

# Abyssal Dwarfs

2300 / 2300 VALID



## Abyssal Dwarfs [2300]

Immortal Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment (20) [170]	4	3+	-	5+	4	12	-/17	2	[160]
Orb of Towering Presence									[10]
<b>Special Rules:</b> Regeneration(5+), Vicious(Melee) <b>Keywords:</b> Dwarf, Hellforged, Immortal									

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

Lesser Obsidian Golems	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon Inf Horde (6) [220]	5	4+	-	6+	3	18	-/17	4	[215]
Healing Brew									[5]
<b>Special Rules:</b> Crushing Strength(2), Shambling, Vicious(Melee) <b>Keywords:</b> Hellforged									
Mon Inf Horde (6) [225]	5	4+	-	6+	3	18	-/17	4	[215]
Hann's Sanguinary Scripture									[10]
<b>Special Rules:</b> Crushing Strength(2), Shambling, Vicious(Melee), Lifeleech(1) <b>Keywords:</b> Hellforged									
Mon Inf Horde (6) [230]	5	4+	-	6+	3	18	-/17	4	[215]
Aegis of the Elohi									[15]
<b>Special Rules:</b> Crushing Strength(2), Shambling, Vicious(Melee), Iron Resolve <b>Keywords:</b> Hellforged									

Abyssal Grotesques	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde (6) [260]	7	4+	-	5+	3	18	16/18	4	[245]
Sir Jesse's Boots of Striding									[15]
<b>Special Rules:</b> Brutal, Crushing Strength(1), Regeneration(5+), Thunderous Charge(2), Vicious(Melee) <b>Keywords:</b> Abomination									

Greater Obsidian Golem	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [235]	6	4+	-	6+	1	12	-/19	6	[235]
<b>Special Rules:</b> Crushing Strength(3), Shambling, Strider, Vicious(Melee) <b>Keywords:</b> Hellforged									

Iron-caster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [135]	4	4+	-	5+	0	1	11/13	2	[90]
Shroud of the Saint									[25]
Surge (8)									[0]
Heal (5)									[20]
<b>Special Rules:</b> Individual, Inspiring, Ariagful's Flame <b>Keywords:</b> Dwarf, Hellforged									
Hero (Inf) 1 Spellcaster 2 [140]	4	4+	-	5+	0	1	11/13	2	[90]
Conjurer's Staff									[10]
Surge (8)									[0]
Heal (3)									[20]
Scorched Earth(2)									[20]
<b>Special Rules:</b> Individual, Inspiring, Ariagful's Flame <b>Keywords:</b> Dwarf, Hellforged									

Hexcaster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 Spellcaster 1 [95]	5	4+	-	5+	0	1	-/11	3	[70]
Ej Periscope									[5]
Hex (3)									[0]
Weakness (3)									[20]
<b>Special Rules:</b> Individual, Dampening Runes, Feedback <b>Keywords:</b> Hellforged									

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

Overmaster on Ancient Winged Halfbreed	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 [305]	10	3+	-	5+	1	9	17/19	6	[300]
Blade of Slashing									[5]
<b>Special Rules:</b> Crushing Strength(3), Fly, Inspiring, Nimble, Regeneration(5+), Vicious(Melee) <b>Keywords:</b> Abomination, Dwarf									

**Total Units:**  
**Total Primary Core Points:**

12  
2300 (100.0%)

**Total Unit Strength:**

19

<b>Custom Rule</b>	<b>Description</b>
Dampening Runes	Enemy spells targeting this unit always hit on 6+.
Feedback	After rolling to hit with Hex or Weakness, roll to damage for each hit scored with the Piercing (1) modifier.

<b>Special Rule</b>	<b>Description</b>
Ariagful's Flame	Whenever this unit rolls to damage with Fireball, it can re-roll all dice that score a natural, unmodified 1.
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.
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.
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.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previously suffered.
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.
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.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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).
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.

<b>Spell</b>	<b>Description</b>	<b>Special Rules</b>
<b>Heal</b> Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	

<b>Hex</b> Range: 30" Enemy	Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.
<b>Surge</b> 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.
<b>Weakness</b> Range: 24" Enemy, CC	Instead of causing damage, if one or more hits are scored, the target unit has a -1 modifier when rolling to damage enemy units during their next turn (any rolls the unit makes of natural six will still cause damage, however). This effect only applies once – multiple castings on the same target have no effect.
<b>Scorched Earth</b> Range: 18" Enemy	If one or more hits are successfully scored, during the following Turn any charges made by the target unit will be Hindered. In addition, the target unit cannot use the Strider and Pathfinder special rules for the duration of its next Turn.

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Ej Periscope	Infantry and Heavy Infantry only. This unit increases its Height by 1 when it draws Line of Sight.
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.
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Hann's Sanguinary Scripture	The unit gains the Lifeleech (+1) special rule.
Orb of Towering Presence	May not be taken by units with the Individual or Fly special rules. Increases the unit's Unit Strength by one, to a maximum of four.
Aegis of the Elohi	The unit gains the Iron Resolve special rule. If it already has Iron Resolve, it increases the amount of damage regained each time Iron Resolve is used to two.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Shroud of the Saint	The unit gains the Heal (3) spell, or if the unit already has a Heal spell, its value is increased by 2.