

Tim Delmas 2024 Alamo Slimes in the Dungeon....

2500 / 2500 VALID

🔖 Nightstalkers [2500]

Scarecrows	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [75] <i>Special Rules: Mindthirst, Stealthy, Wild Charge(D3) Keywords: Expendable, Nightmare, Zombie</i>	4	5+	-	3+	2	12	-/14	2	[75]
Inf Regiment [75] <i>Special Rules: Mindthirst, Stealthy, Wild Charge(D3) Keywords: Expendable, Nightmare, Zombie</i>	4	5+	-	3+	2	12	-/14	2	[75]
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Inf Horde [140] Orb of Towering Presence <i>Special Rules: Mindthirst, Stealthy, Wild Charge(D3) Keywords: Expendable, Nightmare, Zombie</i>	4	5+	-	3+	4	25	-/21	2	[125] [15]
Inf Horde [125] <i>Special Rules: Mindthirst, Stealthy, Wild Charge(D3) Keywords: Expendable, Nightmare, Zombie</i>	4	5+	-	3+	3	25	-/21	2	[125]
Inf Horde [125] <i>Special Rules: Mindthirst, Stealthy, Wild Charge(D3) Keywords: Expendable, Nightmare, Zombie</i>	4	5+	-	3+	3	25	-/21	2	[125]
Inf Horde [125] <i>Special Rules: Mindthirst, Stealthy, Wild Charge(D3) Keywords: Expendable, Nightmare, Zombie</i>	4	5+	-	3+	3	25	-/21	2	[125]
Inf Horde [125] <i>Special Rules: Mindthirst, Stealthy, Wild Charge(D3) Keywords: Expendable, Nightmare, Zombie</i>	4	5+	-	3+	3	25	-/21	2	[125]
Inf Legion [180] <i>Special Rules: Mindthirst, Stealthy, Wild Charge(D3) Keywords: Expendable, Nightmare, Zombie</i>	4	5+	-	3+	4	30	-/27	2	[180]
Inf Legion [180] <i>Special Rules: Mindthirst, Stealthy, Wild Charge(D3) Keywords: Expendable, Nightmare, Zombie</i>	4	5+	-	3+	4	30	-/27	2	[180]

Total Units: 27 Total Unit Strength: 64
 Total Primary Core Points: 2500 (100.0%)

Special Rule	Description
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Mindthirst	If this unit is within 12" of an enemy unit with the Inspiring or Very Inspiring special rule and it is Routed, the opponent must re-roll that Nerve test. The second result stands.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, 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, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

Artefact	Description
Orb of Towering Presence	May not be taken by units with the Individual or Fly special rules. Increases the unit's Unit Strength by one, to a maximum of four.