

Matt Goody - Clash of Kings

2300 / 2300 VALID

Abyssal Dwarfs [2300]

Abyssal Berserkers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop (10) [105]	5	3+	-	3+	1	12	-/13	2	[105]
<i>Special Rules: Crushing Strength(1), Vicious(Melee), Wild Charge(D3) Keywords: Berserker, Dwarf</i>									
Inf Troop (10) [105]	5	3+	-	3+	1	12	-/13	2	[105]
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Blacksouls	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde (40) [220]	4	4+	-	5+	4	25	21/23	2	[190]
Fiery Bulwark									[10]
Hammer of Measured Force									[20]
<i>Special Rules: Vicious(Melee), Iron Resolve(D3) Keywords: Dwarf</i>									

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

Lesser Obsidian Golems	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon Inf Horde (6) [215]	5	4+	-	6+	3	18	-/17	4	[215]
<i>Special Rules: Crushing Strength(2), Shambling, Vicious(Melee) Keywords: Hellforged</i>									
Mon Inf Horde (6) [215]	5	4+	-	6+	3	18	-/17	4	[215]
<i>Special Rules: Crushing Strength(2), Shambling, Vicious(Melee) Keywords: Hellforged</i>									

Abyssal Halfbreeds	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment (10) [215]	8	3+	-	4+	3	16	14/16	3	[195]
Blessing of the Gods									[20]
<i>Special Rules: Crushing Strength(1), Fury, Regeneration(5+), Thunderous Charge(1), Vicious(Melee), Elite Keywords: Abomination</i>									

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]
Chalice of Wrath									[15]
<i>Special Rules: Brutal, Crushing Strength(1), Regeneration(5+), Thunderous Charge(2), Vicious(Melee), Fury Keywords: Abomination</i>									

Hellfane	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [290]	6	3+	4+	6+	1	9	-/18	6	[265]
Hellforged Overmaster									[25]
Masterwork Pistols (18", Att: 5, Piercing(1), Steady Aim)									
<i>Special Rules: Aura(Brutal(Dwarf Only)), Crushing Strength(2), Rampage(D6), Strider, Thunderous Charge(2), Vicious, Aura(Wild Charge (+2) Infantry Only), Inspiring Keywords: Hellforged, Shrine</i>									

Overmaster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [125]	4	3+	-	6+	0	5	13/15	2	[105]
Infernal Advance									[20]
<i>Special Rules: Crushing Strength(1), Individual, Inspiring, Mighty, Vicious(Melee), Aura(Strider - Infantry only) Keywords: Dwarf</i>									

Hexcaster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 Spellcaster 1 [110]	5	4+	-	5+	0	1	-/11	2	[70]
Tome of Darkness									[20]
Surge (5)									
Hex (3)									[0]
Weakness (3)									[20]
<i>Special Rules: Individual, Dampening Runes, Feedback Keywords: Hellforged</i>									

Abyssal Halfbreed Champion	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [145]	8	3+	-	5+	0	6	12/14	3	[145]
<i>Special Rules: Crushing Strength(2), Individual, Inspiring, Mighty, Regeneration(5+), Vicious(Melee) Keywords: Abomination, Halfbreed</i>									

Total Units:
Total Primary Core Points:

14
2300 (100.0%)

Total Unit Strength:

22

Custom Rule	Description
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.

Special Rule	Description
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.
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.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
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.
Fury	While Wavering, this unit may still declare a Counter Charge.
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.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previously suffered.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Rampage	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the 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.
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.
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
Hex 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.	
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.	
Weakness 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.	

Artefact	Description
Chalice of Wrath	The unit gains the Fury special rule.
Blessing of the Gods	The unit gains the Elite special rule.
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
Tome of Darkness	The unit gains the Surge (5) spell, or if the unit already has a Surge spell, its value is increased by 3.