

Clash List

2300 / 2300 VALID



Abyssal Dwarfs [2300]

Abyssal Berserkers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment (20) [175] Slaver Nets <i>Special Rules:</i> Crushing Strength(1), Vicious(Melee), Wild Charge(D3), Ensnare(Infantry and Heavy Infantry only) Keywords: Berserker, Dwarf	5	3+	-	3+	3	15	-/17	2	[165] [10]

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

Lesser Obsidian Golems	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon Inf Horde (6) [215] <i>Special Rules:</i> Crushing Strength(2), Shambling, Vicious(Melee) Keywords: Hellforged	5	4+	-	6+	3	18	-/17	4	[215]
Mon Inf Horde (6) [215] <i>Special Rules:</i> Crushing Strength(2), Shambling, Vicious(Melee) Keywords: Hellforged	5	4+	-	6+	3	18	-/17	4	[215]
Mon Inf Horde (6) [225] Pipes of Terror <i>Special Rules:</i> Crushing Strength(2), Shambling, Vicious(Melee), Brutal Keywords: Hellforged	5	4+	-	6+	3	18	-/17	4	[215] [10]

Abyssal Halfbreeds	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment (10) [195] <i>Special Rules:</i> Crushing Strength(1), Fury, Regeneration(5+), Thunderous Charge(1), Vicious(Melee) Keywords: Abomination	8	3+	-	4+	3	16	14/16	3	[195]

Iron-caster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [135] Conjurer's Staff Surge (8) Bane Chant (2) Hex(2) <i>Special Rules:</i> Individual, Inspiring, Ariagful's Flame Keywords: Dwarf, Hellforged	4	4+	-	5+	0	1	11/13	2	[90] [10] [0] [20] [15]

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

Ba'su'su the Vile [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [210] <i>Special Rules:</i> Crushing Strength(2), Fly, Individual, Inspiring, Mighty, Regeneration(5+) Keywords: Abomination, Gargoyle	10	3+	-	5+	0	7	14/16	2	[210]

Overmaster on Ancient Winged Halfbreed	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 [305] Blade of Slashing <i>Special Rules:</i> Crushing Strength(3), Fly, Inspiring, Nimble, Regeneration(5+), Vicious(Melee) Keywords: Abomination, Dwarf	10	3+	-	5+	1	9	17/19	6	[300] [5]
Hero (Titan) 1 [300] <i>Special Rules:</i> Crushing Strength(3), Fly, Inspiring, Nimble, Regeneration(5+), Vicious(Melee) Keywords: Abomination, Dwarf	10	3+	-	5+	1	9	17/19	6	[300]

Total Units:

12

Total Unit Strength:

19

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.

Special Rule	Description
Ariagful's Flame	Whenever this unit rolls to damage with Fireball, it can re-roll all dice that score a natural, unmodified 1.
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.
Fury	While Wavering, this unit may still declare a Counter Charge.
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.
Lifeflech	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. Lifeflech has a maximum total of 3.
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.
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.
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
Bane Chant Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	
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.	
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.	
Surge Range: 12"	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	

Friendly – Shambling Only

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.
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Pipes of Terror	This unit gains the Brutal special rule.