

Devour The Alamo

2500 / 2500 VALID

Halflings [2500]

Stalwarts	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [230]	5	4+	-	5+	4	25	20/22	2	[190]
Heroes of Hodenburg									[20]
Hammer of Measured Force									[20]
Special Rules: Spellward, Elite(Melee), Inspiring Keywords: Halfling, Ravenous									

Ej Grenadiers*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment [105]	10	4+	-	4+	2	9	11/13	2	[105]
Special Rules: Brutal(D3), Fly, Nimble Keywords: Halfling, Tinker									
Lrg Inf Regiment [105]	10	4+	-	4+	2	9	11/13	2	[105]
Special Rules: Brutal(D3), Fly, Nimble Keywords: Halfling, Tinker									
Lrg Inf Regiment [105]	10	4+	-	4+	2	9	11/13	2	[105]
Special Rules: Brutal(D3), Fly, Nimble Keywords: Halfling, Tinker									

Forest Trolls	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [220]	6	4+	-	5+	3	18	15/17	3	[205]
Chalice of Wrath									[15]
Special Rules: Crushing Strength(2), Pathfinder, Regeneration(5+), Fury Keywords: Troll									

Juggers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [205]	8	3+	-	5+	3	16	13/15	3	[190]
Relentless									[5]
Mead of Madness									[10]
Special Rules: Iron Resolve, Nimble, Spellward, Thunderous Charge(2), Relentless, Wild Charge(1) Keywords: Aralez, Halfling, Ravenous									
Cav Regiment [205]	8	3+	-	5+	4	16	13/15	3	[190]
Relentless									[5]
Orb of Towering Presence									[10]
Special Rules: Iron Resolve, Nimble, Spellward, Thunderous Charge(2), Relentless Keywords: Aralez, Halfling, Ravenous									

Aeronauts*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment [180]	7	4+	-	5+	2	9	13/15	5	[175]
Blade of Slashing									[5]
Special Rules: Blast(D3), Crushing Strength(2), Fly, Pathfinder, Bombing Run Keywords: Halfling, Tinker									
Lrg Cav Regiment [175]	7	4+	-	5+	2	9	13/15	5	[175]
Special Rules: Blast(D3), Crushing Strength(2), Fly, Pathfinder, Bombing Run Keywords: Halfling, Tinker									

Harvester	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon (Chariot) 1 [140]	5	3+	-	4+	1	D6+8	13/15	3	[140]
Special Rules: Big Shield, Brutal, Crushing Strength(1), Thunderous Charge(1) Keywords: Halfling, Ravenous, Tinker, Troll									
Mon (Chariot) 1 [140]	5	3+	-	4+	1	D6+8	13/15	3	[140]
Special Rules: Big Shield, Brutal, Crushing Strength(1), Thunderous Charge(1) Keywords: Halfling, Ravenous, Tinker, Troll									

Muster Captain	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [130]	8	3+	-	5+	0	5	12/14	3	[80]
Miniature Aralez									[35]
Sure-footed Captain									[15]
Special Rules: Crushing Strength(1), Individual, Mighty, Spellward, Very Inspiring, Aura(Strider - Ravenous only) Keywords: Halfling, Ravenous									

Sauceror	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [130]	10	5+	-	3+	0	1	9/11	2	[80]
Halfling Hot Pot									[10]
Wings of Honeymaze									[40]
Special Rules: Individual, Spellward, Gastromancy, Halfling Hot Pot, Fly Keywords: Halfling, Ravenous									

Muster Captain on Winged Aralez	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Mon) 1 [215] Relentless	10	3+	-	5+	1	7	14/16	5	[195] [5]
Trickster's Wand Hex (2)									[15]
Special Rules: <i>Crushing Strength(2), Fly, Inspiring, Iron Resolve, Nimble, Spellward, Thunderous Charge(1), Relentless</i> Keywords: <i>Aralez, Halfling, Ravenous</i>									
Hero (Mon) 1 [215] Relentless	10	3+	-	5+	1	7	14/16	5	[195] [5]
Talisman of Silence Mind Fog (2)									[15]
Special Rules: <i>Crushing Strength(2), Fly, Inspiring, Iron Resolve, Nimble, Spellward, Thunderous Charge(1), Relentless</i> Keywords: <i>Aralez, Halfling, Ravenous</i>									

Total Units: 15 **Total Unit Strength:** 28
Total Primary Core Points: 2500 (100.0%)

Custom Rule	Description
Bombing Run	In Melee, this unit will always hit the enemy on a 4+ regardless of any other modifiers.
Halfling Hot Pot	When this unit rolls to determine the effects of Gastromancy, it may re-roll any results of a 1.

Special Rule	Description
Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note 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 keyword in addition to the unit with the Aura itself. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. 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 Melee) against the target unit's front facing treat its defence as 6+.
Blast	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. This includes Difficult Terrain the unit started in. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Fury	While Wavering, this unit may still declare a Counter Charge.
Gastromancy	Unless disordered, immediately before giving this unit a Movement order, pick one of the following Special Rules and roll three dice. If any of the dice score a 4+, apply the Special Rule to this unit until the start of its following Movement Phase. If an (n) value is listed in the Special Rule, (n) is equal to the number of dice rolled that score a 4+. • Aura (Wild Charge (+n) - Ravenous only) • Aura (Brutal (n) - Ravenous only) • Aura (Lifeleech (+n) - Ravenous only) • Rally (n - Ravenous only)
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6inches of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. 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	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. If no value is specified, the unit has Iron Resolve (1).
Mighty	Individuals with the Mighty special rule are no longer Yielding.

Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Pathfinder	The unit may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, Difficult Terrain.
Regeneration	Every time this unit receives a Movement order (including Halt), before doing anything else, 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.
Relentless	Once per game, when attacking a unit in melee that currently has at least one point of damage, the unit may reroll up to 3 of the dice that failed to hit.
Spellward	All spells, both Friendly and Enemy, targeting this unit suffer a -1 to hit modifier. Note that rolls of natural unmodified 6s still always hit.
Thunderous Charge	All Melee hits inflicted 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 Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
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. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
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.

Spell	Description	Special Rules
Hex Range: 30" Enemy	Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.	
Mind Fog Range: 36" Enemy	Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused.	Shattering

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Mead of Madness	The unit gains the Wild Charge (+1) special rule.
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.
Chalice of Wrath	The unit gains the Fury special rule.
Talisman of Silence	The unit gains the Mindfog (2) spell.
Trickster's Wand	The unit gains the Hex (2) spell. If this unit scores a hit with its Hex against an enemy Hero also carrying a Trickster's Wand, the enemy's Hex spell, granted by its Trickster's Wand, cannot be used for the remainder of the game.
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
Wings of Honeymaze	Individuals only. The unit gains the Fly special rule and increases its Speed stat to 10, but decreases its Defence stat by -1 to a minimum of 2.