Final Clash list Mk.II.b v3.8

2300 / 2300 VALID

1st Battalion

Lord of Lies [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Ti)	10	3+	-	5+	2	9	19	5	[350]
Special Rules: *Brutal(1),Crushing Strength(3),Fly, Inspiring, Iron Resolve(1),Regeneration(5+),Slayer(3),Vicious(Combat),Seeds of Distrust*									

Efreet [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	7	5+	-	4+	1	1	11	2	[125]
Fireball (7)									[0]
Mindfog(3)									[15]
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	[165]
Firebolt (18", Piercing (1))									
+The Dark Pit+(2)									[30]
Special Rules: *Inspiring, Regeneration(5+)* ***Traits:*** *Spellcaster*									

Despoiler [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Mon Inf)	6	3+	-	4+	1	6	14	3	[175]
Trickster's Wand									[15]
Hex (2)									
Special Rules: *Brutal(1),Crushing Strength(2),Inspiring, Regeneration(5+),Retaliate!, Vicious(Combat)*									

Flame Bearers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	5+	5+	3+	2	10	15	2	[120]
Firebolts (18", Piercing (1))									
Special Rules: *Regeneration(5+)* ***Traits:*** *Middle Circle*									
Core Inf Regiment	5	5+	5+	3+	2	10	15	2	[120]
Firebolts (18", Piercing (1))									
Special Rules: *Regeneration(5+)* ***Traits:*** *Middle Circle*									

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*									
Core (Aux) Hvy Inf Troop	10	4+	-	3+	1	10	10	2	[105]
Special Rules: *Fly, Regeneration(4+)* ***Traits:*** *Upper Circle*									

Abyssal Guard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Inf Horde	5	3+	-	5+	4	25	24	2	[305]
Blessing of the Gods									[25]
Special Rules: *Crushing Strength(1),Fearless, Regeneration(5+),Elite* ***Traits:*** *Upper Circle*									

Berserkers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Troop	7	4+	-	4+	1	15	15	3	[155]
Special Rules: *Crushing Strength(1),Fearless, Regeneration(5+),Wild Charge(1)* ***Traits:*** *Middle Circle*									
Specialist Lrg Inf Troop	7	4+	-	4+	1	15	15	3	[155]
Special Rules: *Crushing Strength(1),Fearless, Regeneration(5+),Wild Charge(1)* ***Traits:*** *Middle Circle*									

Molochs	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Mon Inf Regiment	6	3+	-	4+	2	20	19	3	[220]
Special Rules: *Crushing Strength(2),Regeneration(5+),Retaliate!* ***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.
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.
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.
Iron Resolve (n)	If this unit is Steady as a result of a Nerve test, it regains (n) points of damage previously suffered to a maximum of 3.
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.
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!
Seeds of Distrust	Enemy units within 6" of the Lord of Lies cannot be issued any Command Orders. In addition, any enemy unit that already has a Command Order issued to it, immediately loses that order if it moves within 6" of the Lord of Lies.
Slayer (n)	When attacking an enemy unit with the Large Infantry, Large Cavalry, or Monster unit types, 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.
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**
Fireball Range: 12" Magical Missile	Blast (D3),Shattering (1).
Hex Range: 30" Target	If any hits are scored, instead of causing damage, the target enemy unit is Hexed until the end of its next Turn. Hexed units receive two points of damage for each hit they score with a spell. A Nerve test is not required for damage caused by this spell.
Mind Fog Range: 36" Target	If any hits are scored, instead of causing damage, make a Nerve test for the target at the end of the Ranged Phase. Shattering (D3).
The Dark Pit [1] Range: 12" Target	If any hits are scored, place a 40mm round marker on the table, anywhere within 12” of the caster and clear of any units. It may be placed in terrain. While the Dark Pit Marker is in play, it has the Dread and Cloak of Death special rules (affecting enemy units immediately after the Dark Pit Marker is placed). The Dark Pit Marker is open terrain and does not block LOS. Remove the marker at the start of your next Turn.

Artefact	Description
Blessing of the Gods	The unit gains the Elite special rule.
Trickster’s Wand	The hero gains the Hex (2) spell.