

# Abyssal Dwarf War Kings Noah Hutton

2300 / 2300 VALID



## Abyssal Dwarfs [2300]

Decimators	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [265]	4	4+	4+	4+	4	25	21/23	2	[260]
Fire-Oil									[5]
Blunderbuss (12", Piercing(1),Steady Aim, Vicious(Ranged))									
<b>Special Rules:</b> Crushing Strength(+1 vs. units with Regeneration),Piercing(+1 vs. units with Regeneration) <b>Keywords:</b> Dwarf									

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

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

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)									
<b>Keywords:</b> Dwarf, Hellforged									
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)									
<b>Keywords:</b> Dwarf, Hellforged									
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)									
<b>Keywords:</b> Dwarf, Hellforged									

Brakki Barka [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [200]	8	3+	-	5+	0	6	14/16	3	[200]
<b>Special Rules:</b> Crushing Strength(3),Dread, Individual, Mighty, Regeneration(5+),Very Inspiring, Vicious(Melee),Bhardoom! <b>Keywords:</b> Abomination									

[F] Immortal Guard (The Damned of Yaygar) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [175]	4	3+	-	4+	3	12	-/17	2	[160]
Throwing Mastiff									[15]
<b>Special Rules:</b> Crushing Strength(1),Regeneration(5+),Vicious(Melee),Throwing Mastiff <b>Keywords:</b> Dwarf, Hellforged, Immortal									

[F] Immortal Guard (The Damned of Yaygar) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [175]	4	3+	-	4+	3	12	-/17	2	[160]
Throwing Mastiff									[15]
<b>Special Rules:</b> Crushing Strength(1),Regeneration(5+),Vicious(Melee),Throwing Mastiff <b>Keywords:</b> Dwarf, Hellforged, Immortal									

[F] Infernox (The Damned of Yaygar)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [175]	5	3+	-	6+	1	6	-/13	3	[175]
<b>Special Rules:</b> Aura(Elite(Melee - Infantry Only)),Brutal, Crushing Strength(2),Inspiring, Nimble, Thunderous Charge(1),Vicious(Melee),Wild Charge(D3) <b>Keywords:</b> Hellforged									

Total Units:

14

Total Unit Strength:

25

Total Primary Core Points:

2300 (100.0%)

Custom Rule	Description
<b>Special Rule</b>	<b>Description</b>
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.
Dread	While within 6" of this unit, Enemy units have -1 to their Wavering and Rout Nerve values, in addition to any other modifiers that may apply. A unit can only be affected by a single source of Dread – multiple sources are not cumulative. If an Enemy unit is subject to both the Brutal and Dread special rules or the Shattering and Dread special rules, the attacking player must choose to use either the Brutal/Shattering or the Dread modifiers. Both cannot be applied against the same unit.
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 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.
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.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
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).

Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
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.
Artefact	Description
Fire-Oil	The unit gains both the Crushing Strength special rule (+1 - vs. units with Regeneration) and the Piercing special rule (+1 - vs. units with Regeneration).
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.