Alamo

2750 / 2750 VALID

1st Battalion

Clan Lord	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Cav)	**8**	3+	-	5+	2	5	15	**3**	[180]
Kaisenor Raptor									[25]
Special Rules: *Crushing Strength(2),Individual, Inspiring, Rallying*									

Battle Captain [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Cav)	**7**	3+	-	5+	1	**6**	**15**	**4**	[160]
Rhinosaur									[45]
Special Rules: *Crushing Strength(2),Inspiring, Brutal(1),Fearless, Thunderous Charge(1)*									

Mage Priest [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Cav)	**8**	4+	-	5+	1	1	12	**3**	[190]
Kaisenor Raptor									[15]
Banner of Command									[20]
Bane Chant (3)									[30]
Veil of Shadows(3)									[30]
Special Rules: *Crushing Strength(1),Individual, Inspiring, Yielding, Fuel for the Fire* ***Traits:*** *Spellcaster*									

Salamander Primes	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Regiment	5	4+	-	5+	2	12	16	2	[125]
Special Rules: *Crushing Strength(1)* ***Traits:*** *Flamebound*									

Kaisenor Lancers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Cav Regiment	8	4+	-	5+	2	20	16	3	[210]
Blessing of the Gods									[25]
Special Rules: *Crushing Strength(1),Thunderous Charge(1),Elite* ***Traits:*** *Flamebound*									
Core (Aux) Cav Troop	8	4+	-	5+	1	10	13	3	[125]
Special Rules: *Crushing Strength(1),Thunderous Charge(1)* ***Traits:*** *Flamebound*									
Core Cav Regiment	8	4+	-	5+	2	20	16	3	[200]
Mead of Madness									[15]
Special Rules: *Crushing Strength(1),Thunderous Charge(1),Wild Charge(1)* ***Traits:*** *Flamebound*									
Core (Aux) Cav Troop	8	4+	-	5+	1	10	13	3	[125]
Special Rules: *Crushing Strength(1),Thunderous Charge(1)* ***Traits:*** *Flamebound*									

Ceremonial Guard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Regiment	5	4+	-	5+	2	15	16	2	[150]
Special Rules: *Crushing Strength(1),Headstrong, Phalanx* ***Traits:*** *Flamebound*									

Corsairs	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Hvy Inf Regiment	5	4+	5+	4+	2	12	15	2	[140]
Firelocks (18", Piercing (1))									
Special Rules: *Crushing Strength(1)* ***Traits:*** *Corsair, Flamebound*									
Specialist Hvy Inf Regiment	5	4+	5+	4+	2	12	15	2	[140]
Firelocks (18", Piercing (1))									
Special Rules: *Crushing Strength(1)* ***Traits:*** *Corsair, Flamebound*									

Tyrants	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	6	**3+**	-	4+	2	30	17	3	[280]
Brew of Sharpness									[45]
Special Rules: *Crushing Strength(2),Fearless, Wild Charge(D3)*									
Specialist Lrg Inf Regiment	6	4+	-	4+	2	30	17	3	[250]
Sir Jesse's Boots of Striding									[15]
Special Rules: *Crushing Strength(2),Fearless, Wild Charge(D3)*									

Scorchwings	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Cav Troop	10	3+	5+	4+	1	7	13	4	[160]
Firesparks (18")									
Special Rules: *Feint, Fly, Pathfinder, Thunderous Charge(1)* ***Traits:*** *Elemental*									

Lekelidon	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon	6	3+	5+	4+	2	5	13	3	[105]
Caustic Spit (18", Piercing (1))									
Special Rules: *Crushing Strength(1),Height(3)*									
Support Mon	6	3+	5+	4+	2	5	13	3	[105]
Caustic Spit (18", Piercing (1))									
Special Rules: *Crushing Strength(1),Height(3)*									
Support Mon	6	3+	5+	4+	2	5	13	3	[105]
Caustic Spit (18", Piercing (1))									
Special Rules: *Crushing Strength(1),Height(3)*									

Total Units: 17 **Total Unit Strength:** 29
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.
Cleansing Flame	4	Units with the Flamebound Trait only. 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.
Shield of Kthorlaq	4	This order requires two dice to be successful to be issued. The unit gains +1 De to a maximum of 6+ until the start of its next Turn.
Will of the Ancients	4	The unit cannot Charge this Turn, but gains +1 Sp.
Rekindle	3	Units with the Flamebound Trait only. The unit gains Lifeleech (+n),where n is the number of successful dice rolled to issue this order.

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.
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.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
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.
Fuel for the Fire	While within 6" of a friendly unit with the Flamebound Trait, Z'akke has the Elite (Ranged) special rule for any non-Arcane Library spells he casts.
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.
Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.
Phalanx	Cavalry, Large Cavalry, and units with the Fly special rule that Charge this unit's front are Hindered.

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.
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.
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.
Veil of Shadows Range: 0" Self	If any hits are scored, instead of causing damage, the spellcaster gains the Aura (Stealthy) special rule until the start of the player’s next Turn.

Artefact	Description
Mead of Madness	The unit gains the Wild Charge (+1) special rule.
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.
Blessing of the Gods	The unit gains the Elite special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Combat attacks.
Banner of Command	When rolling to issue a Command Order with this unit, add an additional die to the attempt.