Brinton Williams Adepticon 2024 Abyssal Dwarfs [2300]

2300 / 2300 VALID

Decimators	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
nf Horde [260]	4	4+	4+	4+	4	25	21/23	2	[260]
Blunderbuss (14", Piercing(1), Steady Air	m, Vicious(R	Ranged))				_			
Special Rules: Ordered March Keyw		f							
nf Horde [290]	4	4+	4+	4+	4	25	21/23	2	[260]
Blessing of the Gods									[30]
Blunderbuss (14", Piercing(1), Steady Air									
Special Rules: Ordered March, Elite	Keywords:	Dwarf							
Lesser Obsidian Golems	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Non Inf Regiment [160]	5	4+	-	6+	2	9	-/14	4	[130]
Charnox						-			[30]
Magma Cannon (12", Att: 8, Ra: 4+, Pier									
Special Rules: Crushing Strength(2),	Shambling,	Vicious(Mele	ee) Keywo	rds: Hellforg	led				
Ion Inf Regiment [160]	5	4+	-	6+	2	9	-/14	4	[130]
Charnox									[30]
Magma Cannon (12", Att: 8, Ra: 4+, Pier		• /							
Special Rules: Crushing Strength(2),			ee) Keywo	-		^	14.4	4	[400]
Aon Inf Regiment [160]	5	4+	-	6+	2	9	-/14	4	[130]
Charnox Magma Cannon (12" Att: 8 Po: 4) Pior	roing(1) Star	adv Aim							[30]
Magma Cannon (12", Att: 8, Ra: 4+, Pier			no) Korrer	rde: Ualifara	od				
Special Rules: Crushing Strength(2), Ion Inf Regiment [160]	5 snambling,	VICIOUS(IVIEI)	ee, neywo	6+	2	9	-/14	4	[130]
Charnox	5	47	-	0+	2	9	-/14	4	[130]
Magma Cannon (12", Att: 8, Ra: 4+, Pier	rcing(1) Stee	adv Aim)							[30]
Special Rules: Crushing Strength(2),	0.	, ,	ee) Kevwo	rds: Hellford	red				
Ion Inf Regiment [160]	5	4+	-	6+	2	9	-/14	4	[130]
Charnox	_				_				[30]
Magma Cannon (12", Att: 8, Ra: 4+, Pier	rcina(1).Stea	adv Aim)							[]
Special Rules: Crushing Strength(2),			ee) Keywo	rds: Hellforg	led				
Abyssal Halfbreeds	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [205]	8	3+	-	4+	3	16	15/17		
	U							.5	[190]
					3	10	13/17	3	[190] [15]
Sir Jesse's Boots of Striding Special Rules: Crushing Strength(1).	Fury, Reger	neration(5+).	Thunderou						[190] [15]
Special Rules: Crushing Strength(1),	Fury, Reger 9	neration(5+), 3+	Thunderou -						[15]
			Thunderou -	is Charge(1),	Vicious(Me	lee) Keywo l	'ds: Abomina	ation	[15]
Special Rules: Crushing Strength(1), Cav Regiment [210]	9	3+	-	us Charge(1), 4+	Vicious(Mei 3	lee) Keywol 16	'ds: Abomina 15/17	ation 3	[15]
Special Rules: Crushing Strength(1), Cav Regiment [210] Brew of Haste	9	3+	-	us Charge(1), 4+	Vicious(Mei 3	lee) Keywol 16	'ds: Abomina 15/17	ation 3	[15]
Special Rules: Crushing Strength(1), Cav Regiment [210] Brew of Haste Special Rules: Crushing Strength(1),	9	3+ neration(5+),	- Thunderou	us Charge(1), 4+ us Charge(1),	Vicious(Mei 3	lee) Keywol 16 lee) Keywol	r ds: Abomina 15/17 r ds: Abomina	ation 3 ation	[15] [190] [20]
Special Rules: Crushing Strength(1), Cav Regiment [210] Brew of Haste Special Rules: Crushing Strength(1), Iron-caster	9 Fury, Reger Sp	3+ neration(5+), Me	-	us Charge(1), 4+ us Charge(1), De	Vicious(Mei 3 Vicious(Mei US	lee) Keywol 16 lee) Keywol Att	rds: Abomina 15/17 rds: Abomina Ne	ation 3 ation Ht	[15] [190] [20] Pts
Special Rules: Crushing Strength(1), Cav Regiment [210] Brew of Haste Special Rules: Crushing Strength(1), Iron-caster Hero (Inf) 1 Spellcaster 2 [125]	9 Fury, Reger	3+ neration(5+),	- Thunderou	us Charge(1), 4+ us Charge(1),	Vicious(Mei 3 Vicious(Mei	lee) Keywol 16 lee) Keywol	r ds: Abomina 15/17 r ds: Abomina	ation 3 ation	[15] [190] [20] Pts [50]
Special Rules: Crushing Strength(1), Cav Regiment [210] Brew of Haste Special Rules: Crushing Strength(1), Iron-caster Hero (Inf) 1 Spellcaster 2 [125] Shroud of the Saint	9 Fury, Reger Sp	3+ neration(5+), Me	- Thunderou	us Charge(1), 4+ us Charge(1), De	Vicious(Mei 3 Vicious(Mei US	lee) Keywol 16 lee) Keywol Att	rds: Abomina 15/17 rds: Abomina Ne	ation 3 ation Ht	[15] [190] [20] Pts [50] [25]
