

Target

2300

Points

2300 ABYSSAL DWARFS - ADEPTICON

Current

2300

Points



ABYSSAL DWARFS

EVIL

Blacksouls

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	4	4	-	5	2	4	25	21/23	190
Fiery Bulwark [1] - Gain Iron Resolve, regain D3 points when used									10
									[200]
Vicious (Melee), Iron Resolve, Fiery Bulwark [1]									
Keywords: Dwarf									

Gargoyles*

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	10	4	-	3	2	1	10	8/10	[85]
Fly, Nimble, Regeneration (4+)									
Keywords: Gargoyle									

Mutated Mastiff Hunting Pack*

Swarm

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	6	4	-	2	1	1	9	10/12	[65]
Crushing Strength (1 - vs Cavalry only), Vicious (Melee)									
Keywords: Abomination									
Regiment(3)	6	4	-	2	1	1	9	10/12	[65]
Crushing Strength (1 - vs Cavalry only), Vicious (Melee)									
Keywords: Abomination									
Regiment(3)	6	4	-	2	1	1	9	10/12	[65]
Crushing Strength (1 - vs Cavalry only), Vicious (Melee)									
Keywords: Abomination									

Abyssal Halfbreeds									Cavalry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	3	-	4	3	3	16	14/16	200
Sir Jesse's Boots of Striding									15
Crushing Strength (1), Fury, Regeneration (5+), Thunderous Charge (1), Vicious (Melee)									[215]
Keywords: Abomination									
Lesser Obsidian Golems									Monstrous Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	5	4	-	6	4	3	18	-/17	215
Upgrade with a Charnox, gaining the ranged attack - Magma Cannon: 12", Att: 8, Ra: 4+, Piercing (1), Steady Aim									30
Crushing Strength (2), Shambling, Vicious (Melee)									[245]
Keywords: Hellforged									
Horde(6)	5	4	-	6	4	3	18	-/17	215
Upgrade with a Charnox, gaining the ranged attack - Magma Cannon: 12", Att: 8, Ra: 4+, Piercing (1), Steady Aim									30
Crushing Strength (2), Shambling, Vicious (Melee)									[245]
Keywords: Hellforged									
Horde(6)	5	4	-	6	4	3	18	-/17	215
Upgrade with a Charnox, gaining the ranged attack - Magma Cannon: 12", Att: 8, Ra: 4+, Piercing (1), Steady Aim									30
Crushing Strength (2), Shambling, Vicious (Melee)									[245]
Keywords: Hellforged									
Greater Obsidian Golem									Titan
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	4	-	6	6	1	12	-/19	[235]
Crushing Strength (3), Shambling, Strider, Vicious (Melee)									
Keywords: Hellforged									

Hexcaster									Hero (Hv Inf) Spellcaster: 1	
Unit Size		Sp	Me	Ra	De	H	US	At	Ne	Pts
1		5	4	-	5	2	0	1	-/11	70
	Tome of Darkness									20
	Weakness (3)									20
										[110]
	Dampening Runes, Feedback, Individual									
	Spells: Hex (3), Weakness (3)									
	Keywords: Hellforged									
1		5	4	-	5	2	0	1	-/11	70
	Inspiring Talisman									20
	Weakness (3)									20
										[110]
	Dampening Runes, Feedback, Individual									
	Spells: Hex (3), Weakness (3)									
	Keywords: Hellforged									
Iron-caster									Hero (Inf) Spellcaster: 2	
Unit Size		Sp	Me	Ra	De	H	US	At	Ne	Pts
1		4	4	-	5	2	0	1	11/13	90
	Crown of the Wizard King									15
	Bane Chant (2)									20
	Replace Fireball (10) with Surge (8)									0
										[125]
	Ariagful's Flame, Individual, Inspiring									
	Spells: Bane Chant (2), Surge (8)									
	Keywords: Dwarf, Hellforged									
Abyssal Halfbreed Champion									Hero (Cav)	
Unit Size		Sp	Me	Ra	De	H	US	At	Ne	Pts
1		8	3	-	5	3	0	6	12/14	[145]
	Crushing Strength (2), Individual, Inspiring, Mighty, Regeneration (5+), Vicious (Melee)									
	Keywords: Halfbreed									
1		8	3	-	5	3	0	6	12/14	[145]
	Crushing Strength (2), Individual, Inspiring, Mighty, Regeneration (5+), Vicious (Melee)									
	Keywords: Halfbreed									

Total Unit Strength: 21
Total Core: 2300 (100%)

Total Units: 15



SPECIAL RULES AND SPELLS:

Ariagful's Flame	Whenever this unit rolls to damage with Fireball, it can re-roll all dice that score a natural, unmodified 1.
Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Crown of the Wizard King	The unit gains an additional 6" range on all of its spells that target Friendly units.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Dampening Runes	Enemy spells targeting this unit always hit on 6+.
Feedback	After rolling to hit with Hex or Weakness, roll to damage for each hit scored with the Piercing (1) modifier.
Fiery Bulwark [1]	When this unit's Iron Resolve is used, it can regain D3 points of damage previously suffered, instead of one.
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. 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 <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
Fury	While Wavering, this unit may still declare a Counter Charge.
Hex	Spell: 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.
Individual	See page 34 (page 30 in gamers edition)
Inspiring	If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Inspiring Talisman	The unit gains the <i>Inspiring</i> special rule.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previous suffered.
Mighty	Individuals with the <i>Mighty</i> 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.
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 <i>Scout</i> move.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
Surge	<p>Spell: 12", Friendly Shambling only - For each hit, the target unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the <i>Fly</i> special rule is not in effect for this movement.</p> <p>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.</p> <p>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.</p> <p>If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged.</p> <p>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.</p> <p>This spell has no effect on units with Speed 0.</p>
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 <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Tome of Darkness	The unit gains the Surge (5) spell, or if the unit already has a Surge spell, its value is increased by 3.
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Weakness	Spell: 24", 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 a natural six will still cause damage, however). This effect only applies once - multiple castings on the same target have no effect.