

Tony LGT ambush abyssal dwarfs

750 / 750 VALID



Abyssal Dwarfs [750]

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, Immortal	4	3+	-	5+	3	12	-/17	2	[160] [15] [15]
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, Immortal	4	3+	-	5+	3	12	-/17	2	[160] [15] [15]

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

Iron-caster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [105] Fireball (12) Bane Chant (2) <i>Special Rules:</i> Individual, Inspiring, Ariagful's Flame Keywords: Dwarf, Hellforged	4	4+	-	5+	0	1	11/13	2	[50] [35] [20]

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

Total Units: 5 **Total Unit Strength:** 7
Total Primary Core Points: 750 (100.0%)

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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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 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.
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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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.
Vicious	Whenever the unit rolls to damage, it must re-roll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
Bane Chant Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.

Artefact	Description
Fire-Oil	The unit gains both the Crushing Strength special rule (+1 - vs. units with Regeneration and the Piercing special rule (+1 - vs. units with Regeneration).