Special Rules: Crushing Strength(1), Cav Regiment [210] Brew of Haste Special Rules: Crushing Strength(1), Iron-caster lero (Inf) 1 Spellcaster 2 [125] Shroud of the Saint Surge (8)	9 Fury, Reger Sp	3+ neration(5+), Me	- Thunderou	us Charge(1), 4+ us Charge(1), De	Vicious(Mei 3 Vicious(Mei US	lee) Keywol 16 lee) Keywol Att	rds: Abomina 15/17 rds: Abomina Ne	ation 3 ation Ht	[15] [190] [20] Pts [50] [25] [30]
Special Rules: Crushing Strength(1), Cav Regiment [210] Brew of Haste Special Rules: Crushing Strength(1), Iron-caster Hero (Inf) 1 Spellcaster 2 [125] Shroud of the Saint	9 Fury, Reger Sp 4	3+ neration(5+), Me 4+	- Thunderou Ra -	us Charge(1), 4+ us Charge(1), De 5+	Vicious(Mei 3 Vicious(Mei US	lee) Keywol 16 lee) Keywol Att	rds: Abomina 15/17 rds: Abomina Ne	ation 3 ation Ht	[15] [190] [20] Pts [50] [25]
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Special Rules: Crushing Strength(1), Cav Regiment [210] Brew of Haste Special Rules: Crushing Strength(1), Iron-caster Hero (Inf) 1 Spellcaster 2 [125] Shroud of the Saint Surge (8) Heal (5) Special Rules: Individual, Inspiring, A Hero (Inf) 1 Spellcaster 2 [110] Conjurer's Staff	9 Fury, Reger Sp 4 Ariagful's Fla	3+ neration(5+), Me 4+ me Keywor	- Thunderou Ra -	ns Charge(1), 4+ as Charge(1), De 5+ Hellforged	Vicious(Mei 3 Vicious(Mei US 0	dee) Keywor 16 dee) Keywor Att 1	rds: Abomina 15/17 rds: Abomina <u>Ne</u> 11/13	ation 3 ation <u>Ht</u> 2	[15] [190] [20] Pts [50] [25] [30] [20] [50] [10]
Special Rules: Crushing Strength(1), Cav Regiment [210] Brew of Haste Special Rules: Crushing Strength(1), Iron-caster Hero (Inf) 1 Spellcaster 2 [125] Shroud of the Saint Surge (8) Heal (5) Special Rules: Individual, Inspiring, A Hero (Inf) 1 Spellcaster 2 [110] Conjurer's Staff Surge (8)	9 Fury, Reger <u>Sp</u> 4 Ariagful's Fla 4	3+ neration(5+), Me 4+ me Keywor 4+	- Thunderou Ra - ds: Dwarf, -	is Charge(1), 4+ is Charge(1), De 5+ Hellforged 5+	Vicious(Mei 3 Vicious(Mei US 0	dee) Keywor 16 dee) Keywor Att 1	rds: Abomina 15/17 rds: Abomina <u>Ne</u> 11/13	ation 3 ation <u>Ht</u> 2	[15] [190] [20] Pts [50] [25] [30] [20] [50] [10] [30]
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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.				
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.				
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.				
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.				
Mighty	Individuals with the Mighty special rule are no longer Yielding.				
Ordered March	When Issuing an At The Double order, this unit can make a single pivot around its centre of up to current facing at any point during the order.	90 degrees from its			
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to	o 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.				
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout m	iove.			
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.				
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 Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one wh Hindered (to a minimum of zero).				
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.				
Spell	Description	Special Rules			
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.				
Surge 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.				

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.
Wingbane Cloak	The unit gains the Ensnare special rule against units with the Fly special rule. This artefact may not be given to units with the Fly 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.
Brew of Haste	This unit increases its Speed stat by +1.
Shroud of the Saint	The unit gains the Heal (3) spell, or if the unit already has a Heal spell, its value is increased by 2.