

Forlorn Hope 24

2300 / 2300 VALID

Abyssal Dwarfs [2300]

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

| Decimators | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|-------|----|-------|
| Inf Horde [280] | 4 | 4+ | 4+ | 4+ | 4 | 25 | 21/23 | 2 | [260] |
| Hammer of Measured Force | | | | | | | | | [20] |
| Blunderbuss (14", Piercing(1), Steady Aim, Vicious(Ranged)) | | | | | | | | | |
| Special Rules: Ordered March Keywords: Dwarf | | | | | | | | | |

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

| Abyssal Halfbreeds | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|-------|----|-------|
| Cav Regiment [205] | 8 | 3+ | - | 4+ | 3 | 16 | 15/17 | 3 | [190] |
| Sir Jesse's Boots of Striding | | | | | | | | | [15] |
| Special Rules: Crushing Strength(1), Fury, Regeneration(5+), Thunderous Charge(1), Vicious(Melee) Keywords: Abomination | | | | | | | | | |
| Cav Regiment [205] | 8 | 3+ | - | 4+ | 3 | 16 | 15/17 | 3 | [190] |
| Helm of the Drunken Ram | | | | | | | | | [15] |
| Special Rules: Crushing Strength(1), Fury, Regeneration(5+), Thunderous Charge(2), Vicious(Melee) Keywords: Abomination | | | | | | | | | |

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

| Ba'su'su the Vile [1] | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|-------|----|-------|
| Hero (Hv Inf) 1 [210] | 10 | 3+ | - | 5+ | 0 | 7 | 14/16 | 2 | [210] |
| Special Rules: Crushing Strength(2), Fly, Individual, Inspiring, Mighty, Regeneration(5+) Keywords: Abomination, Gargoyle | | | | | | | | | |

| Infernox | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|------|----|-------|
| Hero (Lrg Inf) 1 [195] | 5 | 3+ | 4+ | 6+ | 1 | 6 | -/13 | 3 | [145] |
| The Ironmonger Warlord | | | | | | | | | [30] |
| Inspiring Talisman | | | | | | | | | [20] |
| Molten Boulder (12", Att: 3, Piercing(1), Steady Aim) | | | | | | | | | |
| Special Rules: Brutal, Crushing Strength(2), Nimble, Thunderous Charge(1), Vicious(Melee), Wild Charge(D3), Aura(Elite (Melee) - Infantry Only), Inspiring Keywords: Hellforged | | | | | | | | | |

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

| 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] |
| Special Rules: Brutal, Crushing Strength(2), Fury, Inspiring, Nimble, Regeneration(5+), Strider, Thunderous Charge(1), Vicious(Melee) Keywords: Abomination | | | | | | | | | |
| Hero (Lrg Cav) 1 [220] | 7 | 3+ | - | 5+ | 1 | 7 | 15/17 | 4 | [220] |
| Special Rules: Brutal, Crushing Strength(2), Fury, Inspiring, Nimble, Regeneration(5+), Strider, Thunderous Charge(1), Vicious(Melee) Keywords: Abomination | | | | | | | | | |

Total Units:

13

Total Unit Strength:

22

Total Primary Core Points:

2300 (100.0%)

| Custom Rule | Description |
|-------------------|--|
| Bhardoom! | Due to his ear-shattering battle-cry, Brakki Barka has both Very Inspiring and Dread. |
| 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. |
| 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. |
| 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. |
| 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. |
| 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. |

| Artefact | Description |
|-------------------------------|---|
| Helm of the Drunken Ram | The unit gains the Thunderous Charge (+1) special rule, but may not benefit from either the Strider or Pathfinder special rules when carrying out a Charge. |
| Sir Jesse's Boots of Striding | Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn. |
| Hammer of Measured Force | In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers. |
| Inspiring Talisman | The unit gains the Inspiring special rule. |