

Rusty Christmas cracker

2345 / 2300 (-45 Remaining) INVALID



Abyssal Dwarfs [2345]

Immortal Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [190] Throwing Mastiff Infernal Wardens <i>Special Rules:</i> Regeneration(5+), Vicious(Melee), Ordered March, Throwing Mastiff, Crushing Strength(1) Keywords: Dwarf, Hellforged,	4	3+	-	5+	3	12	-/17	2	[160] [15] [15]
<i>Immortal</i>									
Inf Regiment [175] Infernal Wardens <i>Special Rules:</i> Regeneration(5+), Vicious(Melee), Ordered March, Crushing Strength(1) Keywords: Dwarf, Hellforged, Immortal	4	3+	-	5+	3	12	-/17	2	[160] [15]

Gargoyles*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Troop [135] Crystal Pendent of Retribution <i>Special Rules:</i> Fly, Nimble, Regeneration(4+) Keywords: Gargoyle	10	4+	-	3+	1	10	8/10	2	[85] [50]

Lesser Obsidian Golems	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon Inf Horde [245] Charnox Magma Cannon (12", Att: 8, Ra: 4+, Piercing(1), Steady Aim) <i>Special Rules:</i> Crushing Strength(2), Shambling, Vicious(Melee) Keywords: Hellforged	5	4+	-	6+	3	18	-/17	4	[215] [30]
Mon Inf Horde [245] Charnox Magma Cannon (12", Att: 8, Ra: 4+, Piercing(1), Steady Aim) <i>Special Rules:</i> Crushing Strength(2), Shambling, Vicious(Melee) Keywords: Hellforged	5	4+	-	6+	3	18	-/17	4	[215] [30]
Mon Inf Horde [290] Charnox Brew of Sharpness Magma Cannon (12", Att: 8, Ra: 4+, Piercing(1), Steady Aim) <i>Special Rules:</i> Crushing Strength(2), Shambling, Vicious(Melee) Keywords: Hellforged	5	3+	-	6+	3	18	-/17	4	[215] [30] [45]

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

Infernok [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [255] <i>Special Rules:</i> Brutal, Crushing Strength(4), Shambling, Strider, Vicious(Melee), Bound Soul Keywords: Hellforged	6	4+	-	6+	2	12	-/19	6	[255]

Overmaster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [135] Infernal Advance Pipes of Terror <i>Special Rules:</i> Crushing Strength(1), Individual, Inspiring, Mighty, Vicious(Melee), Aura(Strider - Infantry only), Brutal Keywords: Dwarf	4	3+	-	6+	0	5	13/15	2	[105] [20] [10]

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

Infernox	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [175] The Ironmonger Warlord Molten Boulder (12", Att: 3, Piercing(1),Steady Aim) Special Rules: <i>Brutal, Crushing Strength(2), Nimble, Thunderous Charge(1), Vicious(Melee), Wild Charge(D3), Aura(Elite (Melee) - Infantry Only)</i> Keywords: <i>Hellforged</i>	5	3+	4+	6+	1	6	-/13	3	[145] [30]

Total Units: 13 **Total Unit Strength:** 19
Total Primary Core Points: 2345 (100.0%)

Custom Rule	Description
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
Ariagful's Flame	Whenever this unit rolls to damage with Fireball, it can re-roll all dice that score a natural, unmodified 1.
Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
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.
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. This includes Difficult Terrain the unit started in. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
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 6inches 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.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Ordered March	When Issuing an At The Double order, this unit can make a single pivot around its centre of up to 90 degrees from its current facing at any point during the order.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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.
Secured Position	This unit is considered a Scoring Unit with a Unit Strength of 0.
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.
Thunderous Charge	All Melee hits inflicted 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 Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, 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, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

Spell	Description	Special Rules
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
Pipes of Terror	This unit gains the Brutal special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Crystal Pendent of Retribution	When the unit suffers a Rout result, all units in base contact with it suffer 2D6 hits at Piercing (3). These hits are resolved by the player that Routed the unit with the Crystal, which now has to resolve the hits against their own unit(s). After the damage has been resolved, no Nerve test is taken by the damaged units - they proceed to Regroup, but cannot move directly forward D6 inches for their Regroup action, because they are deterred by the huge explosion.