

BOTR OM, NE - Dharvish Killgore's Crushing Avalanche - Blake Shrode Copy

2300 / 2300 VALID

Abyssal Dwarfs [2300]

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

Lesser Obsidian Golems	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon Inf Horde (6) [265]	6	4+	-	6+	3	18	-/17	4	[215]
Charnox [30]									
Brew of Haste [20]									
Magma Cannon (12", Att: 8, Ra: 4+, Piercing(1),Steady Aim)									
<i>Special Rules: Crushing Strength(2),Shambling, Vicious(Melee) Keywords: Hellforged</i>									
Mon Inf Horde (6) [290]	5	3+	-	6+	3	18	-/17	4	[215]
Charnox [30]									
Brew of Sharpness [45]									
Magma Cannon (12", Att: 8, Ra: 4+, Piercing(1),Steady Aim)									
<i>Special Rules: Crushing Strength(2),Shambling, Vicious(Melee) Keywords: Hellforged</i>									
Mon Inf Horde (6) [245]	5	4+	-	6+	3	18	-/17	4	[215]
Charnox [30]									
Magma Cannon (12", Att: 8, Ra: 4+, Piercing(1),Steady Aim)									
<i>Special Rules: Crushing Strength(2),Shambling, Vicious(Melee) Keywords: Hellforged</i>									
Mon Inf Horde (6) [245]	5	4+	-	6+	3	18	-/17	4	[215]
Charnox [30]									
Magma Cannon (12", Att: 8, Ra: 4+, Piercing(1),Steady Aim)									
<i>Special Rules: Crushing Strength(2),Shambling, Vicious(Melee) Keywords: Hellforged</i>									

Mutated Mastiff Hunting Pack*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Regiment (3) [80]	6	4+	-	2+	1	9	10/12	1	[65]
Throwing Mastiff [15]									
<i>Special Rules: Crushing Strength(1 vs Cavalry Only),Vicious(Melee),Throwing Mastiff Keywords: Abomination</i>									
Swm Regiment (3) [80]	6	4+	-	2+	1	9	10/12	1	[65]
Throwing Mastiff [15]									
<i>Special Rules: Crushing Strength(1 vs Cavalry Only),Vicious(Melee),Throwing Mastiff Keywords: Abomination</i>									

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

Infernok [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [255]	6	4+	-	6+	1	12	-/19	6	[255]
<i>Special Rules: Brutal, Crushing Strength(4),Shambling, Strider, Vicious(Melee),Bound Soul Keywords: Hellforged</i>									

Iron-caster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [160]	4	4+	-	5+	0	1	11/13	2	[90]
Amulet of the Fireheart [10]									
Fireball (10) [0]									
Surge (8) [30]									
Scorched Earth(3) [30]									
<i>Special Rules: Individual, Inspiring, Ariagful's Flame Keywords: Dwarf, Hellforged</i>									

Dravak Dalkan [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [155]	4	4+	-	5+	0	2	12/14	2	[155]
Fireball (12) [0]									
Heal (3) [0]									
Surge (12) [0]									
<i>Special Rules: Crushing Strength(1),Individual, Inspiring, Lifeleech, Possession Keywords: Dwarf, Hellforged</i>									

Hexcaster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 Spellcaster 1 [110]	5	4+	-	5+	0	1	-/11	2	[70]
Tome of Darkness									
Surge (5)									
Hex (3)									
Weakness (3)									
Special Rules: Individual, Dampening Runes, Feedback Keywords: Hellforged									
Hero (Hv Inf) 1 Spellcaster 1 [95]	5	4+	-	5+	0	1	-/11	3	[70]
Ej Periscope									
Hex (3)									
Weakness (3)									
Special Rules: Individual, Dampening Runes, Feedback Keywords: Hellforged									

Total Units: 13 **Total Unit Strength:** 17
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.
Possession	Unless Infernok is Engaged or Disordered, Dravak Dalkan may use Infernok's Line of Sight to cast spells. When doing so, measure range from Infernok's leader point instead of Dravak Dalkan's.
Bound Soul	As long as a friendly core Dravak Dalkan is alive and in play, Infernok has the Inspiring (Self) special rule.

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.
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.
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.
Lifefeech	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. Lifefeech 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.
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.
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.

Vicious Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
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.	
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
Ej Periscope	Infantry and Heavy Infantry only. This unit increases its Height by 1 when it draws Line of Sight.
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.
Brew of Haste	This unit increases its Speed stat by +1.
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.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.