule.
Tactical Retreat!	4	If the unit performs a Back! order, it may move up to its Sp value, but may not make any pivots. This order may not be issued to a unit carrying a Loot Counter.
Plague Pots	5	Units with the Ratpack Trait only. The unit gains the Ensnare special rule until start of its next Turn.
Scurrying Claws	5	Units with the Ratpack Trait only. The unit gains the Strider special rule.

Special Rule	Description
Brutal (n)	When testing the Nerve of an enemy unit in Combat with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use. Both cannot be applied against the same unit at the same time.
Crushing Strength (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1),a roll of 4 would become a roll of 5.
Eat the Weak	The Brood Mother's Drain Life spell can target and cause damage to friendly units with the Ratpack or Vermin Traits, 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. A friendly unit targeted by this rule that is Devastated by the damage caused, is immediately Routed and removed from the table.
Eye of the Abyss	If Twitch Keenear successfully casts Bane Chant, the target unit may, after rolling to hit and to damage in the Combat phase, discard all damage caused and start again. Roll to hit and to damage again. The second result stands. Rerolling in this way must take place before testing for Nerve or rolling any other attacks from other units in the same Combat.
Height (n)	If a unit is a different height from the standard of its unit type (see chart on page 12),its height is the number given in this special rule as (n).
Individual	This rule is explained on page 42.
Inspiring	If this unit, or any friendly unit within 6" of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!),that Nerve test must be rerolled. 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-point while executing a Charge! order.
Piercing (n)	All hits caused by Ranged attacks from a unit or weapon with this special rule have a (+n) modifier when rolling to damage. For example: when rolling to damage with a Ranged attack that has Piercing (1),a roll of 4 would become a roll of 5.
Radiance of Life	In the Movement Phase, after this unit has completed its order, this unit (regardless of any qualifier) and all friendly units within 6" of this unit remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.

Rallying	Friendly units within 6” of this unit have +1 to their Nerve value. This is not cumulative if multiple units with Rallying are in range.
Thunderous Charge (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat 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 Hindered.
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9”. Any rule that affects Inspiring also affects Very Inspiring.
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.
Wild Charge (n)	Units with this special rule add (n) to their charge range. This is added after Sp is doubled. For example, 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, roll a separate D3 for the unit after issuing a Charge order to it. If the number rolled means that the target unit is not in range to complete the charge, your unit must be given a different order, but cannot select an alternative unit to Charge!
Yielding	Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.

Spell	**Description**
Bane Chant Range: 12" Friendly, CC	If any hits are scored, instead of causing damage, 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.
Barkskin Range: 12" Friendly, Self, CC	Instead of hitting on 4+, this spell rolls to hit on a result equal to the target’s Defence value (e.g. when targeting a Defence 5+ unit, the spell will hit on a 5+ before any other modifiers are applied). For each hit scored, instead of causing damage, place a Barkskin token on the target unit (use a different coloured die or suitable markers). Whenever a unit with one or more Barkskin tokens would suffer damage, it instead removes one Barkskin token per point of damage taken. Once all Barkskin tokens have been removed, excess damage is suffered by the unit as normal. Removing a Barkskin token does not count as taking damage for the purposes of requiring a Nerve test or other special rules. At the start of the caster’s following Turn, all remaining Barkskin tokens on the target unit are removed from play.
Drain Life Range: 6" CC	Piercing (1). Roll to damage as normal. If this is cast into Combat, the target will not take a Nerve test at the end of the Ranged Phase. In addition, if any points of damage are scored, choose either the caster or a single Friendly unit within 6” of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target.
Hex Range: 30" Target	If any hits are scored, instead of causing damage, the target enemy unit is Hexed until the end of its next Turn. Hexed units receive two points of damage for each hit they score with a spell. A Nerve test is not required for damage caused by this spell.
Scorched Earth Range: 18" Target	If any hits are scored, instead of causing damage, for the duration of its next Turn any charges made by the target unit will be Hindered and the target will not be able to use the Strider and Pathfinder special rules.
Wither and Perish Range: 12" CC	Blast (D3). Roll to damage as normal. If this is cast into Combat, the target will not take a Nerve test at the end of the Ranged Phase. In addition, if any hits are scored, the target unit has a -1 modifier when rolling to damage enemy units until the end of their next Turn (any rolls the unit makes of a natural 6 will still cause damage, however). Multiple castings of this spell, or combining it with Weakness, do not cause additional modifiers.

Artefact	Description
Crown of the Wizard King	The hero gains an additional 6” range on all of its spells that target friendly units.