

Adepticlash - Blake Shrode AD 2300 - Dharvish Killgore's Marching Blitzkrieg!

2300 / 2300 VALID

Abyssal Dwarfs [2300]

Immortal Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [190] Throwing Mastiff Infernal Wardens <i>Special Rules:</i> Regeneration(5+), Vicious(Melee), Ordered March, Throwing Mastiff, Crushing Strength(1) Keywords: Dwarf, Hellforged, Immortal	4	3+	-	5+	3	12	-/17	2	[160] [15] [15]
Inf Regiment [190] Throwing Mastiff Infernal Wardens <i>Special Rules:</i> Regeneration(5+), Vicious(Melee), Ordered March, Throwing Mastiff, Crushing Strength(1) Keywords: Dwarf, Hellforged, Immortal	4	3+	-	5+	3	12	-/17	2	[160] [15] [15]
Inf Regiment [190] Throwing Mastiff Infernal Wardens <i>Special Rules:</i> Regeneration(5+), Vicious(Melee), Ordered March, Throwing Mastiff, Crushing Strength(1) Keywords: Dwarf, Hellforged, Immortal	4	3+	-	5+	3	12	-/17	2	[160] [15] [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]

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 [190] <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]

Hellfane	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [290] Hellforged Overmaster Masterwork Pistols (18", Att: 5, Piercing(1), Steady Aim) <i>Special Rules:</i> Aura(Brutal(Dwarf Only)), Crushing Strength(2), Rampage(D6), Strider, Thunderous Charge(2), Vicious, Aura(Wild Charge (+2)) Infantry Only, Inspiring Keywords: Hellforged, Shrine	6	3+	4+	6+	2	9	-/18	6	[265] [25]

Greater Obsidian Golem	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [235] <i>Special Rules:</i> Crushing Strength(3), Shambling, Strider, Vicious(Melee) Keywords: Hellforged	6	4+	-	6+	2	12	-/19	6	[235]

Iron-caster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [110] Amulet of the Fireheart Bane Chant (2) Scorched Earth(3) <i>Special Rules:</i> Individual, Inspiring, Ariagful's Flame Keywords: Dwarf, Hellforged	4	4+	-	5+	0	1	11/13	2	[50] [10] [20] [30]

Hexcaster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 Spellcaster 1 [90] Hex (3) Weakness (3) <i>Special Rules:</i> Individual, Spellward, Feedback Keywords: Hellforged	5	4+	-	5+	0	1	-/11	2	[70] [0] [20]

Infernox	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [190]	5	3+	4+	6+	1	6	-/13	3	[145]
The Ironmonger Warlord									
Sacred Horn									
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)									
Keywords: Hellforged									

Abyssal Halfbreed Champion	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [160]	8	3+	-	5+	0	6	12/14	3	[145]
Axe of the Giant Slayer									
Special Rules: Crushing Strength(2), Fury, Individual, Inspiring, Mighty, Regeneration(5+), Vicious(Melee), Slayer(D3) Keywords: Abomination, Halfbreed									

Total Units: 13 **Total Unit Strength:** 24
Total Primary Core Points: 2300 (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.

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.
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.
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.
Rampage	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
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.
Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
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.
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.
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, 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
Bane Chant 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.	
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.	
Scorched Earth Range: 18" Enemy	If one or more hits are successfully scored, during the following Turn any charges made by the target unit will be Hindered. In addition, the target unit cannot use the Strider and Pathfinder special rules for the duration of its next Turn.	

Artefact	Description
Amulet of the Fireheart	Once per game, immediately after casting a spell, the unit may cast a second, different spell. The unit cannot use this artefact to cast more than two spells in a single turn.
Axe of the Giant Slayer	Individuals only. The unit gains the Slayer (D3) special rule.
Sacred Horn	The unit gains as additional 3inch range to all of its Auras.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.