If you're reading this list, I beat Jeff Franz

2300 / 2300 VALID

1st Battalion

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)*									

Warlock [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf)	6	4+	5+	4+	1	5	13	3	[155]
Firebolt (18", Piercing (1))									
Bane Chant (2)									[20]
Special Rules: *Inspiring, Regeneration(5+)* ***Traits:*** *Spellcaster*									

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*									
Core (Aux) Hvy Inf Troop	10	4+	-	3+	1	10	10	2	[105]
Special Rules: *Fly, Regeneration(4+)* ***Traits:*** *Upper Circle*									

Imps	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Lrg Inf Troop	5	5+	-	3+	1	12	12	1	[65]
Special Rules: *Height(1),Vicious(Combat)* ***Traits:*** *Upper Circle*									
Core (Aux) Lrg Inf Troop	5	5+	-	3+	1	12	12	1	[65]
Special Rules: *Height(1),Vicious(Combat)* ***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*									
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*									

Abyssal Guard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Inf Horde	5	3+	-	**4**+	4	25	24	2	[285]
Two-handed Weapons									[0]
Healing Brew									[5]
Special Rules: *Crushing Strength(2),Fearless, Regeneration(5+)* ***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*									
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*									
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*									

Total Units: 14 **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**
Base (n)	This unit must be on the base size specified by n.
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.
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.
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).
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.
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.
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.
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!

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.

Artefact	Description
Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of

damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.