Randy Alamo 2026 - You've YEE'd your last HAW

2750 / 2750 VALID

1st Battalion

Archfiend	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Ti)	10	3+	-	5+	2	9	19	5	[320]
Gruesome Host									[0]
Blade of Slashing									[5]
Special Rules: *Brutal(1),Crushing Strength(3),Fly, Inspiring, Iron Resolve(1),Regeneration(5+),Vicious(Combat)*									

Warlock [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf)	6	4+	5+	4+	1	5	13	3	[215]
Banner of Command									[20]
Firebolt (18", Piercing (1))									
Drain Life (6)									[30]
+The Dark Pit+(2)									[30]
Special Rules: *Inspiring, Regeneration(5+)* ***Traits:*** *Spellcaster*									
Champion Hero (Lrg Inf)	6	4+	5+	4+	1	5	13	3	[195]
Firebolt (18", Piercing (1))									
Scorched Earth(3)									[30]
Veil of Shadows(3)									[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 Horde	5	5+	-	4+	4	25	22	2	[155]
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 (Aux) Cav Troop	9	4+	-	4+	1	12	12	3	[110]
Special Rules: *Nimble, Thunderous Charge(1)* ***Traits:*** *Upper Circle*									

Abyssal Guard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Inf Horde	5	**2+**	-	**4+**	4	25	24	2	[325]
Two-handed Weapons									[0]
Brew of Sharpness									[45]
Special Rules: *Crushing Strength(2),Fearless, Regeneration(5+)* ***Traits:*** *Upper Circle*									

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

Chroneas	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon	6	3+	-	5+	2	D6+6	18	5	[235]
Special Rules: *Cloak of Death, Crushing Strength(3),Fearless, Strider, Temporal Ruptures* ***Traits:*** *Upper Circle*									

The Well of Souls [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon	8	4+	-	5+	2	10	20	5	[275]
Special Rules: *Crushing Strength(2),Fearless, Fly, Lifeleech(5),Demonic Life-force* ***Traits:*** *Lower Circle*									

Total Units:	14	**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
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.
Cloak of Death	In the Movement Phase, after this unit has completed its order, all enemy units within 6” of this unit take an immediate point of damage. Units can only be damaged by a single source of Cloak of Death per Turn. No Nerve test is required for damage taken from a Cloak of Death.
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.
Demonic Life-force	When the Well of Souls receives an order, it may put up to 20 points of damage on itself - however, this cannot mean it then has suffered more than 20 damage in total. For each point of damage it suffers in this way, immediately remove one point of damage from any friendly unit within 9". No Nerve test is taken for suffering this damage.
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.
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!
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
Temporal Ruptures	For each point of damage the Chroneas causes in Combat, you may remove a point of damage from another single friendly unit within 6" and which has either the Upper Circle or Middle Circle Trait (to a maximum of three damage per Turn).
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**
Drain Life Range: 6" CC	Piercing (1). Roll to damage as normal. If this is cast into Combat, the target will not take a Nerve test at the end of the Ranged Phase. In addition, if any points of damage are scored, choose either the caster or a single Friendly unit within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target.
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.
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.
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
Blade of Slashing	Whenever the unit rolls to hit in Combat, it can re-roll one of the dice that failed to hit.
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.