

1st BATTALION									
Archfiend									
	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Ti)	10	3+	-	5+	2	9	19+	5	[320]
Gruesome Host									0
☞ Blade of Slashing									5
★ Special Rules: Brutal (1), Crushing Strength (3), Fly, Inspiring, Iron Resolve (1), Regeneration (5+), Vicious (Combat), <i>Molochs (Troops, Regiments) in this Battalion are Specialist choices.</i>									
The Bloody Cardinal [U]									
	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf)	5	3+	-	4+	1	6	14+	3	[145]
★ Special Rules: Crushing Strength (2), Dread, Inspiring, Lifeleech (3), Base (50mm)									
Lower Abyssals									
	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	5	5+	-	4+	4	25	22+	2	[155]
★ Special Rules: Regeneration (5+) Traits: Upper Circle									
Core Inf Horde	5	5+	-	4+	4	25	22+	2	[155]
★ Special Rules: Regeneration (5+) 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									
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	3+	-	4+	2	30	18+	3	[270]
☞ Brew of Sharpness									45
★ 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	[220]
★ Special Rules: Headstrong, Regeneration (5+), Thunderous Charge (3) Traits: Upper Circle									
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									
Molochs									
	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Mon Inf Regiment	6	3+	-	4+	2	20	19+	3	[245]
☞ Blessing of the Gods									25
★ Special Rules: Crushing Strength (2), Regeneration (5+), Retaliate!, Elite Traits: Lower Circle									
Abyssal Fiend									
	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti	7	3+	-	5+	2	7	17+	5	[205]
⚡ Fireball (5)									0
★ Special Rules: Brutal (1), Crushing Strength (2), Rallying (Upper Circle Trait only), Retaliate!, Vicious (Combat) Traits: Lower Circle									
Slots: Aux 0/4 Specialist 4/4 Support 1/4 Commanders 2/4									

Total Units:	11	Total Unit Strength:	25
Total Points:	[2300]		
Artefacts Points:	[90]	Inspiring Units:	2
Average Defense:	4.40	Ranged Shots	0

Command Orders

Rule	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 & Custom Rules

Rule	Description
Base (n)	This unit must be on the base size specified by n.
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.
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.
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.
Lifeforce (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.
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!
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.
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!

Spells

Spell	Range	Targets	Description
Fireball	12"	Magical Missile	Blast (D3), Shattering (1).

Artefacts

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.
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.
Blessing of the Gods	The unit gains the Elite special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Combat attacks.