Clash fon list

2300 / 2300 VALID

1st Battalion

Avatar of the Green Lady [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Inf)	8	3+	-	5+	2	5	15	3	[280]
Heal (6)									[0]
Surge (8)									[30]

Special Rules: *Cloak of Death, Fearless, Fly, Individual, Pathfinder, Radiance of Life, Very Inspiring* ***Traits:*** *Spellcaster*

Earth Elementals	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Regiment	5	4+	-	6+	2	14	17	3	[180]

Special Rules: *Brutal(1),Crushing Strength(2),Fearless, Shambling* ***Traits:*** *Elemental*

Core Lrg Inf Regiment	5	4+	-	6+	2	14	17	3	[180]

Special Rules: *Brutal(1),Crushing Strength(2),Fearless, Shambling* ***Traits:*** *Elemental*

Fire Elementals	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Regiment	6	3+	-	5+	2	16	17	3	[205]

Special Rules: *Crushing Strength(2),Fearless, Shambling, Vicious(Combat)* ***Traits:*** *Elemental*

Core Lrg Inf Regiment	6	3+	-	5+	2	16	17	3	[205]

Special Rules: *Crushing Strength(2),Fearless, Shambling, Vicious(Combat)* ***Traits:*** *Elemental*

Primal Chorus [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Inf Regiment	6	3+	-	5+	2	12	17	3	[215]
Surge (5)									[0]

Special Rules: *Brutal(1),Crushing Strength(1),Fearless, Leaper, Regeneration(5+),Shambling, Vicious(Combat),Primal Scream* ***Traits:*** *Elemental*

Great Totem [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng	0	-	-	6+	1	0	18	5	[160]

Special Rules: *Aura(9", Vicious(Combat)), Height(5), Rallying, Very Inspiring, Advanced Deployment, Call of Nature*

2nd Battalion

Gladewalker Druid	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Inf)	5	5+	-	5+	2	1	14	2	[210]
Heal (4)									[20]
Surge (8)									[30]
Scorched Earth(2)									[20]

Special Rules: *Individual, Inspiring, Pathfinder, Rallying(Elemental Trait only),Elemental Affinity* ***Traits:*** *Spellcaster*

Druid [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	12	2	[115]
Heal (4)									[20]
Surge (4)									[15]

Special Rules: *Individual, Inspiring, Pathfinder, Yielding* ***Traits:*** *Spellcaster*

Air Elementals	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Troop	10	3+	-	4+	1	12	14	3	[140]

Special Rules: *Fly, Fearless, Leaper, Shambling* ***Traits:*** *Elemental*

Specialist Lrg Inf Troop	10	3+	-	4+	1	12	14	3	[140]

Special Rules: *Fly, Fearless, Leaper, Shambling* ***Traits:*** *Elemental*

Earth Elementals	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Troop	5	4+	-	6+	1	7	14	3	[135]

Special Rules: *Brutal(1),Crushing Strength(2),Fearless, Shambling* ***Traits:*** *Elemental*

Core Lrg Inf Troop	5	4+	-	6+	1	7	14	3	[135]

Special Rules: *Brutal(1),Crushing Strength(2),Fearless, Shambling* ***Traits:*** *Elemental*

Total Units: 13 **Total Unit Strength:** 20
Total Points: 2300

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.
Blessing of the Lady	4	The unit gains n Barkskin Tokens (see the Barkskin Spell),where n is the number of successful dice rolled to issue this order. A unit with Barkskin tokens granted by this Command, cannot receive them by any other means this Turn.
Nature Trails	5	Units with the Herd or Elemental Trait only. The unit gains the Strider special rule.
Stampede	5	Units with the Herd Trait only. An enemy unit that is Charged by this unit in this Movement Phase and Routed in Combat this Turn is treated by this unit as though it had the Yielding special rule. This unit with Stampede must then choose to go Forward! as its post-Combat Outcome, and if it contacts another unit, it will be Hindered.
Elemental Force	4	Units with the Elemental Trait only. The unit gains the Rampage (n+2 - Combat) special rule where n is the number of successful dice rolled to issue this order.
Entanglement of Thorns	4	If this unit is Routed in Combat this Round, any units it was Engaged with can only be given a Hold! post-Combat order.

