

# Adepticon# 2

2300 / 2300 VALID



## Abyssal Dwarfs [2300]

Blacksouls Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [115]	4	4+	-	5+	3	12	14/16	2	[115]
<i>Special Rules: Vicious(Melee) Keywords: Dwarf</i>									

Immortal Guard Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (10) [120]	4	3+	-	5+	1	10	-/13	2	[105]
Throwing Mastiff									[15]
<i>Special Rules: Regeneration(5+), Vicious(Melee), Throwing Mastiff Keywords: Dwarf, Hellforged, Immortal</i>									
Troop (10) [120]	4	3+	-	5+	1	10	-/13	2	[105]
Throwing Mastiff									[15]
<i>Special Rules: Regeneration(5+), Vicious(Melee), Throwing Mastiff Keywords: Dwarf, Hellforged, Immortal</i>									

Decimators Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [290]	4	4+	4+	4+	4	25	21/23	2	[260]
Blessing of the Gods									[30]
Blunderbuss (12", Piercing(1), Steady Aim, Vicious(Ranged))									
<i>Special Rules: Elite Keywords: Dwarf</i>									

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

Slave Orc Gore Riders* Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [135]	8	4+	-	4+	3	16	12/14	3	[135]
<i>Special Rules: Crushing Strength(1), Thunderous Charge(1) Keywords: Orc, Slave</i>									
Regiment (10) [135]	8	4+	-	4+	3	16	12/14	3	[135]
<i>Special Rules: Crushing Strength(1), Thunderous Charge(1) Keywords: Orc, Slave</i>									

Abyssal Halfbreeds Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [210]	8	3+	-	4+	3	16	14/16	3	[195]
Sir Jesse's Boots of Striding									[15]
<i>Special Rules: Crushing Strength(1), Fury, Regeneration(5+), Thunderous Charge(1), Vicious(Melee) Keywords: Abomination</i>									

Angkor Heavy Mortar War Engine	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [115]	4	0+	5+	5+	0	2	10/12	2	[115]
Angkor Heavy Mortar (48", Blast(D3+2), Indirect, Piercing(2), Reload, Shattering, Vicious(Ranged), Ignores Obscured)									
<i>Keywords: Dwarf, Hellforged</i>									
1 [115]	4	0+	5+	5+	0	2	10/12	2	[115]
Angkor Heavy Mortar (48", Blast(D3+2), Indirect, Piercing(2), Reload, Shattering, Vicious(Ranged), Ignores Obscured)									
<i>Keywords: Dwarf, Hellforged</i>									

Iron-caster Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [135]	4	4+	-	5+	0	1	11/13	2	[90]
Conjurer's Staff									[10]
Surge (8)									[0]
Bane Chant (2)									[20]
Mind Fog (2)									[15]
<i>Special Rules: Individual, Inspiring, Ariagful's Flame Keywords: Dwarf, Hellforged</i>									

Hexcaster Hero (Heavy Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [110]	5	4+	-	5+	0	1	-/11	2	[70]
Inspiring Talisman									[20]
Hex (3)									[0]
Weakness (3)									[20]
<i>Special Rules: Individual, Dampening Runes, Feedback, Inspiring Keywords: Hellforged</i>									

Infernox Hero (Large Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [150] Hann's Sanguinary Scripture <i>Special Rules: Brutal, Crushing Strength(2), Nimble, Thunderous Charge(1), Vicious(Melee), Wild Charge(D3), Lifeleech(1)</i> <b>Keywords:</b> Hellforged	5	3+	-	6+	1	6	-/13	3	[140] [10]

Taskmaster on Chariot Hero (Chariot)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [120] Pipes of Terror <i>Special Rules: Inspiring, Nimble, Rallying(1 - Slaves Only), Thunderous Charge(2), Vicious(Melee), Brutal</i> <b>Keywords:</b> Dwarf	8	3+	-	4+	1	5	11/13	3	[110] [10]

**Total Units:** 15      **Total Unit Strength:** 26  
**Total Primary Core Points:** 2300 (100.0%)

Custom Rule	Description
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.

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.
Blast	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.
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.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Fury	While Wavering, this unit may still declare a Counter Charge.
Ignores Obscured	Ranged attacks made by this unit do not suffer the -1 to hit modifier from Cover that is granted by targeting an Obscured Target (although the unit may still benefit from Cover from another source (e.g. by being Concealed)).
Indirect	The unit cannot make Ranged attacks on targets that are within 12".
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.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.

Shattering	If a unit is damaged by the ranged attacks of one or more units with this rule, add one to the subsequent Nerve test at the end of the Ranged phase. If an enemy unit is subject to both the Shattering and Dread special rules, the attacking player must choose to use either the Shattering or the Dread modifiers. Both cannot be applied against the same unit.
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.
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).
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, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.

Spell	Description	Special Rules
<b>Bane Chant</b> 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.	
<b>Hex</b> 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.	
<b>Mind Fog</b> Range: 36" Enemy	Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused.	Shattering
<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. 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.	
<b>Weakness</b> 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
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Hann's Sanguinary Scripture	The unit gains the Lifeleech (+1) special rule.
Pipes of Terror	This unit gains the Brutal 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.
Inspiring Talisman	The unit gains the Inspiring special rule.