Clash 26

2300 / 2300 VALID

1st Battalion

Abyssal Warlord	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Inf)	5	3+	-	5+	2	5	16	2	[195]
Scythe of the Harvester									[15]
Special Rules: *Crushing Strength(2),Individual, Inspiring, Regeneration(5+),Vicious(Combat),Rampage(D3),Demonic Will*									

Efreet [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	7	5+	-	4+	1	1	11	2	[140]
Diadem of Dragonkind									[30]
Fireball (9)									[0]
Special Rules: *Individual, Yielding*									

Warlock [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf)	6	4+	5+	4+	1	5	13	3	[185]
Firebolt (18", Piercing (1))									
Bane Chant (2)									[20]
Drain Life (6)									[30]
Special Rules: *Inspiring, Regeneration(5+)* ***Traits:*** *Spellcaster*									

Lower Abyssals	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	5+	-	4+	2	12	15	2	[100]
Special Rules: *Regeneration(5+)* ***Traits:*** *Upper Circle*									
Core Inf Regiment	5	5+	-	4+	2	12	15	2	[100]
Special Rules: *Regeneration(5+)* ***Traits:*** *Upper Circle*									

Gargoyles	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Hvy Inf Troop	10	4+	-	3+	1	10	10	2	[105]
Special Rules: *Fly, Regeneration(4+)* ***Traits:*** *Upper Circle*									

Imps	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Lrg Inf Troop	5	5+	-	3+	1	12	12	1	[65]
Special Rules: *Height(1),Vicious(Combat)* ***Traits:*** *Upper Circle*									
Core (Aux) Lrg Inf Troop	5	5+	-	3+	1	12	12	1	[65]
Special Rules: *Height(1),Vicious(Combat)* ***Traits:*** *Upper Circle*									

Hellhounds	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Cav Regiment	9	4+	-	4+	2	24	16	3	[190]
Sir Jesse's Boots of Striding									[15]
Special Rules: *Nimble, Thunderous Charge(1)* ***Traits:*** *Upper Circle*									
Core Cav Regiment	9	4+	-	4+	2	24	16	3	[190]
Pipes of Terror									[15]
Special Rules: *Nimble, Thunderous Charge(1),Brutal(1)* ***Traits:*** *Upper Circle*									

Berserkers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	7	4+	-	4+	2	30	18	3	[250]
Chant of Hate									[25]
Special Rules: *Crushing Strength(1),Fearless, Regeneration(5+),Wild Charge(1),Vicious* ***Traits:*** *Middle Circle*									

Tortured Souls	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	7	4+	-	4+	2	16	17	2	[195]
Helm of Confidence									[15]
Special Rules: *Headstrong, Height(2),Lifeleech(2),Pathfinder, Strider, Thunderous Charge(2),Inspiring(Self)* ***Traits:*** *Upper Circle*									

Molochs	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon Inf Regiment	6	3+	-	4+	2	20	19	3	[245]
Blessing of the Gods									[25]
Special Rules: *Crushing Strength(2),Regeneration(5+),Retaliate!, Elite* ***Traits:*** *Lower Circle*									

The Well of Souls [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon	8	4+	-	5+	2	10	20	5	[275]
Special Rules: *Crushing Strength(2),Fearless, Fly, Lifeleech(5),Demonic Life-force* ***Traits:*** *Lower Circle*									

Total Units:	14	**Total Unit Strength:**	23
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.
Fleshknit	4	Units with the Regeneration special rule only. The unit gains Regeneration (+1).
Hellfire	4	The unit gains the Fireball (n+2) ranged spell attack this Turn, where n is the number of successful dice rolled to issue this order.
Blessing of the Dark Gods	5	Units charging this Turn only. The unit gains the Elite (Combat) and Vicious (Combat) special rules. However, if the unit attacks in Combat this Turn, before it rolls any dice, it takes (nD3)+2 damage, where n is the number of successful dice rolled to issue this order. Damage suffered in this way does not cause a Nerve test.
Ultimate Betrayal	5	Units with the Upper Circle Trait only. Until the start of its next Turn, an enemy unit that attacks this unit in Combat, uses the Me, and Crushing Strength values of this unit. Any magical artefacts the enemy unit has are still applied after the stats are changed. Only one enemy unit can be affected in this way, with the attacking player choosing which unit before any dice are rolled for the Combat.

Special Rule	Description
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.
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.
Demonic Life-force	When the Well of Souls receives an order, it may put up to 20 points of damage on itself - however, this cannot mean it then has suffered more than 20 damage in total. For each point of damage it suffers in this way, immediately remove one point of damage from any friendly unit within 9". No Nerve test is taken for suffering this damage.
Demonic Will	The Abyssal Warlord may issue Command Orders up to 15”
Elite	Whenever the unit rolls to hit, it re-rolls all dice that score a natural, unmodified 1. Elite may specify which phase it is limited to: e.g. Elite (Ranged) means the rule applies only in the Ranged Phase.
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.
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 4+ it shrugs off the effects of Wavering – remove the Wavering status from the unit.
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.
Lifeleech (n)	When this unit completes its to-hit and to-damage rolls in 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).
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre-point while executing a Charge! order.
Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.
Piercing (n)	All hits caused by Ranged attacks from a unit or weapon with this special rule have a (+n) modifier when rolling to damage. For example: when rolling to damage with a Ranged attack that has Piercing (1),a roll of 4 would become a roll of 5.

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.
Retaliate!	If a unit starts its Turn Engaged with two or more enemy units, in the Combat Phase, it gains Crushing Strength (+1) on any attacks it allocates to one of those enemy units. A unit with this special rule can never be ordered to Withdraw!
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
Thunderous Charge (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat 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 Hindered.
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.
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.
Drain Life Range: 6" CC	Piercing (1). Roll to damage as normal. If this is cast into Combat, the target will not take a Nerve test at the end of the Ranged Phase. In addition, if any points of damage are scored, choose either the caster or a single Friendly unit within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target.
Fireball Range: 12" Magical Missile	Blast (D3),Shattering (1).

Artefact	Description
Helm of Confidence	The unit gains the Inspiring (Self) special rule.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder and Strider special rules until the end of the Turn.
Pipes of Terror	This unit gains the Brutal (+1) special rule.
Blessing of the Gods	The unit gains the Elite special rule.
Chant of Hate	The unit gains the Vicious special rule.
Diadem of Dragonkind	The unit gains the Fireball (4) spell, or if the unit already has a Fireball spell, its value is increased by 2.
Scythe of the Harvester	Infantry and Cavalry only. The hero gains the Rampage (D3) special rule in Combat.