Rick Hoy - Undead - Alamo

2750 / 2750 VALID

1st Battalion

Vampire Lord on Undead Dragon	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Ti)	10	3+	-	5+	2	10	19	5	[305]
Chant of Hate									[25]
Special Rules: *Crushing Strength(3),Fly, Inspiring, Lifeleech(2),Vicious*									

Army Standard Bearer [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	5+	1	1	11	2	[110]
Tome of Darkness									[20]
Surge (5)									
Special Rules: *Fearless, Individual, Lifeleech(1),Very Inspiring, Yielding*									
Champion Hero (Inf)	5	5+	-	5+	1	1	11	2	[90]
Special Rules: *Fearless, Individual, Lifeleech(1),Very Inspiring, Yielding*									

Skeleton Warriors	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	5+	-	4+	2	12	15	2	[90]
Special Rules: *Fearless, Lifeleech(1),Shambling* ***Traits:*** *Decaying Horde*									

Zombies	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	5	5+	-	2+	4	25	22	2	[110]
Special Rules: *Fearless, Lifeleech(1),Shambling* ***Traits:*** *Decaying Horde*									
Core Inf Horde	5	5+	-	2+	4	25	22	2	[110]
Special Rules: *Fearless, Lifeleech(1),Shambling* ***Traits:*** *Decaying Horde*									
Core Inf Horde	5	5+	-	2+	4	25	22	2	[110]
Special Rules: *Fearless, Lifeleech(1),Shambling* ***Traits:*** *Decaying Horde*									

Werewolves	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	**10**	3+	-	5+	2	20	17	3	[285]
Brew of Haste									[20]
Special Rules: *Crushing Strength(1),Lifeleech(1),Nimble, Strider* ***Traits:*** *Fleshfeast*									
Specialist Lrg Inf Regiment	9	3+	-	5+	2	20	17	3	[305]
Brew of Strength									[40]
Special Rules: *Crushing Strength(2),Lifeleech(1),Nimble, Strider* ***Traits:*** *Fleshfeast*									

Soul Reaver Cavalry	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Cav Regiment	8	3+	-	5+	2	18	17	3	[275]
Blessing of the Gods									[25]
Special Rules: *Crushing Strength(1), Lifeleech(2), Thunderous Charge(2), Vicious(Combat), Elite*									
Support Cav Regiment	8	3+	-	5+	2	18	17	3	[265]
Sir Jesse's Boots of Striding									[15]
Special Rules: *Crushing Strength(1), Lifeleech(2), Thunderous Charge(2), Vicious(Combat)*									

2nd Battalion

Necromancer [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	12	2	[100]
Ej Periscope									[5]
Celestial Restoration(3)									[35]
Special Rules: *Individual, Yielding, Leaper* ***Traits:*** *Spellcaster*									

Ghouls	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Inf Troop	6	4+	-	3+	1	12	11	2	[80]
Special Rules: *Lifeleech(1),Wild Charge(D3)* ***Traits:*** *Fleshfeast*									
Core (Aux) Inf Troop	6	4+	-	3+	1	12	11	2	[80]
Special Rules: *Lifeleech(1),Wild Charge(D3)* ***Traits:*** *Fleshfeast*									

Skeleton Warriors	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	5+	-	4+	2	12	15	2	[90]
Special Rules: *Fearless, Lifeleech(1),Shambling* ***Traits:*** *Decaying Horde*									
Core Inf Regiment	5	5+	-	4+	2	12	15	2	[90]
Special Rules: *Fearless, Lifeleech(1),Shambling* ***Traits:*** *Decaying Horde*									

Wights	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Inf Regiment	7	3+	-	5+	2	16	17	3	[255]
Pipes of Terror									[15]

Special Rules: *Brutal(2),Crushing Strength(2),Fearless, Fly, Lifeleech(1),Shambling*

Total Units: 17 **Total Unit Strength:** 35
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.
Raise the Dead	3	Units with the Decaying Horde Trait only. The unit gains Lifeleech (+n+1),where n is the number of successful dice rolled to issue this order.
Dance of Death	4	The unit loses the Shambling rule for this Turn. Infantry units also gain the Pathfinder rule this Turn.

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.
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.
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).
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre-point while executing a Charge! order.
Shambling	The unit cannot be given an At the Double! movement order. In addition, it can only make a single pivot as part of an Advance! movement order instead of two.
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.
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.
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.
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**
Celestial Restoration Range: 36" Friendly, CC, Indirect	Blast (D3). Instead of causing damage, the total number of hits is the number of points of damage that are immediately removed from the target unit. Dice rolled to hit with this spell cannot be re-rolled for any reason.
Surge Range: 12" Friendly, Shambling only	For each hit scored, instead of causing damage, the friendly Shambling unit moves straight forward a full inch (stopping in contact with friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this movement. This spell has no effect on units with Speed 0. If this movement brings the target unit into contact with an enemy unit treat this as a successful Charge against the enemy facing that the unit contacted. If a corner is contacted, use the arc that the unit was in before it started its Surge move. If there is not enough space for your unit to physically move into contact with the enemy unit contacted by moving as described in the Moving Chargers section on page 18 then the target unit stops in contact with, but not Engaged with, the enemy unit. If it brings the target unit into contact with more than one enemy unit simultaneously then the player whose turn it is chooses which unit is being charged. If it turns out there is not enough space to physically move into contact as described above you can choose a different target from the enemy units you made contact with. If it turns out you cannot physically move into contact with any of the enemy units then the target unit stops in contact with, but not Engaged with, the enemy units. If the Surge move took the target unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the following Combat phase.. Note that the charged unit will not take any Nerve tests for any damage it might have taken in this Ranged Phase. Note that a unit cannot be the target of a Surge in the same Turn in which it has been ordered to Withdraw!

Artefact	Description
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.
Brew of Haste	This unit increases its Speed stat by +1.
Pipes of Terror	This unit gains the Brutal (+1) special rule.
Blessing of the Gods	The unit gains the Elite special rule.
Chant of Hate	The unit gains the Vicious special rule.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.
Ej Periscope	Infantry only. The hero gains the Leaper special rule.
Tome of Darkness	The hero gains the Surge (5) spell, or if the hero already has a Surge spell, its value is increased by 3.