2750 Tzeentch

2750 / 2750 VALID

1st Battalion

Archfiend	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Ti)	10	3+	-	5+	2	9	19	5	[330]
Pipes of Terror									[15]
Special Rules: *Brutal(2),Crushing Strength(3),Fly, Inspiring, Iron Resolve(1),Regeneration(5+),Vicious(Combat)*									

Efreet [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	7	5+	-	4+	1	1	11	2	[150]
Ej Periscope									[5]
Fireball (7)									[0]
Celestial Restoration(3)									[35]
Special Rules: *Individual, Yielding, Leaper*									

Harbinger [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	5+	4+	1	2	12	2	[100]
Firebolt (18", Piercing (1))									
Special Rules: *Individual, Regeneration(5+),Very Inspiring, Yielding*									

Warlock [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf)	6	4+	5+	4+	1	5	13	3	[205]
Banner of Command									[20]
Firebolt (18", Piercing (1))									
Bane Chant (2)									[20]
Scorched Earth(3)									[30]
Special Rules: *Inspiring, Regeneration(5+)* ***Traits:*** *Spellcaster*									

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*									
Core Inf Regiment	5	5+	-	4+	2	12	15	2	[100]
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*									
Core Inf Regiment	5	5+	-	4+	2	12	15	2	[100]
Special Rules: *Regeneration(5+)* ***Traits:*** *Upper Circle*									

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*									

Abyssal Guard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Inf Horde	5	3+	-	**4**+	4	25	24	2	[295]
Two-handed Weapons									[0]
Sir Jesse's Boots of Striding									[15]
Special Rules: *Crushing Strength(2),Fearless, Regeneration(5+)* ***Traits:*** *Upper Circle*									
Specialist Inf Horde	5	3+	-	**4**+	4	25	24	2	[280]
Two-handed Weapons									[0]
Special Rules: *Crushing Strength(2),Fearless, Regeneration(5+)* ***Traits:*** *Upper Circle*									
Specialist Inf Horde	5	3+	-	**4**+	4	25	24	2	[280]
Two-handed Weapons									[0]
Special Rules: *Crushing Strength(2),Fearless, Regeneration(5+)* ***Traits:*** *Upper Circle*									

Chroneas	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon	6	3+	-	5+	2	D6+6	18	5	[235]
Special Rules: *Cloak of Death, Crushing Strength(3),Fearless, Strider, Temporal Ruptures* ***Traits:*** *Upper Circle*									

Total Units: 15 **Total Unit Strength:** 37
Total Points: 2750

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
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.
Cloak of Death	In the Movement Phase, after this unit has completed its order, all enemy units within 6” of this unit take an immediate point of damage. Units can only be damaged by a single source of Cloak of Death per Turn. No Nerve test is required for damage taken from a Cloak of Death.
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.
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.
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.
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.
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.
Strider	This unit’s Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
Temporal Ruptures	For each point of damage the Chroneas causes in Combat, you may remove a point of damage from another single friendly unit within 6" and which has either the Upper Circle or Middle Circle Trait (to a maximum of three damage per Turn).
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.
Celestial Restoration Range: 36" Friendly, CC, Indirect	Blast (D3). Instead of causing damage, the total number of hits is the number of points of damage that are immediately removed from the target unit. Dice rolled to hit with this spell cannot be re-rolled for any reason.
Fireball Range: 12" Magical Missile	Blast (D3),Shattering (1).
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
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.
Pipes of Terror	This unit gains the Brutal (+1) special rule.
Ej Periscope	Infantry only. The hero gains the Leaper special rule.
Banner of Command	When rolling to issue a Command Order with this unit, add an additional die to the attempt.