

LGT Tony list abyssal dwarfs

2300 / 2300 VALID

Abyssal Dwarfs [2300]

Decimators	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [115] Blunderbuss (14", Piercing(1),Steady Aim, Vicious(Ranged)) Special Rules: Ordered March Keywords: Dwarf	4	4+	4+	4+	1	10	10/12	2	[115]

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

Lesser Obsidian Golems	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon Inf Horde [255] Charnox Pipes of Terror Magma Cannon (12", Att: 8, Ra: 4+, Piercing(1),Steady Aim) Special Rules: Crushing Strength(2),Shambling, Vicious(Melee),Brutal Keywords: Hellforged	5	4+	-	6+	3	18	-/17	4	[215] [30] [10]
Mon Inf Horde [245] Charnox Magma Cannon (12", Att: 8, Ra: 4+, Piercing(1),Steady Aim) Special Rules: 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) Special Rules: Crushing Strength(2),Shambling, Vicious(Melee) Keywords: Hellforged	5	4+	-	6+	3	18	-/17	4	[215] [30]

Abyssal Halfbreeds	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [205] Sir Jesse's Boots of Striding Special Rules: Crushing Strength(1),Fury, Regeneration(5+),Thunderous Charge(1),Vicious(Melee) Keywords: Abomination	8	3+	-	4+	3	16	15/17	3	[190] [15]
Cav Regiment [195] Staying Stone Special Rules: Crushing Strength(1),Fury, Regeneration(5+),Thunderous Charge(1),Vicious(Melee) Keywords: Abomination	8	3+	-	4+	3	16	16/17	3	[190] [5]

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) Special Rules: 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) Special Rules: Secured Position Keywords: Dwarf, Hellforged	4	0+	5+	5+	0	2	10/12	2	[115]

Iron-caster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [100] Surge (8) Heal (3) Special Rules: Individual, Inspiring, Ariagful's Flame Keywords: Dwarf, Hellforged	4	4+	-	5+	0	1	11/13	2	[50] [30] [20]
Hero (Inf) 1 Spellcaster 2 [95] Heal (3) Veil of Shadows[1](2) Special Rules: Individual, Inspiring, Ariagful's Flame Keywords: Dwarf, Hellforged	4	4+	-	5+	0	1	11/13	2	[50] [20] [25]

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

Supreme Iron-caster on Great Winged Halfbreed	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 Spellcaster 3 [300] Halfbreed Affinity Fireball (12) Heal (4) Special Rules: <i>Crushing Strength(3), Fly, Fury, Inspiring, Nimble, Radiance of Life, Vicious(Melee), Ariagful's Flame, Master of the Sacred Fire, Halfbreed Affinity</i> Keywords: <i>Abomination, Dwarf, Hellforged</i>	10	4+	-	5+	2	8	16/18	6	[250] [10] [20] [20]

Total Units: 14 **Total Unit Strength:** 20
Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
Master of the Sacred Fire	Once per turn, after successfully casting Fireball, the Supreme Iron Caster on Great Winged Halfbreed may choose to cast Heal, or Surge on a friendly unit anywhere within 12" of this model regardless of Arc or Line of Sight.
Halfbreed Affinity	for each friendly Abyssal Halfbreed or Abyssal Grotesque unit within 6", increase the amount of dice rolled with Bane Chant, Heal, Fireball, Lightning Bolt, Mind Fog, and Surge by 1 to a maximum bonus of +3

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.
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.
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.
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.
Radiance of Life	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per 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. Units with this rule add +1 to their US so long as they are outside of 6" of enemy units.
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.
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.

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. This Movement may bring a Surged unit within 1" of enemy units. 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.	
Veil of Shadows [1] Range: 0" Self	If one or more hits are scored, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.	

Artefact	Description
Staying Stone	The unit gains +1 to its Wavering stat value.
Pipes of Terror	This unit gains the Brutal special rule.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.