2026 Alamo Kingdoms of Buffoonery - Optimized for Chuck

2750 / 2750 VALID

1st Battalion

Baron	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Unicycle Clown on Raised Base] Warlord Hero (Cav)	**8**	3+	-	5+	2	5	14	**3**	[160]
Horse									[25]
Blade of Slashing									[5]
Special Rules: *Crushing Strength(1),Individual, Very Inspiring*									

Hero [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Ring of Fire Unicycle Clown] Champion Hero (Cav)	**8**	3+	-	5+	1	3	12	**3**	[130]
Horse									[15]
Special Rules: *Crushing Strength(1),Individual, Inspiring, Rallying(Stoic or Noble Traits only),Bob or Amanda*									

Halberdiers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Yellow Zombie Clowns] Core Inf Regiment	5	4+	-	3+	2	12	15	2	[90]
Special Rules: *Crushing Strength(1)* ***Traits:*** *Mercenary, Stoic*									
[Yellow Zombie Clowns] Core Inf Regiment	5	4+	-	3+	2	12	15	2	[90]
Special Rules: *Crushing Strength(1)* ***Traits:*** *Mercenary, Stoic*									

Foot Guard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Ronald McDonald and his Royal Guard] Core Inf Regiment	5	3+	-	5+	2	15	16	2	[135]
Special Rules: *Elite(Combat)* ***Traits:*** *Noble*									
[Bullseye Game] Core Inf Regiment	5	3+	-	5+	2	15	16	2	[135]
Special Rules: *Elite(Combat)* ***Traits:*** *Noble*									

Light Cavalry	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Bumper Cars] Specialist Cav Troop	9	4+	-	4+	1	7	12	3	[95]
Special Rules: *Feint, Thunderous Charge(1)*									
[Bumper Cars] Specialist Cav Troop	9	4+	-	4+	1	7	12	3	[95]
Special Rules: *Feint, Thunderous Charge(1)*									
[Bumper Cars] Specialist Cav Troop	9	4+	-	4+	1	7	12	3	[95]
Special Rules: *Feint, Thunderous Charge(1)*									
[Bumper Cars] Specialist Cav Troop	9	4+	-	4+	1	7	12	3	[95]
Special Rules: *Feint, Thunderous Charge(1)*									

Beast Knights	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Circus Balloon] Support Lrg Cav Troop	**9**	3+	-	5+	1	10	14	4	[180]
Change Sp to 9 and Gain Fly									[30]
Special Rules: *Crushing Strength(2), Thunderous Charge(1), Fly* ***Traits:*** *Noble*									
[Dumbo #1] Support Lrg Cav Regiment	**9**	3+	-	5+	2	20	17	4	[280]
Change Sp to 9 and Gain Fly									[50]
Special Rules: *Crushing Strength(2), Thunderous Charge(1), Fly* ***Traits:*** *Noble*									
[Dumbo #2] Support Lrg Cav Regiment	**9**	3+	-	5+	2	20	17	4	[280]
Change Sp to 9 and Gain Fly									[50]
Special Rules: *Crushing Strength(2), Thunderous Charge(1), Fly* ***Traits:*** *Noble*									
[Clown Car] Support Lrg Cav Regiment	7	3+	-	5+	2	20	17	4	[230]
Special Rules: *Crushing Strength(2), Thunderous Charge(1)* ***Traits:*** *Noble*									

2nd Battalion

Baron	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Unicycle Clown on Raised Base] Warlord Hero (Cav)	**8**	3+	-	5+	2	5	14	**3**	[160]
Horse									[25]
Mace of Crushing									[5]
Special Rules: *Crushing Strength(1),Individual, Very Inspiring*									

Foot Guard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Maze of Woe] Core Inf Regiment	5	3+	-	5+	2	15	16	2	[135]
Special Rules: *Elite(Combat)* ***Traits:*** *Noble*									
[Wheel of Death] Core Inf Regiment	5	3+	-	5+	2	15	16	2	[135]
Special Rules: *Elite(Combat)* ***Traits:*** *Noble*									

Beast Knights	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Circus Animals] Support Lrg Cav Regiment	7	3+	-	5+	2	20	17	4	[230]

Special Rules: *Crushing Strength(2),Thunderous Charge(1)* ***Traits:*** *Noble*

Total Units: 18 **Total Unit Strength:** 30
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.
Indomitable Will	4	The unit gains the Headstrong and Inspiring (Self) special rules until the start of its next turn.
Brace for Impact	5	Unengaged units with the Stoic Trait only. Unless the unit moves At the Double! or Charges this Turn, until the start of its next Turn, the unit increases its De by one (e.g. 4+ becomes 5+) while being targeting by any attacks in its front facing.

Special Rule	Description
Bob or Amanda	You may name the Hero either “Bob” or “Amanda”, for free.
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.
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.
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.
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.

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Combat, it can re-roll one of the dice that failed to hit.
Mace of Crushing	Whenever the unit rolls to damage in Combat, it can reroll one of the dice that failed to damage.