Alamo

2750 / 2750 VALID

1st Battalion

Depth Horror Eternal	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Mon Inf)	6	3+	-	4+	2	7	16	3	[170]
Special Rules: *Aura(Wild Charge (2) – Oceanspawn Trait only),Crushing Strength(2),Inspiring, Rampage(3)*									

Thuul Aquamage [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	4+	-	4+	1	1	12	2	[170]
Banner of Command									[20]
Barkskin(5)									[25]
Scorched Earth(3)									[30]
Special Rules: *Ensnare, Individual, Inspiring, Stealthy, Yielding* ***Traits:*** *Spellcaster*									

Axel Tricklebrook [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf)	6	4+	4+	4+	1	5	14	3	[185]
Icy Waters (18", Frostbite, Piercing (1))									
Special Rules: *Aura(Elite (Combat) – Sea Monster Trait only),Crushing Strength(1),Inspiring, Pathfinder, Regeneration(4+)*									

Naiad Ensnarers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	6	4+	-	3+	4	25	23	2	[200]
Hann's Sanguinary Scripture									[10]
Special Rules: *Ensnare, Pathfinder, Regeneration(5+),Lifeleech(1)* ***Traits:*** *Oceanspawn*									
Core Inf Horde	6	4+	-	3+	4	25	23	2	[205]
Chalice of Wrath									[15]
Special Rules: *Ensnare, Pathfinder, Regeneration(5+),Retaliate!* ***Traits:*** *Oceanspawn*									

Riverguard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Inf Troop	7	4+	-	4+	1	12	12	2	[125]
Special Rules: *Crushing Strength(1),Feint, Fly, Leaper, Pathfinder* ***Traits:*** *Amphibian*									
Core (Aux) Inf Troop	7	4+	-	4+	1	12	12	2	[125]
Special Rules: *Crushing Strength(1),Feint, Fly, Leaper, Pathfinder* ***Traits:*** *Amphibian*									
Core (Aux) Inf Troop	7	4+	-	4+	1	12	12	2	[125]
Special Rules: *Crushing Strength(1),Feint, Fly, Leaper, Pathfinder* ***Traits:*** *Amphibian*									
Core (Aux) Inf Troop	7	4+	-	4+	1	12	12	2	[125]
Special Rules: *Crushing Strength(1),Feint, Fly, Leaper, Pathfinder* ***Traits:*** *Amphibian*									

Placoderm Razorswords	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Regiment	5	3+	-	5+	2	15	**17**	2	[170]
Staying Stone									[15]
Special Rules: *Crushing Strength(1),Headstrong* ***Traits:*** *Oceanspawn*									
Core Hvy Inf Regiment	5	3+	-	5+	2	15	16	2	[155]
Special Rules: *Crushing Strength(1),Headstrong* ***Traits:*** *Oceanspawn*									

Gigas	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Mon Inf Regiment	5	3+	-	5+	2	12	17	2	[205]
Healing Brew									[5]
Special Rules: *Big Shield, Crushing Strength(3),Height(2),Vicious(Combat)* ***Traits:*** *Sea Monster*									
Specialist Mon Inf Regiment	5	3+	-	5+	2	12	17	2	[205]
Liliana's Tear									[5]
Special Rules: *Big Shield, Crushing Strength(3),Height(2),Vicious(Combat)* ***Traits:*** *Sea Monster*									

Naiad Wyrmriders	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Cav Regiment	8	3+	-	4+	2	20	18	4	[255]
Brew of Strength									[40]
Special Rules: *Crushing Strength(2),Pathfinder, Regeneration(5+)* ***Traits:*** *Oceanspawn*									

Kraken	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti	7	3+	-	4+	2	12	18	5	[235]
Special Rules: *Crushing Strength(1),Ensnare, Fearless, Rampage(8),Regeneration(4+),Strider* ***Traits:*** *Sea Monster*									

Leviathan's Bane [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng	5	-	5+	4+	1	2	12	2	[95]
Leviathan Bolts (48", Blast (D3+1),Piercing (3),Reload)									
Special Rules: *Harpoon*									

Total Units: 16 **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.
Trawling	5	The unit gains the Enthral (5) spell.
Hardened Shell	4	Units with the Sea Monster Traits only. The unit gains n Barkskin Tokens (see the Barkskin Spell),where n is the number of successful dice rolled to issue this order. The tokens are removed at the start of the unit's next Turn if still present.
Aqua-venom	5	Units with the Oceanspawn or Amphibian Trait only. This unit damages the enemy on a 4+ with both Combat and Ranged attacks, regardless of modifiers.
Blood in the Water	5	This unit gains Vicious (Combat) on any attacks it allocates in Combat to an enemy unit that currently has one or more points of damage on it.
The Healing Tide	4	For each successful result on the dice rolled to issue this order, the unit removes one damage it previously suffered.

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.
Big Shield	All attacks (Ranged and Combat) against the target unit’s front facing treat its defence as 6+.
Blast (n)	For each of the unit’s attacks that hit the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. For example, if a unit suffers a single hit from a Blast (D6+3) attack, it will suffer from four to nine hits rather than a single one. If a unit suffers four hits from a Blast (D3) attack, it will suffer from four to twelve hits rather than a single one. Once this is done, roll for damage as normal for all of the hits caused
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.
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.
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).
Harpoon	After dealing damage with this unit's Leviathan Bolts, you may choose to immediately move the enemy unit(n) inches as if Enthral had been cast on it by the war engine, where (n) is the amount of damage the bolts caused.
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.
Leaper	When drawing Line of Sight from this unit, treat it as 1 point of Height higher than normal (modified by terrain as normal).
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).
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.
Rampage (n)	When attacking an enemy unit with the Infantry, Heavy Infantry, Cavalry or War Engine unit type, 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.
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.
Reload	The unit can only make ranged attacks if it received a Halt! order in its previous Movement Phase.
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!
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.
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.
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**
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.
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.

Artefact	Description

Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
Liliana’s Tear	The unit is not affected by the Dread, Shattering, or Brutal special rules.
Hann’s Sanguinary Scripture	The unit gains the Lifeleech (+1) special rule.
Chalice of Wrath	The unit gains the Retaliate! special rule.
Staying Stone	The unit gains +1 to its Nerve stat value.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.
Banner of Command	When rolling to issue a Command Order with this unit, add an additional die to the attempt.