

# Abyssal Dwarfs

2300 / 2300 VALID

## Abyssal Dwarfs [2300]

Decimators	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Inf Regiment [155]</b> Blunderbuss (14", Piercing(1),Steady Aim, Vicious(Ranged)) <b>Special Rules:</b> Ordered March <b>Keywords:</b> Dwarf	4	4+	4+	4+	3	12	14/16	2	[155]
<b>Inf Regiment [155]</b> Blunderbuss (14", Piercing(1),Steady Aim, Vicious(Ranged)) <b>Special Rules:</b> Ordered March <b>Keywords:</b> Dwarf	4	4+	4+	4+	3	12	14/16	2	[155]
<b>Inf Regiment [155]</b> Blunderbuss (14", Piercing(1),Steady Aim, Vicious(Ranged)) <b>Special Rules:</b> Ordered March <b>Keywords:</b> Dwarf	4	4+	4+	4+	3	12	14/16	2	[155]

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

Lesser Obsidian Golems	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Mon Inf Horde [215]</b> <b>Special Rules:</b> Crushing Strength(2),Shambling, Vicious(Melee) <b>Keywords:</b> Hellforged	5	4+	-	6+	3	18	-/17	4	[215]
<b>Mon Inf Horde [215]</b> <b>Special Rules:</b> Crushing Strength(2),Shambling, Vicious(Melee) <b>Keywords:</b> Hellforged	5	4+	-	6+	3	18	-/17	4	[215]

Abyssal Halfbreeds	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Cav Regiment [195]</b> Staying Stone <b>Special Rules:</b> Crushing Strength(1),Fury, Regeneration(5+),Thunderous Charge(1),Vicious(Melee) <b>Keywords:</b> Abomination	8	3+	-	4+	3	16	16/17	3	[190] [5]

Infernok [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Titan 1 [255]</b> <b>Special Rules:</b> Brutal, Crushing Strength(4),Shambling, Strider, Vicious(Melee),Bound Soul <b>Keywords:</b> Hellforged	6	4+	-	6+	2	12	-/19	6	[255]

Dravak Dalkan [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Inf) 1 Spellcaster 2 [155]</b> Fireball (12) Heal (3) Surge (12) <b>Special Rules:</b> Crushing Strength(1),Individual, Inspiring, Lifeleech, Ariagful's Flame, Command, Possession <b>Keywords:</b> Dwarf, Hellforged	4	4+	-	5+	0	2	12/14	2	[155] [0] [0] [0]

Abyssal Halfbreed Champion	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Cav) 1 [160]</b> Mournful Blade <b>Special Rules:</b> Crushing Strength(2),Fury, Individual, Inspiring, Mighty, Regeneration(5+),Vicious(Melee),Command, Duelist <b>Keywords:</b> Abomination, Halfbreed	8	3+	-	5+	0	6	12/14	3	[145] [15]

[F] Slave Orc Gore Riders (The Brewing Rebellion) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Cav Regiment [140]</b> <b>Special Rules:</b> Crushing Strength(1),Thunderous Charge(2) <b>Keywords:</b> Orc, Slave	8	4+	-	4+	3	16	12/14	3	[140]

[F] Slave Orc Gore Riders (The Brewing Rebellion) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Cav Regiment [140]</b> <b>Special Rules:</b> Crushing Strength(1),Thunderous Charge(2) <b>Keywords:</b> Orc, Slave	8	4+	-	4+	3	16	12/14	3	[140]

[F] Jag Bloodspike, Brutal Gladiator (The Brewing Rebellion) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [190]	8	3+	-	5+	0	7	14/16	3	[190]
<i>Special Rules:</i> Aura(Wild Charge (2) - Slave Only),Brutal, Command, Crushing Strength(2),Individual, Mighty, Rallying(2 - Slave only),Thunderous Charge(1),Very Inspiring <b>Keywords:</b> Orc									

Total Units:

14

Total Unit Strength:

28

Total Primary Core Points:

2300 (100.0%)

Custom Rule	Description
Possession	If Infernok is also in the player's army, unless Infernok is Engaged or Disordered, Infernok may cast any spells available to Dravak Dalkan and gains the Ariagful's Flame Unique Special Rule.
Bound Soul	As long as a friendly core Dravak Dalkan is alive and in play, Infernok has the Inspiring (Self) special rule.

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.
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.
Bound Soul	As long as a friendly core Dravak Dalkan is alive and in play, Infernok has the Inspiring (Self) special rule.
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.
Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Duelist	While attacking enemy Individuals in Melee, this unit triples its number of Attacks.
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 6inches 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.
Lifeleech	When this unit completes its to-hit and to-damage rolls in Melee combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of n. Lifeleech has a maximum total of 3.
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.

Possession	If Infernok is also in the player's army, unless Infernok is Engaged or Disordered, Infernok may cast any spells available to Dravak Dalkan and gains the Ariagful's Flame Unique Special Rule.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
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.
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.

Spell	Description	Special Rules
<b>Fireball</b> Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
<b>Heal</b> Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
<b>Surge</b> 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.	

Artefact	Description
Staying Stone	The unit gains +1 to its Wavering stat value.
Mournful Blade	Individuals only. The unit gains the Duelist special rule.