

Abyssal Dwarfs

2255 / 2300 (45 Remaining) VALID

Abyssal Dwarfs [2255]

Immortal Guard Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [160] <i>Special Rules: Regeneration(5+), Vicious(Melee) Keywords: Dwarf, Hellforged, Immortal</i>	4	3+	-	5+	3	12	-/17	2	[160]
Regiment (20) [175] Throwing Mastiff <i>Special Rules: Regeneration(5+), Vicious(Melee), Throwing Mastiff Keywords: Dwarf, Hellforged, Immortal</i>	4	3+	-	5+	3	12	-/17	2	[160] [15]
Regiment (20) [175] Throwing Mastiff <i>Special Rules: Regeneration(5+), Vicious(Melee), Throwing Mastiff Keywords: Dwarf, Hellforged, Immortal</i>	4	3+	-	5+	3	12	-/17	2	[160] [15]

Lesser Obsidian Golems Monstrous Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [245] Charnox Magma Cannon (12", Att: 8, Ra: 4+, Piercing(1), Steady Aim) <i>Special Rules: Crushing Strength(2), Shambling, Vicious(Melee) Keywords: Hellforged</i>	5	4+	-	6+	3	18	-/17	4	[215] [30]
Horde (6) [245] Charnox Magma Cannon (12", Att: 8, Ra: 4+, Piercing(1), Steady Aim) <i>Special Rules: Crushing Strength(2), Shambling, Vicious(Melee) Keywords: Hellforged</i>	5	4+	-	6+	3	18	-/17	4	[215] [30]
Horde (6) [245] Charnox Magma Cannon (12", Att: 8, Ra: 4+, Piercing(1), Steady Aim) <i>Special Rules: Crushing Strength(2), Shambling, Vicious(Melee) Keywords: Hellforged</i>	5	4+	-	6+	3	18	-/17	4	[215] [30]

Angkor Heavy Mortar War Engine	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [115] Angkor Heavy Mortar (48", Blast(D3+2), Indirect, Piercing(2), Reload, Shattering, Vicious(Ranged), Ignores Obscured) <i>Keywords: Dwarf, Hellforged</i>	4	0+	5+	5+	0	2	10/12	2	[115]
1 [115] Angkor Heavy Mortar (48", Blast(D3+2), Indirect, Piercing(2), Reload, Shattering, Vicious(Ranged), Ignores Obscured) <i>Keywords: Dwarf, Hellforged</i>	4	0+	5+	5+	0	2	10/12	2	[115]
1 [115] Angkor Heavy Mortar (48", Blast(D3+2), Indirect, Piercing(2), Reload, Shattering, Vicious(Ranged), Ignores Obscured) <i>Keywords: Dwarf, Hellforged</i>	4	0+	5+	5+	0	2	10/12	2	[115]

Infernok [1] Titan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [255] <i>Special Rules: Brutal, Crushing Strength(4), Shambling, Strider, Vicious(Melee), Bound Soul Keywords: Hellforged</i>	6	4+	-	6+	1	12	-/19	6	[255]

Slavedriver Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [55] <i>Special Rules: Individual, Inspiring, Rallying(1 - Slaves Only), Vicious(Melee) Keywords: Dwarf</i>	4	4+	-	5+	0	1	10/12	2	[55]

Dravak Dalkan [1] Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [155] Fireball (12) Heal (3) Surge (12) <i>Special Rules: Crushing Strength(1), Individual, Inspiring, Lifeleech, Possession Keywords: Dwarf, Hellforged</i>	4	4+	-	5+	0	2	12/14	2	[155] [0] [0] [0]

Brakki Barka [1] Hero (Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [200] <i>Special Rules: Crushing Strength(3), Dread, Individual, Mighty, Regeneration(5+), Very Inspiring, Vicious(Melee), Bhardoom! Keywords: Abomination</i>	8	3+	-	5+	0	6	14/16	3	[200]

Total Units:

13

Total Unit Strength:

19

Total Primary Core Points:

2255 (100.0%)

Custom Rule	Description
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Possession	Unless Infernok is Engaged or Disordered, Dravak Dalkan may use Infernok's Line of Sight to cast spells. When doing so, measure range from Infernok's leader point instead of Dravak Dalkan's.
Bound Soul	As long as a friendly core Dravak Dalkan is alive and in play, Infernok has the Inspiring (Self) special rule.
Special Rule	Description
Blast	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Dread	While within 6" of this unit, Enemy units have -1 to their Wavering and Rout Nerve values, 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.
Ignores Obscured	Ranged attacks made by this unit do not suffer the -1 to hit modifier from Cover that is granted by targeting an Obscured Target (although the unit may still benefit from Cover from another source (e.g. by being Concealed)).
Indirect	The unit cannot make Ranged attacks on targets that are within 12".
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6 inches of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. 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	When this unit completes its to-hit and to-damage rolls in Melee 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. Lifeleech has a maximum total of 3.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
Regeneration	Every time this unit receives a Movement order (including Halt), before doing anything else, 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.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.
Shattering	If a unit is damaged by the ranged attacks of one or more units with this rule, add one to the subsequent Nerve test at the end of the Ranged phase. If an enemy unit is subject to both the Shattering and Dread special rules, the attacking player must choose to use either the Shattering or the Dread modifiers. Both cannot be applied against the same unit.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
Throwing Mastiff	The unit is equipped with a single use ranged attack with the following profile – Throwing Mastiff: 12", Att: 8, Piercing (1); This attack always hits on a 4+. Once used, the unit's Throwing Mastiff is destroyed and cannot be used again for the remainder of the game.
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. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
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Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
Surge Range: 12" Friendly – Shambling Only	For each hit, the target friendly Shambling unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this movement. If this movement brings it into contact with an Enemy unit, treat this as a successful Charge against the enemy facing that has been contacted. However, the charged unit will not take any Nerve tests for any damage it might have taken in the previous Ranged phase. If, and only if, the surged unit contacts a corner of the Enemy unit and not the edge, determine which arc of the target unit the Leader Point of the surging unit is in before it moves and align to that side to attack. If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged. If the Surge move took the unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing combat as normal. This spell has no effect on units with Speed 0.	

Artefact	Description
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