Double horde, double hell fane, have fun BS

2400 / 2400 VALID

1st Battalion

Brakki Barka [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Cav)	8	3+	-	5+	2	6	16	3	[245]

Special Rules: *Crushing Strength(3),Dread, Individual, Rallying(Mutant Trait only),Regeneration(5+),Retaliate!, Very Inspiring, Vicious(Combat)*

Iron-caster [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	4	4+	-	5+	1	1	13	2	[135]
Heal (3)									[15]
Host Shadowbeast(8)									[30]

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

Champion Hero (Inf)	4	4+	-	5+	1	1	13	2	[155]
Ej Periscope									[5]
Bane Chant (3)									[30]
Scorched Earth(3)									[30]

Special Rules: *Individual, Inspiring, Yielding, Enhance, Leaper* ***Traits:*** *Spellcaster*

Blacksouls	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	4	4+	-	**4**+	4	25	24	2	[185]
Two-handed Weapons									[0]

Special Rules: *Vicious(Combat),Crushing Strength(1)* ***Traits:*** *Ironborn*

Core Inf Horde	4	4+	-	5+	4	25	24	2	[190]
Fire-Oil									[5]

Special Rules: *Vicious(Combat),Crushing Strength(+1 vs. units with Regeneration),Piercing(+1 vs. units with Regeneration)* ***Traits:*** *Ironborn*

Orcs [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Regiment	5	5+	-	4+	2	12	14	2	[90]

Special Rules: *Crushing Strength(1)* ***Traits:*** *Slave*

Core Hvy Inf Regiment	5	5+	-	4+	2	12	14	2	[90]

Special Rules: *Crushing Strength(1)* ***Traits:*** *Slave*

Lesser Obsidian Golems	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Mon Inf Regiment	5	4+	-	6+	2	16	17	3	[190]
Liliana's Tear									[5]

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

Abyssal Halfbreeds	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Cav Regiment	8	3+	-	4+	2	18	17	3	[235]
Sir Jesse's Boots of Striding									[15]

Special Rules: *Crushing Strength(1),Regeneration(5+),Thunderous Charge(1),Vicious(Combat)* ***Traits:*** *Mutant*

Orc Gore Riders [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cav Troop	8	4+	-	4+	1	9	11	3	[90]

Special Rules: *Thunderous Charge(2)* ***Traits:*** *Slave*

Grotesques	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Cav Regiment	7	4+	-	5+	2	20	18	4	[275]
Blade of Slashing									[5]

Special Rules: *Brutal(1),Crushing Strength(2),Regeneration(5+),Retaliate!, Strider, Vicious(Combat)* ***Traits:*** *Mutant*

Hellfane	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti	6	3+	5+	6+	2	9	18	5	[260]

Masterwork Pistols (18", Att: 5, Piercing (1))

Special Rules: *Crushing Strength(2),Fearless, Rampage(6 - Combat),Strider, Thunderous Charge(2),Vicious(Combat)* ***Traits:*** *Elemental*

Support Ti	6	3+	5+	6+	2	9	18	5	[260]

Masterwork Pistols (18", Att: 5, Piercing (1))

Special Rules: *Crushing Strength(2),Fearless, Rampage(6 - Combat),Strider, Thunderous Charge(2),Vicious(Combat)* ***Traits:*** *Elemental*

Total Units: 13 **Total Unit Strength:** 27
Total Points: 2400

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.
Mutated Throwing Mastiff	4	Units with the Ironborn or Slave Trait only. The unit may make a ranged attack with the following profile (Range 15", Att 8) and this hits on a 4+ regardless of modifiers.
Last Breath	4	Units with the Slave or Mutant Trait only. Until the end of the following enemy Turn, if this unit is Routed, any units that were Engaged with it suffer 2D3 hits (4D3 if the unit given the order is a Horde) with Crushing Strength (2) as if it had been attacked in Combat. These hits are resolved by the player that Routed the unit with The Last Breath order. No Nerve tests are taken as a result of this damage and units can proceed to post-Combat Outcomes as normal. The player issuing this Command may choose to immediately Rout and remove this unit from the board.

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.
Dread	While within 6” of this unit, enemy units have -1 to their Nerve value, in addition to any other modifiers that may apply. A unit can only be affected by a single source of Dread – multiple sources are not cumulative. If an enemy unit is subject to both the Brutal and Dread special rules or the Shattering and Dread special rules, the attacking player must choose to use either the Brutal/Shattering or the Dread modifiers. Both cannot be applied against the same unit.
Enhance	The Heal Spell has the Elite special rule when targeting units with the Elemental Trait.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
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).
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.
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!
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.
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.

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.
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.
Heal Range: 12" Friendly, Self, CC	For each hit scored, instead of causing damage, remove a point of damage from the target unit.
Host Shadowbeast Range: 12" CC, Self, Friendly Hero/Inf, Hero/Cav only	This spell can be used even if the model is Engaged. For each hit scored, instead of causing damage, until the start of its following Turn, the target may make an additional attack when attacking in Combat. These attacks are rolled separately from their normal attacks and always hit on a 3+, with the Crushing Strength (3) special rule. These attacks are never doubled or trebled or affected by artefacts, spells or any other special rules (including additional Crushing Strength above 3). A spellcaster may cast Host Shadowbeast onto themselves and can do so even when Engaged with an enemy unit. Multiple castings on the same target have no additional effect.
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.

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Combat, it can re-roll one of the dice that failed to hit.
Fire-Oil	The unit gains both the Crushing Strength special rule (+1 vs. units with Regeneration) and the Piercing special rule (+1 vs. units with Regeneration).
Liliana’s Tear	The unit is not affected by the Dread, Shattering, or Brutal special rules.
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.
Ej Periscope	Infantry only. The hero gains the Leaper special rule.