

Abyssal Dwarfs 3000

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Abyssal Dwarfs [3000]

Immortal Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [175] Infernal Wardens <i>Special Rules:</i> Regeneration(5+), Vicious(Melee), Ordered March, Crushing Strength(1) Keywords: Dwarf, Hellforged, Immortal	4	3+	-	5+	3	12	-/17	2	[160] [15]
Inf Regiment [175] Infernal Wardens <i>Special Rules:</i> Regeneration(5+), Vicious(Melee), Ordered March, Crushing Strength(1) Keywords: Dwarf, Hellforged, Immortal	4	3+	-	5+	3	12	-/17	2	[160] [15]

Gargoyles*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Troop [85] <i>Special Rules:</i> Fly, Nimble, Regeneration(4+) Keywords: Gargoyle	10	4+	-	3+	1	10	8/10	2	[85]
Hv Inf Troop [85] <i>Special Rules:</i> Fly, Nimble, Regeneration(4+) Keywords: Gargoyle	10	4+	-	3+	1	10	8/10	2	[85]
Hv Inf Troop [85] <i>Special Rules:</i> Fly, Nimble, Regeneration(4+) Keywords: Gargoyle	10	4+	-	3+	1	10	8/10	2	[85]
Hv Inf Troop [85] <i>Special Rules:</i> 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 [215] <i>Special Rules:</i> Crushing Strength(2), Shambling, Vicious(Melee) Keywords: Hellforged	5	4+	-	6+	3	18	-/17	4	[215]

Abyssal Halfbreeds	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [205] Sir Jesse's Boots of Striding <i>Special Rules:</i> 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 [210] Blessing of the Gods <i>Special Rules:</i> Crushing Strength(1), Fury, Regeneration(5+), Thunderous Charge(1), Vicious(Melee), Elite Keywords: Abomination	8	3+	-	4+	3	16	15/17	3	[190] [20]

Abyssal Grotesques	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde [260] Mead of Madness <i>Special Rules:</i> Brutal, Crushing Strength(1), Fury, Regeneration(5+), Strider, Thunderous Charge(2), Vicious(Melee), Wild Charge(1) Keywords: Abomination	7	4+	-	5+	3	18	16/18	4	[250] [10]
Lrg Cav Horde [250] <i>Special Rules:</i> Brutal, Crushing Strength(1), Fury, Regeneration(5+), Strider, Thunderous Charge(2), Vicious(Melee) Keywords: Abomination	7	4+	-	5+	3	18	16/18	4	[250]

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

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

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

Abyssal Grotesque Champion	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [220]	7	3+	-	5+	1	7	15/17	4	[220]
<i>Special Rules: Brutal, Crushing Strength(2), Fury, Inspiring, Nimble, Regeneration(5+), Strider, Thunderous Charge(1), Vicious(Melee)</i>									
<i>Keywords: Abomination</i>									
Hero (Lrg Cav) 1 [220]	7	3+	-	5+	1	7	15/17	4	[220]
<i>Special Rules: Brutal, Crushing Strength(2), Fury, Inspiring, Nimble, Regeneration(5+), Strider, Thunderous Charge(1), Vicious(Melee)</i>									
<i>Keywords: Abomination</i>									

Total Units: 18 **Total Unit Strength:** 27
Total Primary Core Points: 3000 (100.0%)

Custom Rule	Description
Feedback	After rolling to hit with Hex or Weakness, roll to damage for each hit scored with the Piercing (1) modifier.
Bhardoom!	Due to his ear-shattering battle-cry, Brakki Barka has both Very Inspiring and Dread.

Special Rule	Description
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.
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 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.
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.
Spellward	All spells, both Friendly and Enemy, targeting this unit suffer a -1 to hit modifier. Note that rolls of natural unmodified 6s still always hit.
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.
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.	
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	
Ej Periscope	Infantry and Heavy Infantry only. This unit increases its Height by 1 when it draws Line of Sight.	
Mead of Madness	The unit gains the Wild Charge (+1) 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.	
Blessing of the Gods	The unit gains the Elite special rule.	