

Adepticon '24 Abyssal Dwarf army for Adepticlash 2300 pts

2300 / 2300 VALID

Abyssal Dwarfs [2300]

Blacksouls	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [215]	4	4+	-	5+	4	25	21/23	2	[190]
Throwing Mastiff									[15]
Fiery Bulwark									[10]
Special Rules: Vicious(Melee), Ordered March, Throwing Mastiff, Iron Resolve(D3) Keywords: Dwarf									

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

Decimators	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [310]	4	4+	4+	4+	4	25	21/23	2	[260]
Mobile Katsuchan									[20]
Blessing of the Gods									[30]
Blunderbuss (14", Piercing(1), Steady Aim, Vicious(Ranged))									
Mobile Katsuchan (Single Use) (24", Att: 3, Blast, Indirect, Reload, Vicious(Ranged))									
Special Rules: Ordered March, Elite Keywords: Dwarf									

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

Lesser Obsidian Golems	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon Inf Horde [245]	5	4+	-	6+	3	18	-/17	4	[215]
Charnox									[30]
Magma Cannon (12", Att: 8, Ra: 4+, Piercing(1), Steady Aim)									
Special Rules: Crushing Strength(2), Shambling, Vicious(Melee) Keywords: Hellforged									
Mon Inf Horde [215]	5	4+	-	6+	3	18	-/17	4	[215]
Special Rules: Crushing Strength(2), Shambling, Vicious(Melee) Keywords: Hellforged									

Abyssal Halfbreeds	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [200]	8	3+	-	4+	3	16	15/17	3	[190]
Mead of Madness									[10]
Special Rules: Crushing Strength(1), Fury, Regeneration(5+), Thunderous Charge(1), Vicious(Melee), Wild Charge(1) Keywords: Abomination									

Dragon Fire-Team	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
WE 1 [85]	5	0+	4+	5+	0	12	10/12	2	[85]
Blackfire-gun (14", Steady Aim, Vicious(Ranged))									
Special Rules: Nimble Keywords: Dwarf, Hellforged									

Angkor Heavy Mortar	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
WE 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)									
Special Rules: Secured Position Keywords: Dwarf, Hellforged									

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

Iron-caster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 3 [140]	4	4+	-	5+	0	1	11/13	2	[50]
Tome of Darkness									
Knowledgeable[1]									[10]
Incantation of the Tempest[1]									[10]
Surge (11)									[30]
Heal (3)									[20]
Special Rules: Individual, Inspiring, Ariagful's Flame Keywords: Dwarf, Hellforged									

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

Infernox	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [175]	5	3+	4+	6+	1	6	-/13	3	[145]
The Ironmonger Warlord									
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									

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.
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.
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.
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 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.

Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains (n) points of damage previously suffered to a maximum of 3. If no value is specified, the unit has Iron Resolve (1).
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.
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.
Secured Position	This unit is considered a Scoring Unit with a Unit Strength of 0.
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.
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.

Arcane Ability	Description
Knowledgable [1]	Spellcaster Tier +1
Incantation of the Tempest [1]	Before casting any spells, this unit may roll a single die. On a result of 4+, this unit may reroll any misses on spells it casts this Turn. If the unit does not roll a 4+, it must reroll any hits on spells it casts this Turn.

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.	
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.	
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.

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.

Artefact	Description
Mead of Madness	The unit gains the Wild Charge (+1) special rule.
Blessing of the Gods	The unit gains the Elite special rule.
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.