

Dangerous Dave - SW Clash AD

2300 / 2300 VALID

Abyssal Dwarfs [2300]

Blacksouls Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [220]	4	4+	-	5+	4	25	21/23	2	[190]
Fiery Bulwark									[10]
Hammer of Measured Force									[20]
<i>Special Rules: Vicious(Melee),Iron Resolve(D3) Keywords: Dwarf</i>									

Decimators Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [290]	4	4+	4+	4+	4	25	21/23	2	[260]
Blessing of the Gods									[30]
Blunderbuss (12", Piercing(1),Steady Aim, Vicious(Ranged))									
<i>Special Rules: Elite Keywords: Dwarf</i>									

Gargoyles* Heavy Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (10) [85]	10	4+	-	3+	1	10	8/10	2	[85]
<i>Special Rules: Fly, Nimble, Regeneration(4+) Keywords: Gargoyle</i>									
Troop (10) [85]	10	4+	-	3+	1	10	8/10	2	[85]
<i>Special Rules: Fly, Nimble, Regeneration(4+) Keywords: Gargoyle</i>									

Lesser Obsidian Golems Monstrous Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [220]	5	4+	-	6+	3	18	-/17	4	[215]
Blade of Slashing									[5]
<i>Special Rules: Crushing Strength(2),Shambling, Vicious(Melee) Keywords: Hellforged</i>									

Mutated Mastiff Hunting Pack* Swarm	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [80]	6	4+	-	2+	1	9	10/12	1	[65]
Throwing Mastiff									[15]
<i>Special Rules: Crushing Strength(1 vs Cavalry Only),Vicious(Melee),Throwing Mastiff Keywords: Abomination</i>									
Regiment (3) [80]	6	4+	-	2+	1	9	10/12	1	[65]
Throwing Mastiff									[15]
<i>Special Rules: Crushing Strength(1 vs Cavalry Only),Vicious(Melee),Throwing Mastiff Keywords: Abomination</i>									

Hellfane Titan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [290]	6	3+	4+	6+	1	9	-/18	6	[265]
Hellforged Overmaster									[25]
Masterwork Pistols (18", Att: 5, Piercing(1),Steady Aim)									
<i>Special Rules: Aura(Brutal(Dwarf Only)),Crushing Strength(2),Rampage(D6),Strider, Thunderous Charge(2),Vicious, Aura(Wild Charge (+2) Infantry Only),Inspiring Keywords: Hellforged, Shrine</i>									

Infernok [1] Titan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [255]	6	4+	-	6+	1	12	-/19	6	[255]
<i>Special Rules: Brutal, Crushing Strength(4),Shambling, Strider, Vicious(Melee),Bound Soul Keywords: Hellforged</i>									

Dravak Dalkan [1] Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [155]	4	4+	-	5+	0	2	12/14	2	[155]
Fireball (12)									[0]
Heal (3)									[0]
Surge (12)									[0]
<i>Special Rules: Crushing Strength(1),Individual, Inspiring, Lifeleech, Possession Keywords: Dwarf, Hellforged</i>									

[F] Immortal Guard (The Damned of Yaygar) [1] Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [175]	4	3+	-	4+	3	12	-/17	2	[160]
Throwing Mastiff									[15]
<i>Special Rules: Crushing Strength(1),Regeneration(5+),Vicious(Melee),Throwing Mastiff Keywords: Dwarf, Hellforged, Immortal</i>									

[F] Immortal Guard (The Damned of Yaygar) [1] Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [175] Throwing Mastiff <i>Special Rules: Crushing Strength(1),Regeneration(5+),Vicious(Melee),Throwing Mastiff</i> Keywords: Dwarf, Hellforged, Immortal	4	3+	-	4+	3	12	-/17	2	[160] [15]

[F] Infernox (The Damned of Yaygar) Hero (Large Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [190] Sacred Horn <i>Special Rules: Aura(Elite(Melee - Infantry Only)),Brutal, Crushing Strength(2),Inspiring, Nimble, Thunderous Charge(1),Vicious(Melee),Wild Charge(D3)</i> Keywords: Hellforged	5	3+	-	6+	1	6	-/13	3	[175] [15]

Total Units: 13 **Total Unit Strength:** 24
Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
Possession	Unless Infernok is Engaged or Disordered, Dravak Dalkan may use Infernok's Line of Sight to cast spells. When doing so, measure range from Infernok's leader point instead of Dravak Dalkan's.
Bound Soul	As long as a friendly core Dravak Dalkan is alive and in play, Infernok has the Inspiring (Self) special rule.

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.
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.
Individual	See the Rules Chapter for Individuals
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.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previously suffered.
Lifeleech	When this unit completes its to-hit and to-damage rolls in Melee 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. Lifeleech has a maximum total of 3.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Rampage	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
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.

Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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).
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
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
Surge Range: 12" Friendly – Shambling Only	For each hit, the target friendly Shambling unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this movement. If this movement brings it into contact with an Enemy unit, treat this as a successful Charge against the enemy facing that has been contacted. However, the charged unit will not take any Nerve tests for any damage it might have taken in the previous Ranged phase. If, and only if, the surged unit contacts a corner of the Enemy unit and not the edge, determine which arc of the target unit the Leader Point of the surging unit is in before it moves and align to that side to attack. If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged. If the Surge move took the unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing combat as normal. This spell has no effect on units with Speed 0.	

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.
Sacred Horn	The unit gains an additional 3 inch range to all of its Auras.
Blessing of the Gods	The unit gains the Elite special rule.
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.