Alamo '26 - 2 Queens

2750 / 2750 VALID

1st Battalion

Lord	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Inf)	5	3+	-	5+	2	5	15	2	[150]
Horn of Winter									[10]
Special Rules: *Crushing Strength(2),Individual, Inspiring, Wild Charge(1),Aura(Wild Charge (+1) – Barbarian Trait only)*									

Ice Queen [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	5+	-	4+	1	1	12	2	[110]
Bane Chant (2)									[20]
Special Rules: *Ensnare, Individual, Inspiring, Yielding, Chilling Accuracy* ***Traits:*** *Spellcaster*									
Champion Hero (Inf)	6	5+	-	4+	1	1	12	2	[130]
Blizzard(4)									[40]
Special Rules: *Ensnare, Individual, Inspiring, Yielding, Chilling Accuracy* ***Traits:*** *Spellcaster*									

Thegn [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Cav)	**7**	3+	-	5+	1	**5**	**15**	**4**	[160]
Frostfang									[35]
Special Rules: *Crushing Strength(2),Rallying(Barbarian Trait only),Inspiring, Wild Charge(1),Strider*									

Human Tribesmen	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	5	3+	-	5+	4	25	**25**	2	[245]
Staying Stone									[15]
Special Rules: *Crushing Strength(1),Wild Charge(1)* ***Traits:*** *Barbarian*									

Ice Naiads	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	5	4+	-	4+	4	25	23	2	[205]
Special Rules: *Ensnare, Regeneration(5+),Wild Charge(1)*									

Pack Hunters	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	4+	**4+**	3+	2	12	15	2	[135]
Exchange Bows for Javelins									[0]
Javelins (12", Piercing (1))									
Special Rules: *Pathfinder, Stealthy, Thunderous Charge(1),Wild Charge(1)* ***Traits:*** *Barbarian*									
Core Inf Regiment	5	4+	**4+**	3+	2	12	15	2	[135]
Exchange Bows for Javelins									[0]
Javelins (12", Piercing (1))									
Special Rules: *Pathfinder, Stealthy, Thunderous Charge(1),Wild Charge(1)* ***Traits:*** *Barbarian*									

Snow Foxes	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Lrg Inf Troop	8	5+	-	2+	1	10	11	1	[80]
Special Rules: *Height(1),Nimble, Pathfinder, Stealthy, Vicious(Combat)*									
Core (Aux) Lrg Inf Troop	8	5+	-	2+	1	10	11	1	[80]
Special Rules: *Height(1),Nimble, Pathfinder, Stealthy, Vicious(Combat)*									
Core (Aux) Lrg Inf Troop	8	5+	-	2+	1	10	11	1	[80]
Special Rules: *Height(1),Nimble, Pathfinder, Stealthy, Vicious(Combat)*									

Ice Kin Hunters	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Inf Troop	6	4+	5+	3+	1	10	12	2	[125]
Icebows (24", Frostbite)									
Special Rules: *Elite, Pathfinder, Scout*									

Hearthguard [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Hvy Inf Regiment	5	3+	-	5+	2	20	17	2	[205]
Special Rules: *Crushing Strength(2),Retaliate!, Wild Charge(1)* ***Traits:*** *Barbarian*									
Specialist Hvy Inf Regiment	5	3+	-	5+	2	20	17	2	[205]
Special Rules: *Crushing Strength(2),Retaliate!, Wild Charge(1)* ***Traits:*** *Barbarian*									

Snow Trolls	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Mon Inf Regiment	6	4+	-	5+	2	16	17	3	[205]
Special Rules: *Crushing Strength(2),Regeneration(5+),Vicious(Combat),Wild Charge(1)* ***Traits:*** *Frostbeast*									

Frostclaw Riders	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Cav Regiment	10	3+	-	4+	2	16	16	4	[215]
Sir Jesse's Boots of Striding									[15]

Special Rules: *Feint, Fly, Frostbite, Headstrong, Thunderous Charge(2)* ***Traits:*** *Frostbeast*

Frostfang Cavalry	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Cav Regiment	**8**	4+	-	5+	2	30	17	4	[285]
Brew of Haste									[20]

Special Rules: *Crushing Strength(2),Strider, Wild Charge(1)* ***Traits:*** *Barbarian, Frostbeast*

Total Units: 17 **Total Unit Strength:** 31
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.
For Talanaar!	5	Infantry and Heavy Infantry units only. The unit gains the Vicious (Combat) special rule.
Chilling Presence	4	Units with the Frostbeast Trait only. This order requires two dice to be successful to be issued. This unit gains Cloak of Death until the end of the Turn. Any enemy units that take damage from this Cloak of Death are given the Frozen status.

Special Rule	Description
Aura (n)	(n) is a special rule or bonus that the Aura grants to the unit itself and all friendly units while they are within 6" of the unit. 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 Trait in addition to the unit with the Aura itself. For example, Aura (Wild Charge (1) Herd Trait only) would confer the Wild Charge (1) special rule to all friendly units within 6" with the Herd Trait. Occasionally an Aura may have a longer range, which will be specified before the listed bonus. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Auras (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect Combat or Ranged attacks (such as +n Att, +n Me, Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the attacks are being resolved. Extra attacks granted in this way are applied to the unit's profile before any potential doubling for Flank or Rear bonuses. If an Aura increases the stats of the units within range, the bonus is assumed to have already been applied to the unit with the Aura (you can't add it again!). 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.
Chilling Accuracy	The Ice Queen has the Elite (Ranged) special rule while targeting enemy units with the Frozen status, or friendly units, with any spells.
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.
Elite	Whenever the unit rolls to hit, it re-rolls all dice that score a natural, unmodified 1. Elite may specify which phase it is limited to: e.g. Elite (Ranged) means the rule applies only in the Ranged Phase.
Ensnare	In Combat, attacks against this unit's front suffer an additional -1 to hit.
Feint	If this unit decides to Withdraw! from Combat, it does so automatically, without taking a Nerve test. If a unit with Feint is not Wavering after its Withdraw! move, it may then perform a Change Facing! order.
Fly	When executing an order other than Withdraw!, the unit can move and pivot over anything (Blocking Terrain, enemy units, friendly units when charging, etc.),as long as the flying unit's entire Movement Order ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it starts or ends the move within or touching them.
Frostbite	If one or more points of damage are scored with this unit's attack, the target enemy unit is given the Frozen status (see page 47).
Headstrong	If a unit with this rule begins its Turn Wavering, roll a die before declaring a Movement order (including Halt!) for this unit. On a 4+ it shrugs off the effects of Wavering – remove the Wavering status from the unit.
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.
Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.
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.
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.
Regeneration (n)	Once per Turn, immediately before resolving the unit’s Movement order, 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.
Retaliate!	If a unit starts its Turn Engaged with two or more enemy units, in the Combat Phase, it gains Crushing Strength (+1) on any attacks it allocates to one of those enemy units. A unit with this special rule can never be ordered to Withdraw!
Scout	The unit can make a single Advance! order after set-up is finished but before the first Turn of the game begins. If both armies have units with this rule, both players roll a single die. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn as normal.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
Strider	This unit’s Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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.
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.
Blizzard Range: 30" Magical Missile	Blast (D3),Frostbite, Piercing (1).

Artefact	Description
Sir Jesse’s Boots of Striding	Once per game, this unit gains both the Pathfinder and Strider special rules until the end of the Turn.
Staying Stone	The unit gains +1 to its Nerve stat value.
Brew of Haste	This unit increases its Speed stat by +1.