Dave Kitcat - Clash 26 - Feastmaster 2300

2300 / 2300 VALID

1st Battalion

Feast Master	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Inf)	5	3+	4+	4+	2	5	14	2	[175]
Throwing Cleavers (12", Piercing (1))									
Special Rules: *Crushing Strength(1),Duellist(2),Elite, Individual, Inspiring, Rallying, Scout, Spellward*									

Greedy Guts [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	3+	-	4+	1	2D6+1	16	2	[155]
Special Rules: *Crushing Strength(1),Fearless, Individual, Lifeleech(3),Retaliate!, Wild Charge(D3)*									

Mama Beata [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	15	2	[130]
Special Rules: *Individual, Inspiring, Spellward, Master Cook* ***Traits:*** *Gastromancy*									

Taran Bligh [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Cav)	5	3+	-	5+	1	n+5	14	3	[165]
Special Rules: *Crushing Strength(2),Height(3),Inspiring, Strider, Thunderous Charge(1),Wild Charge(D3+2),Rolling Thunder* ***Traits:*** *TinkerTech*									

Braves	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	5+	-	4+	2	12	14	2	[90]
Special Rules: *Spellward* ***Traits:*** *Muster*									

Spearspikes	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	5+	-	4+	2	15	14	2	[100]
Special Rules: *Phalanx, Spellward* ***Traits:*** *Muster*									
Core Inf Regiment	5	5+	-	4+	2	15	14	2	[100]
Special Rules: *Phalanx, Spellward* ***Traits:*** *Muster*									

Wild Lancers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Cav Regiment	8	4+	-	4+	2	16	14	3	[145]
Special Rules: *Iron Resolve(1),Nimble, Spellward, Thunderous Charge(1)* ***Traits:*** *Muster*									

Poachers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	4+	5+	3+	2	12	15	2	[145]
Bows (24")									
Special Rules: *Pathfinder, Scout, Spellward, Stealthy* ***Traits:*** *Muster*									
Core Inf Regiment	5	4+	5+	3+	2	12	15	2	[145]
Bows (24")									
Special Rules: *Pathfinder, Scout, Spellward, Stealthy* ***Traits:*** *Muster*									

Ej Grenadiers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Troop	8	4+	-	4+	1	9	13	3	[120]
Special Rules: *Brutal(D3),Fly* ***Traits:*** *TinkerTech*									

Forest Trolls	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	6	4+	-	5+	2	16	**18**	3	[205]
Staying Stone									[15]
Special Rules: *Crushing Strength(2),Pathfinder, Regeneration(5+)*									

Harvester	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon (Cht)	5	3+	-	4+	2	D6+8	15	3	[180]
Special Rules: *Big Shield, Brutal(1),Crushing Strength(1),Height(3),Thunderous Charge(1)* ***Traits:*** *TinkerTech*									
Support Mon (Cht)	5	3+	-	4+	2	D6+8	15	3	[180]
Special Rules: *Big Shield, Brutal(1),Crushing Strength(1),Height(3),Thunderous Charge(1)* ***Traits:*** *TinkerTech*									

Iron Beast	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti	5	4+	5+	6+	2	D6+10	18	5	[265]
Steamcannon (12", Piercing (1))									
Special Rules: *Crushing Strength(3),Headstrong, Inspiring, Strider, Wild Charge(D3),Cutting Ej* ***Traits:*** *TinkerTech*									

Total Units:	15	**Total Unit Strength:**	26
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.
Nimble Feet	5	Units with the Muster Trait only. The unit cannot be issued a Charge! order this Turn, but gains +n Sp, where n is the number of successful dice rolled to issue this order.
Camouflage	4	Infantry units only. The unit gains the Stealthy special rule.
Bear Traps	5	Units with the Muster Trait only. The target unit must have received or be given a Halt! order this Turn and cannot already be Engaged. Until its next Turn, enemy units charging this unit each suffer D6 damage after making contact and moved to their final position. Damage taken this way does not trigger a Nerve test.
Running Repair	5	TinkerTech units only. For each successful result on the dice rolled to issue this order, the unit removes one damage it previously suffered.
Butcher's Block	5	Units with the Pride of the Shires Traits only. The unit gains the Slayer (n+2) special rule, where n is equal to the number of successful dice rolled to issue this order.
Ej Stomping Juice	4	Units with the Muster Trait only. The unit gains the Wild Charge (+n) special rule, where n is the number of successful dice rolled to issue this order. This Command Order can only be issued by units with the Gastromancy Trait
Ferocious Fuel	4	The unit gains the Brutal (n) special rule, where n is the number of successful dice rolled to issue this order. This Command Order can only be issued by units with the Gastromancy Trait.
Shireberry Tonic	3	The unit gains the Lifeleech (+n) special rule, where n is the number of successful dice rolled to issue this order. This Command Order can only be issued by units with the Gastromancy Trait

Special Rule	Description
Big Shield	All attacks (Ranged and Combat) against the target unit’s front facing treat its defence as 6+.
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.
Cutting Ej	When attacking with the Steamcannon, successful hits that roll a natural 6 have Blast (2).
Duellist (n)	When attacking an enemy Hero in Combat, 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. If the allocated target also has the Duellist special rule, no additional attacks are granted.
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.
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.
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).
Master Cook	Mama Beta may issue 1 extra Gastromancy Command Order per Turn, and rolls 3 dice when attempting Gastromancy
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.
Phalanx	Cavalry, Large Cavalry, and units with the Fly special rule that Charge this unit's front are Hindered.
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!
Rolling Thunder	When this unit charges, it has a number of additional attacks (n) equal to the amount rolled for its Wild Charge (D3+2).
Scout	The unit can make a single Advance! order after set-up is finished but before the first Turn of the game begins. If both armies have units with this rule, both players roll a single die. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn as normal.
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.
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.
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.
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!

Artefact	Description
Staying Stone	The unit gains +1 to its Nerve stat value.