WotR - TetraTerror! (no ogres please)

2000 / 2000 VALID

1st Battalion

Horror [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	5+	-	3+	1	1	13	2	[90]
Bane Chant (2)									[20]
Special Rules: *Individual, Mindthirst, Stealthy, Yielding* ***Traits:*** *Spellcaster*									

Reapers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	6	3+	-	4+	2	20	16	2	[170]
Special Rules: *Crushing Strength(1),Mindthirst, Stealthy* ***Traits:*** *Nightmare*									
Core Inf Regiment	6	3+	-	4+	2	20	16	2	[170]
Special Rules: *Crushing Strength(1),Mindthirst, Stealthy* ***Traits:*** *Nightmare*									

Scarecrows	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	4	5+	-	3+	2	12	14	2	[90]
Special Rules: *Fearless, Mindthirst, Stealthy, Wild Charge(D3)* ***Traits:*** *Nightmare*									
Core Inf Regiment	4	5+	-	3+	2	12	14	2	[90]
Special Rules: *Fearless, Mindthirst, Stealthy, Wild Charge(D3)* ***Traits:*** *Nightmare*									
Core Inf Regiment	4	5+	-	3+	2	12	14	2	[90]
Special Rules: *Fearless, Mindthirst, Stealthy, Wild Charge(D3)* ***Traits:*** *Nightmare*									
Core Inf Regiment	4	5+	-	3+	2	12	14	2	[90]
Special Rules: *Fearless, Mindthirst, Stealthy, Wild Charge(D3)* ***Traits:*** *Nightmare*									

Phantoms	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Hvy Inf Troop	10	4+	-	4+	1	12	12	2	[125]
Special Rules: *Fly, Mindthirst, Stealthy*									
Specialist Hvy Inf Troop	10	4+	-	4+	1	12	12	2	[125]
Special Rules: *Fly, Mindthirst, Stealthy*									

Terror	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti	6	3+	-	4+	2	12	18	5	[240]
Special Rules: *Crushing Strength(1),Ensnare, Fearless, Rampage(8),Regeneration(4+),Stealthy, Strider, Mindthirst*									
Support Ti	6	3+	-	4+	2	12	18	5	[240]
Special Rules: *Crushing Strength(1),Ensnare, Fearless, Rampage(8),Regeneration(4+),Stealthy, Strider, Mindthirst*									
Support Ti	6	3+	-	4+	2	12	18	5	[240]
Special Rules: *Crushing Strength(1),Ensnare, Fearless, Rampage(8),Regeneration(4+),Stealthy, Strider, Mindthirst*									
Support Ti	6	3+	-	4+	2	12	18	5	[240]
Special Rules: *Crushing Strength(1),Ensnare, Fearless, Rampage(8),Regeneration(4+),Stealthy, Strider, Mindthirst*									

Total Units: 13 **Total Unit Strength:** 23
Total Points: 2000

Command Order	Target	Description
Tenacity!	3	The unit may re-roll a single failed to hit roll in Combat this Turn. It cannot be used to re-roll a dice for an attack that has the Blast special rule.
Tactical Retreat!	4	If the unit performs a Back! order, it may move up to its Sp value, but may not make any pivots. This order may not be issued to a unit carrying a Loot Counter.
Screamshard	3	Units without the Regeneration special rule. The unit gains Lifeleech (n+1),where n is the number of successful dice rolled to issue this order.
Planeshifter	4	The unit gains the Pathfinder special rule until the start of its next Turn.

Special Rule	Description
Crushing Strength (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1),a roll of 4 would become a roll of 5.
Ensnare	In Combat, attacks against this unit's front suffer an additional -1 to hit.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Fly	When executing an order other than Withdraw!, the unit can move and pivot over anything (Blocking Terrain, enemy

	units, friendly units when charging, etc.),as long as the flying unit's entire Movement Order ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it starts or ends the move within or touching them.
Individual	This rule is explained on page 42.
Mindthirst	If this unit is within 12" of an enemy unit with the Inspiring or Very Inspiring special rule and it is Wavered or Routed, the opponent must re-roll that Nerve test. The second result stands.
Rampage (n)	When attacking an enemy unit with the Infantry, Heavy Infantry, Cavalry or War Engine unit type, a unit with this special rule gains (n) additional attacks. If Engaged with several qualifying units, choose which one unit the bonus attacks are allocated to.
Regeneration (n)	Once per Turn, immediately before resolving the unit's Movement order, 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.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
Wild Charge (n)	Units with this special rule add (n) to their charge range. This is added after Sp is doubled. For example, 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, roll a separate D3 for the unit after issuing a Charge order to it. If the number rolled means that the target unit is not in range to complete the charge, your unit must be given a different order, but cannot select an alternative unit to Charge!
Yielding	Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.

Spell	**Description**
Bane Chant Range: 12" Friendly, CC	If any hits are scored, instead of causing damage, 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.