

Mike Grajeda Alamo List

2500 / 2500 VALID



Main Faction: Free Dwarfs [1930]

Free Dwarf Shieldbreakers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [155]	4	3+	-	4+	3	12	15/16	2	[140]
Gain Scout									[10]
Staying Stone									[5]
Special Rules: <i>Crushing Strength(2), Pathfinder, Wild Charge(1), Ordered March, Scout</i> Keywords: Dwarf, Tracker									

Ironclad	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [110]	4	4+	-	5+	3	12	14/16	2	[110]
Special Rules: <i>Headstrong, Ordered March</i> Keywords: Dwarf									
Inf Regiment [110]	4	4+	-	5+	3	12	14/16	2	[110]
Special Rules: <i>Headstrong, Ordered March</i> Keywords: Dwarf									

Free Dwarf Berserker Brock Riders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [135]	8	4+	-	4+	1	13	-/15	3	[125]
Skirmisher's Boots									[10]
Special Rules: <i>Pathfinder, Thunderous Charge(1), Vicious(Melee), Nimble</i> Keywords: Berserker, Dwarf									
Cav Regiment [230]	8	3+	-	4+	3	26	-/18	3	[195]
Brew of Sharpness									[35]
Special Rules: <i>Pathfinder, Thunderous Charge(1), Vicious(Melee)</i> Keywords: Berserker, Dwarf									

Free Dwarf Stone Priest	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [120]	4	5+	-	5+	0	1	11/13	2	[50]
Crown of the Wizard King									[15]
Martyr's Prayer (7)									[35]
Hex(3)									[20]
Special Rules: <i>Individual, Inspiring</i> Keywords: Dwarf, Earthbound									
Hero (Inf) 1 Spellcaster 2 [135]	4	5+	-	5+	0	1	11/13	2	[50]
Sacred Horn									[15]
Alchemist's Curse (3)									[40]
Veil of Shadows[1](3)									[30]
Special Rules: <i>Individual, Inspiring</i> Keywords: Dwarf, Earthbound									

Free Dwarf Army Standard Bearer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [50]	4	4+	-	5+	0	1	10/12	2	[50]
Special Rules: <i>Headstrong, Individual, Rallying(1 - Dwarf only), Very Inspiring</i> Keywords: Dwarf									
Hero (Inf) 1 [50]	4	4+	-	5+	0	1	10/12	2	[50]
Special Rules: <i>Headstrong, Individual, Rallying(1 - Dwarf only), Very Inspiring</i> Keywords: Dwarf									

Dwarf Lord on Large Beast	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [190]	7	3+	-	6+	1	7	15/17	4	[175]
Trickster's Wand									[15]
Hex (2)									
Special Rules: <i>Crushing Strength(1), Headstrong, Inspiring, Nimble, Thunderous Charge(2)</i> Keywords: Beast, Dwarf									

[F] Shieldbreakers (Eryc's Mallets) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [175]	4	3+	-	4+	3	12	14/16	2	[160]
Throwing Mastiff									[15]
Special Rules: <i>Brutal, Crushing Strength(2), Nimble, Pathfinder, Scout, Wild Charge(1), Ordered March, Throwing Mastiff</i> Keywords: Dwarf, Tracker									

[F] Shieldbreakers (Eryc's Mallets) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [175]	4	3+	-	4+	3	12	14/16	2	[160]
Throwing Mastiff									[15]
Special Rules: <i>Brutal, Crushing Strength(2), Nimble, Pathfinder, Scout, Wild Charge(1), Ordered March, Throwing Mastiff</i> Keywords: Dwarf, Tracker									

[F] Shieldbreakers (Eryc's Mallets) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [175] Throwing Mastiff Special Rules: Brutal, Crushing Strength(2), Nimble, Pathfinder, Scout, Wild Charge(1), Ordered March, Throwing Mastiff Keywords: Dwarf, Tracker	4	3+	-	4+	3	12	14/16	2	[160] [15]

[F] Free Dwarf Lord (Eryc's Mallets) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [120] Blade of Slashing Special Rules: Brutal, Crushing Strength(1), Individual, Inspiring, Mighty, Pathfinder, Scout, Wild Charge(1) Keywords: Dwarf	4	3+	-	6+	0	5	13/15	2	[115] [5]

Ally: Kingdoms of Men [570]

Spear Phalanx	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [210] Indomitable Will Pikes Special Rules: Phalanx, Indomitable Will, Ensnare Keywords: Human	5	4+	-	4+	4	30	20/22	2	[180] [10] [20]

Beast Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment [170] Gain Fly and Speed 10 Gain Thunderous Charge (1) and Vicious Indomitable Will Special Rules: Crushing Strength(1), Fly, Thunderous Charge(1), Vicious, Indomitable Will Keywords: Beast, Human	10	3+	-	5+	2	9	12/14	4	[125] [25] [10] [10]

General on Winged Beast	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Mon) 1 [190] Special Rules: Crushing Strength(2), Fly, Nimble, Thunderous Charge(1), Very Inspiring Keywords: Beast, Human	10	3+	-	5+	1	7	14/16	5	[190]

Total Units:	17	Total Unit Strength:	30
Total Primary Core Points:	1930 (77.2%)	Total Ally Core Points:	570 (22.8%)

Custom Rule	Description
Stoneshapers	If this unit has taken the Bane Chant option it may, after casting Surge on a Friendly Core Earthbound unit, immediately cast Bane Chant against the same target regardless of range, arc, or LoS
Special Rule	Description
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.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
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.
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 3+ it shrugs off the effects of Wavering and is Disordered instead. Adjust any counters on the unit as required.
Individual	See the Rules Chapter for Individuals
Indomitable Will	Once per game, during your turn, you may choose to make the unit Fearless and gain the Inspiring (Self) special rule. Both of these last until the start of your next turn. In addition, if this unit is currently Wavered it becomes Steady.

The unit's Indomitable Will is then depleted and cannot be used again for the remainder of the game.

Inspiring	If this unit, or any Friendly Core unit within 6 inches 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.
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.
Ordered March	When Issuing an At The Double order, this unit can make a single pivot around its centre of up to 90 degrees from its current facing at any point during the order.
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.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
Scout	The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the Scout movement. If both armies have units with this rule, both players roll a single die each. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn in Round one as normal.
Throwing Mastiff	The unit is equipped with a single use ranged attack with the following profile – Throwing Mastiff: 12", Att: 8, Piercing (1); This attack always hits on a 4+. Once used, the unit's Throwing Mastiff is destroyed and cannot be used again for the remainder of the game.
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).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
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.	
Martyr's Prayer [1] Range: 12" Friendly, CC	For each hit scored, remove one point of damage that has been previously taken by the target and transfer it to the spellcaster. The spellcaster will not take a Nerve test for damage taken in this way.	
Veil of Shadows [1] Range: 0" Self	If one or more hits are scored, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.	
Alchemist's Curse [1] Range: 12" Enemy	Add the target's Defence value to the (n) value of this spell. e.g. Casting Alchemist's Curse [1] (2) against a Defence 4+ unit, will result in Alchemist's Curse [1] (6), rolling 6 dice for the spell.	Piercing(4), Hits on a 5+ against units in Cover
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.
Staying Stone	The unit gains +1 to its Wavering stat value.
Skirmisher's Boots	Troops only. The unit gains the Nimble special rule.
Crown of the Wizard King	The unit gains an additional 6inches range on all of its spells that target Friendly units.
Sacred Horn	The unit gains as additional 3inch range to all of its Auras.
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.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.