Lex Simon's 2026 Alamo List

2750 / 2750 VALID

1st Battalion

Lord of Lies [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Ti)	10	3+	-	5+	2	9	19	5	[350]
Special Rules: *Brutal(1),Crushing Strength(3),Fly, Inspiring, Iron Resolve(1),Regeneration(5+),Slayer(3),Vicious(Combat),Seeds of Distrust*									

The Bloody Cardinal [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf)	5	3+	-	4+	1	6	14	3	[145]
Special Rules: *Crushing Strength(2),Dread, Inspiring, Lifeleech(3),Base(50mm)*									

Warlock [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf)	6	4+	5+	4+	1	5	13	3	[185]
Banner of Command									[20]
Firebolt (18", Piercing (1))									
+The Dark Pit+(2)									[30]
Special Rules: *Inspiring, Regeneration(5+)* ***Traits:*** *Spellcaster*									

Lower Abyssals	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	5+	-	4+	2	12	15	2	[100]
Special Rules: *Regeneration(5+)* ***Traits:*** *Upper Circle*									
Core Inf Regiment	5	5+	-	4+	2	12	15	2	[100]
Special Rules: *Regeneration(5+)* ***Traits:*** *Upper Circle*									
Core Inf Regiment	5	5+	-	4+	2	12	15	2	[100]
Special Rules: *Regeneration(5+)* ***Traits:*** *Upper Circle*									

Gargoyles	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Hvy Inf Troop	10	4+	-	3+	1	10	10	2	[105]
Special Rules: *Fly, Regeneration(4+)* ***Traits:*** *Upper Circle*									

Hellhounds	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Cav Regiment	9	4+	-	4+	2	24	16	3	[175]
Special Rules: *Nimble, Thunderous Charge(1)* ***Traits:*** *Upper Circle*									

Abyssal Guard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Inf Horde	5	3+	-	5+	4	25	24	2	[280]
Special Rules: *Crushing Strength(1),Fearless, Regeneration(5+)* ***Traits:*** *Upper Circle*									

Tortured Souls	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Troop	7	4+	-	4+	1	8	14	2	[125]
Special Rules: *Headstrong, Height(2),Lifeleech(2),Pathfinder, Strider, Thunderous Charge(2)* ***Traits:*** *Upper Circle*									
Specialist Lrg Inf Troop	7	4+	-	4+	1	8	14	2	[125]
Special Rules: *Headstrong, Height(2),Lifeleech(2),Pathfinder, Strider, Thunderous Charge(2)* ***Traits:*** *Upper Circle*									
Specialist Lrg Inf Troop	7	4+	-	4+	1	8	14	2	[125]
Special Rules: *Headstrong, Height(2),Lifeleech(2),Pathfinder, Strider, Thunderous Charge(2)* ***Traits:*** *Upper Circle*									

Molochs	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon Inf Regiment	6	3+	-	4+	2	20	19	3	[220]
Special Rules: *Crushing Strength(2),Regeneration(5+),Retaliate!* ***Traits:*** *Lower Circle*									
Support Mon Inf Regiment	6	3+	-	4+	2	20	19	3	[220]
Special Rules: *Crushing Strength(2),Regeneration(5+),Retaliate!* ***Traits:*** *Lower Circle*									
Support Mon Inf Regiment	6	3+	-	4+	2	20	19	3	[220]
Special Rules: *Crushing Strength(2),Regeneration(5+),Retaliate!* ***Traits:*** *Lower Circle*									

Nagarri	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Cht Regiment	7	3+	-	4+	2	12	15	4	[175]
Special Rules: *Crushing Strength(2),Pathfinder, Rallying, Retaliate!, Thunderous Charge(1)* ***Traits:*** *Lower Circle*									

Total Units: 16 **Total Unit Strength:** 28
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.
Fleshknit	4	Units with the Regeneration special rule only. The unit gains Regeneration (+1).
Hellfire	4	The unit gains the Fireball (n+2) ranged spell attack this Turn, where n is the number of successful dice rolled to issue this order.
Blessing of the Dark Gods	5	Units charging this Turn only. The unit gains the Elite (Combat) and Vicious (Combat) special rules. However, if the unit attacks in Combat this Turn, before it rolls any dice, it takes (nD3)+2 damage, where n is the number of successful dice rolled to issue this order. Damage suffered in this way does not cause a Nerve test.
Ultimate Betrayal	5	Units with the Upper Circle Trait only. Until the start of its next Turn, an enemy unit that attacks this unit in Combat, uses the Me, and Crushing Strength values of this unit. Any magical artefacts the enemy unit has are still applied after the stats are changed. Only one enemy unit can be affected in this way, with the attacking player choosing which unit before any dice are rolled for the Combat.

Special Rule	**Description**
Base (n)	This unit must be on the base size specified by n.
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.
Dread	While within 6” of this unit, enemy units have -1 to their Nerve value, in addition to any other modifiers that may apply. A unit can only be affected by a single source of Dread – multiple sources are not cumulative. If an enemy unit is subject to both the Brutal and Dread special rules or the Shattering and Dread special rules, the attacking player must choose to use either the Brutal/Shattering or the Dread modifiers. Both cannot be applied against the same unit.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
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.
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).
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.
Iron Resolve (n)	If this unit is Steady as a result of a Nerve test, it regains (n) points of damage previously suffered to a maximum of 3.
Lifeleech (n)	When this unit completes its to-hit and to-damage rolls in Combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of (n).
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!
Seeds of Distrust	Enemy units within 6” of the Lord of Lies cannot be issued any Command Orders. In addition, any enemy unit that already has a Command Order issued to it, immediately loses that order if it moves within 6” of the Lord of Lies.
Slayer (n)	When attacking an enemy unit with the Large Infantry, Large Cavalry, or Monster unit types, a unit with this special rule gains (n) additional attacks. If Engaged with several qualifying units, choose which one unit the bonus attacks are allocated to.
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.

Spell	**Description**
The Dark Pit [1] Range: 12" Target	If any hits are scored, place a 40mm round marker on the table, anywhere within 12” of the caster and clear of any units. It may be placed in terrain. While the Dark Pit Marker is in play, it has the Dread and Cloak of Death special rules (affecting enemy units immediately after the Dark Pit Marker is placed). The Dark Pit Marker is open terrain and does not block LOS. Remove the marker at the start of your next Turn.

Artefact	Description
Banner of Command	When rolling to issue a Command Order with this unit, add an additional die to the attempt.