Spicy Bois Clash

2300 / 2300 VALID

1st Battalion

Harbinger [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	5+	4+	1	2	12	2	[100]
Firebolt (18", Piercing (1))									
Special Rules: *Individual, Regeneration(5+),Very Inspiring, Yielding*									
Champion Hero (Inf)	5	5+	5+	4+	1	2	12	2	[100]
Firebolt (18", Piercing (1))									
Special Rules: *Individual, Regeneration(5+),Very Inspiring, 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))									
+The Dark Pit+(2)									[30]
Scorched Earth(2)									[20]
Special Rules: *Inspiring, Regeneration(5+)* ***Traits:*** *Spellcaster*									

Lower Abyssals	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	5	5+	-	4+	4	25	22	2	[165]
Hann's Sanguinary Scripture									[10]
Special Rules: *Regeneration(5+),Lifeleech(1)* ***Traits:*** *Upper Circle*									

Succubi	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	6	3+	-	3+	2	20	17	2	[160]
Special Rules: *Ensnare, Regeneration(6+),Stealthy* ***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*									

Hellhounds	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Cav Regiment	9	4+	-	4+	2	24	16	3	[175]
Special Rules: *Nimble, Thunderous Charge(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	[225]
Special Rules: *Crushing Strength(1),Fearless, Regeneration(5+),Wild Charge(1)* ***Traits:*** *Middle Circle*									

Abyssal Horsemen	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cav Regiment	8	3+	-	5+	2	18	16	3	[235]
Sir Jesse's Boots of Striding									[15]
Special Rules: *Headstrong, Regeneration(5+),Thunderous Charge(3)* ***Traits:*** *Upper Circle*									
Specialist Cav Regiment	8	3+	-	5+	2	18	16	3	[220]
Special Rules: *Headstrong, Regeneration(5+),Thunderous Charge(3)* ***Traits:*** *Upper Circle*									

Molochs	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon Inf Regiment	6	3+	-	4+	2	20	19	3	[220]
Special Rules: *Crushing Strength(2),Regeneration(5+),Retaliate!* ***Traits:*** *Lower Circle*									

Nagarri	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Cht Regiment	7	3+	-	4+	2	12	15	4	[175]
Special Rules: *Crushing Strength(2),Pathfinder, Rallying, Retaliate!, Thunderous Charge(1)* ***Traits:*** *Lower Circle*									

Chroneas	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon	6	3+	-	5+	2	D6+6	18	5	[235]
Special Rules: *Cloak of Death, Crushing Strength(3),Fearless, Strider, Temporal Ruptures* ***Traits:*** *Upper Circle*									

Total Units: 13 **Total Unit Strength:** 24
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**
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.
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.
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.
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.
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.
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!
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.
Temporal Ruptures	For each point of damage the Chroneas causes in Combat, you may remove a point of damage from another single

	friendly unit within 6" and which has either the Upper Circle or Middle Circle Trait (to a maximum of three damage per Turn).
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.
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.
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**
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.
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
Hann's Sanguinary Scripture	The unit gains the Lifeleech (+1) 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.