Special Rule	**Description**
Advanced Deployment	After both sides have deployed, but before any Scout moves, deploy this unit anywhere on your half of the board in Open Terrain, except on any tokens or markers. After this it cannot be moved for any reason.
Aura (n)	(n) is a special rule or bonus that the Aura grants to the unit itself and all friendly units while they are within 6” of the unit. 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 Trait in addition to the unit with the Aura itself. For example, Aura (Wild Charge (1) Herd Trait only) would confer the Wild Charge (1) special rule to all friendly units within 6” with the Herd Trait. Occasionally an Aura may have a longer range, which will be specified before the listed bonus. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Auras (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect Combat or Ranged attacks (such as +n Att, +n Me, Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the attacks are being resolved. Extra attacks granted in this way are applied to the unit’s profile before any potential doubling for Flank or Rear bonuses. If an Aura increases the stats of the units within range, the bonus is assumed to have already been applied to the unit with the Aura (you can’t add it again!). 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 (n)	When testing the Nerve of an enemy unit in Combat with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use. Both cannot be applied against the same unit at the same time.
Call of Nature	In the Movement Phase, the Totem can attempt to issue a Command Order rolling 2D6 like a Champion. However, this unit cannot be the target of Command Orders itself, from any source.
Cloak of Death	In the Movement Phase, after this unit has completed its order, all enemy units within 6” of this unit take an immediate point of damage. Units can only be damaged by a single source of Cloak of Death per Turn. No Nerve test is required for damage taken from a Cloak of Death.
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.
Elemental Affinity	While within 6" of a friendly unit with the Elemental Trait, this unit has the Elite special rule.
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.
Height (n)	If a unit is a different height from the standard of its unit type (see chart on page 12),its height is the number given in this special rule as (n).
Individual	This rule is explained on page 42.
Inspiring	If this unit, or any friendly unit within 6” of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!),that Nerve test must be rerolled. 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.
Leaper	When drawing Line of Sight from this unit, treat it as 1 point of Height higher than normal (modified by terrain as normal).

Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.
Primal Scream	The unit has the Surge (5) spell which it can only cast on itself. If it does so and makes contact with an enemy unit as a result, it gains +3 attacks in the subsequent Combat Phase that Turn.
Radiance of Life	In the Movement Phase, after this unit has completed its order, this unit (regardless of any qualifier) and all friendly units within 6” of this unit remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
Rallying	Friendly units within 6” of this unit have +1 to their Nerve value. This is not cumulative if multiple units with Rallying are in range.
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.
Shambling	The unit cannot be given an At the Double! movement order. In addition, it can only make a single pivot as part of an Advance! movement order instead of two.
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.
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.
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**
Heal Range: 12" Friendly, Self, CC	For each hit scored, instead of causing damage, remove a point of damage from the target unit.
Scorched Earth Range: 18" Target	If any hits are scored, instead of causing damage, for the duration of its next Turn any charges made by the target unit will be Hindered and the target will not be able to use the Strider and Pathfinder special rules.
Surge Range: 12" Friendly, Shambling only	For each hit scored, instead of causing damage, the friendly Shambling unit moves straight forward a full inch (stopping in contact with friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this movement. This spell has no effect on units with Speed 0. If this movement brings the target unit into contact with an enemy unit treat this as a successful Charge against the enemy facing that the unit contacted. If a corner is contacted, use the arc that the unit was in before it started its Surge move. If there is not enough space for your unit to physically move into contact with the enemy unit contacted by moving as described in the Moving Chargers section on page 18 then the target unit stops in contact with, but not Engaged with, the enemy unit. If it brings the target unit into contact with more than one enemy unit simultaneously then the player whose turn it is chooses which unit is being charged. If it turns out there is not enough space to physically move into contact as described above you can choose a different target from the enemy units you made contact with. If it turns out you cannot physically move into contact with any of the enemy units then the target unit stops in contact with, but not Engaged with, the enemy units. If the Surge move took the target unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the following Combat phase.. Note that the charged unit will not take any Nerve tests for any damage it might have taken in this Ranged Phase. Note that a unit cannot be the target of a Surge in the same Turn in which it has been ordered to Withdraw!