

Not enough guns

1995 / 1995 VALID

Abyssal Dwarfs [1995]

Abyssal Berserkers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [175] Slaver Nets <i>Special Rules: Crushing Strength(1), Vicious(Melee), Wild Charge(D3), Ordered March, Ensnare</i> Keywords: Berserker, Dwarf	5	3+	-	3+	3	15	-/17	2	[165] [10]
Inf Regiment [175] Slaver Nets <i>Special Rules: Crushing Strength(1), Vicious(Melee), Wild Charge(D3), Ordered March, Ensnare</i> Keywords: Berserker, Dwarf	5	3+	-	3+	3	15	-/17	2	[165] [10]

Blacksouls	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [120] Staying Stone <i>Special Rules: Vicious(Melee), Ordered March</i> Keywords: Dwarf	4	4+	-	5+	3	12	15/16	2	[115] [5]

Decimators	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [260] Blunderbuss (14", Piercing(1), Steady Aim, Vicious(Ranged)) <i>Special Rules: Ordered March</i> Keywords: Dwarf	4	4+	4+	4+	4	25	21/23	2	[260]
Inf Horde [260] Blunderbuss (14", Piercing(1), Steady Aim, Vicious(Ranged)) <i>Special Rules: Ordered March</i> Keywords: Dwarf	4	4+	4+	4+	4	25	21/23	2	[260]

Mutated Mastiff Hunting Pack*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Regiment [80] Throwing Mastiff <i>Special Rules: Crushing Strength(1 vs Cavalry Only), Vicious(Melee), Throwing Mastiff</i> Keywords: Abomination	6	4+	-	2+	1	9	10/12	1	[65] [15]
Swm Regiment [80] Throwing Mastiff <i>Special Rules: Crushing Strength(1 vs Cavalry Only), Vicious(Melee), Throwing Mastiff</i> Keywords: Abomination	6	4+	-	2+	1	9	10/12	1	[65] [15]
Swm Regiment [80] Throwing Mastiff <i>Special Rules: Crushing Strength(1 vs Cavalry Only), Vicious(Melee), Throwing Mastiff</i> Keywords: Abomination	6	4+	-	2+	1	9	10/12	1	[65] [15]

Katsuchan Rocket Launcher	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
WE 1 [85] Katsuchan Rocket Launcher (48", Blast(D3), Indirect, Piercing(1), Reload, Vicious(Ranged), Ignores Obscured) <i>Special Rules: Secured Position</i> Keywords: Dwarf, Hellforged	4	0+	5+	5+	0	4	10/12	2	[85]
WE 1 [85] Katsuchan Rocket Launcher (48", Blast(D3), Indirect, Piercing(1), Reload, Vicious(Ranged), Ignores Obscured) <i>Special Rules: Secured Position</i> Keywords: Dwarf, Hellforged	4	0+	5+	5+	0	4	10/12	2	[85]

Hellfane	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [290] Hellforged Overmaster 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</i> Keywords: Hellforged, Shrine	6	3+	4+	6+	2	9	-/18	6	[265] [25]

Overmaster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [155] Crystal Pendent of Retribution <i>Special Rules: Crushing Strength(1), Individual, Inspiring, Mighty, Vicious(Melee)</i> Keywords: Dwarf	4	3+	-	6+	0	5	13/15	2	[105] [50]

Abyssal Halfbreed Champion	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [150] Blade of Slashing <i>Special Rules: Crushing Strength(2), Fury, Individual, Inspiring, Mighty, Regeneration(5+), Vicious(Melee)</i> Keywords: Abomination, Halfbreed	8	3+	-	5+	0	6	12/14	3	[145] [5]

Total Units:

13

Total Unit Strength:

22

Total Primary Core Points:

1995 (100.0%)

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.
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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
Fury	While Wavering, this unit may still declare a Counter Charge.
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.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
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.
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.
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.
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.

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.
Staying Stone	The unit gains +1 to its Wavering stat value.
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 D6inches for their Regroup action, because they are deterred by the huge explosion.