Clash

2300 / 2300 VALID

1st Battalion

Matriarch	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Inf)	7	3+	-	5+	2	6	16	2	[210]
Special Rules: *Aura(Vicious (Combat - Hemicyon Trait Only)),Crushing Strength(2),Individual, Strider, Very Inspiring, Pack Leader*									

Beastmaster [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	4+	-	4+	1	2	13	2	[110]
Inspiring Talisman									[30]
Special Rules: *Aura(Strider) - Beast Trait only),Individual, Yielding, Inspiring*									

Brotherhood of Yan	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	4+	-	3+	2	12	15	2	[85]
Special Rules: *Iron Resolve(1)* ***Traits:*** *Yan*									
Core Inf Regiment	5	4+	-	3+	2	12	15	2	[85]
Special Rules: *Iron Resolve(1)* ***Traits:*** *Yan*									
Core Inf Regiment	5	4+	-	3+	2	12	15	2	[85]
Special Rules: *Iron Resolve(1)* ***Traits:*** *Yan*									

Spearwardens	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Regiment	7	3+	-	5+	2	15	17	2	[235]
Brew of Strength									[40]
Special Rules: *Crushing Strength(2),Strider, Phalanx* ***Traits:*** *Hemicyon*									
Core Hvy Inf Regiment	7	3+	-	5+	2	15	17	2	[195]
Special Rules: *Crushing Strength(1),Strider, Phalanx* ***Traits:*** *Hemicyon*									

Wildfangs	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	7	**3+**	-	4+	2	24	18	3	[260]
Brew of Sharpness									[45]
Special Rules: *Crushing Strength(1),Nimble, Strider, Wild Charge(D3)* ***Traits:*** *Hemicyon, Hunter*									
Specialist Lrg Inf Regiment	**8**	4+	-	4+	2	24	18	3	[235]
Brew of Haste									[20]
Special Rules: *Crushing Strength(1),Nimble, Strider, Wild Charge(D3)* ***Traits:*** *Hemicyon, Hunter*									

Lionsnarl Cavalry	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Cav Regiment	9	3+	-	5+	2	20	18	4	[270]
Special Rules: *Crushing Strength(1),Thunderous Charge(2),Vicious(Combat)* ***Traits:*** *Hemicyon, Beast*									
Specialist Lrg Cav Regiment	9	3+	-	5+	2	20	18	4	[270]
Special Rules: *Crushing Strength(1),Thunderous Charge(2),Vicious(Combat)* ***Traits:*** *Hemicyon, Beast*									

Witch Cage	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon	7	4+	-	4+	2	5	14	3	[130]
Special Rules: *Aura(Spellward),Crushing Strength(1),Height(3),Strider, Arcane Silence, Spellsteal* ***Traits:*** *Hemicyon, Hunter*									
Support Mon	7	4+	-	4+	2	5	14	3	[130]
Special Rules: *Aura(Spellward),Crushing Strength(1),Height(3),Strider, Arcane Silence, Spellsteal* ***Traits:*** *Hemicyon, Hunter*									

Total Units: 13 **Total Unit Strength:** 25
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.
Fight on with Honour!	4	Units with the Hemicyon Trait only. For each successful result on the dice rolled to issue this order, the unit removes one damage it previously suffered.
Pack Attack	4	Units involved in a Combat with multiple Engaged friendly units only. The unit gains the Brutal (2) special rule.
Bloodhound	4	Units with the Hunter Trait only. The unit gains the Slayer (+nD3 - Combat) special rule until the end

		of the Turn, where n is the number of successful results on the dice rolled to issue this order.
Sic 'em!	4	Units with the Hemicyon Trait only. The unit gains the Thunderous Charge (+1) special rule.
For the Greater Good	4	Units with the Yan Trait only. For each successful result on the dice rolled to issue this order, the unit gains one damage but also increases is Sp by +1. No Nerve test is taken for damage suffered this way.

Special Rule	Description
Arcane Silence	In this unit's Movement Phase, choose one enemy unit within 12". That unit does not get the benefit of any magical artefect it has until the end of its next Turn.
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.
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.
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.
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.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre-point while executing a Charge! order.
Pack Leader	This unit may issue Command Orders up to 18".
Phalanx	Cavalry, Large Cavalry, and units with the Fly special rule that Charge this unit’s front are Hindered.
Spellsteal	This unit may choose to cast any spell that an enemy unit within 18" has, but rolling a maximum of 5 dice. For example if an enemy unit within 18" had Lightning Bolt (7),the unit with Spellsteal could cast Lightning Bolt (5).
Spellward	All spells, both friendly and enemy, targeting this unit suffer a -1 to hit modifier. Note that rolls of natural unmodified 6s still always hit.
Strider	This unit’s Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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.
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.

Artefact	Description
Brew of Haste	This unit increases its Speed stat by +1.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Combat attacks.
Inspiring Talisman	The hero gains the Inspiring special rule.