Abyssal Dwarfs COGS

1995 / 1995 VALID

Abyssal Dwarfs [1995]

Gargoyles*	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
lv Inf Troop [85]	10	4+	-	3+	1	10	8/10	2	[85]
Special Rules: Fly, Nimbl) Keywords : G	argoyle						
Iv Inf Troop [85]	10	4+	-	3+	1	10	8/10	2	[85]
Special Rules: Fly, Nimb. Iv Inf Troop [85]	10 Ie, Regeneration	Areywords: G	argoyie	3+	1	10	8/10	2	[85]
Special Rules: Fly, Nimbl			- aroovle	37	1	10	0/10	2	[05]
Iv Inf Troop [85]	10	4+	-	3+	1	10	8/10	2	[85]
Special Rules: Fly, Nimbl	le, Regeneration(4+) Keywords: G	argoyle						
	6.7	Ma	De	De		A 44	Ne	1.14	Dte
Abyssal Halfbreeds Cav Regiment [205]	Sp	<u>Me</u> 3+	Ra	De 4+	US 3	Att 16	Ne 15/17	Ht 3	Pts [190]
Sir Jesse's Boots of Striding	0	5+		47	5	10	10/17	5	[150]
Special Rules: Crushing	Strength(1),Fury, Re	generation(5+)), Thunderou	is Charge(1)	, Vicious(Me	lee) Keywor	ds: Abomina	ation	
av Regiment [210]	8	3+	-	4+	3	16	15/17	3	[190]
Blessing of the Gods			· - , ,	O (1)					[20]
Special Rules: Crushing	Strength(1),Fury, Re	generation(5+,), I hunderou	is Charge(1)), Vicious(Me	lee),Elite Ke	ywords: Abo	omination	
Abyssal Grotesques	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
rg Cav Horde [250]	7	4+	-	5+	3	18	16/18	4	[250]
Special Rules: Brutal, Cr	ushing Strength(1),F	ury, Regenera	tion(5+),Stri				Melee) Keyn	vords: Abo	mination
rg Cav Horde [260]	7	4+	-	5+	3	18	16/18	4	[250]
Mead of Madness				.,	~	(0) 1 (1)		0	[10]
Special Rules: Brutal, Cru Nomination	ushing Strength(1),F	ury, Regenera	tıon(5+),Stri	der, Thunde	rous Charge	e(2), Vicious(I	vielee),Wild	Charge(1)	Keywords
bomination									
Abyssal Halfbreed Charr	npion Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
lero (Cav) 1 [160]	8	3+	-	5+	0	6	12/14	3	[145]
Mournful Blade									[15]
Special Rules: Crushing	Strength(2),Fury, Inc	dividual, Inspirii	ng, Mighty,	Regeneratio	n(5+), Viciou	s(Melee),Du	elist Keywo l	r ds: Abomi	nation,
Halfbreed									
				5 .	0	0	40/44	0	[A A []]
	Strength(2) Funy In	3+ dividual Inspiri	- na Miahty	5+ Receneratio	0 n(5+) Viciou	6 s(Melee) Ke	12/14	3 omination	[145] Halfbreed
lero (Cav) 1 [145] Special Rules: Crushing	-	•	- ng, Mighty,	•	-			-	
Special Rules: Crushing	-	•	- ng, Mighty, Ra	•	-			-	
Special Rules: Crushing Brakki Barka [1] Hero (Cav) 1 [200]	Strength(2),Fury, Inc.	dividual, Inspirin Me 3+	Ra -	Regeneratio De 5+	n(5+), Viciou US 0	s(Melee) Ke Att 6	ywords: Abo Ne 14/16	omination, I Ht 3	Halfbreed Pts [200]
Special Rules: Crushing Brakki Barka [1] Hero (Cav) 1 [200] Special Rules: Crushing	Strength(2),Fury, Inc.	dividual, Inspirin Me 3+	Ra -	Regeneratio De 5+	n(5+), Viciou US 0	s(Melee) Ke Att 6	ywords: Abo Ne 14/16	omination, I Ht 3	Halfbreed Pts [200]
Special Rules: Crushing Brakki Barka [1] lero (Cav) 1 [200] Special Rules: Crushing	Strength(2),Fury, Inc.	dividual, Inspirin Me 3+	Ra -	Regeneratio De 5+	n(5+), Viciou US 0	s(Melee) Ke Att 6	ywords: Abo Ne 14/16	omination, I Ht 3	Halfbreed Pts [200]
Special Rules: Crushing Brakki Barka [1] lero (Cav) 1 [200] Special Rules: Crushing Abomination	Strength(2),Fury, Ind Sp 8 Strength(3),Dread, I	dividual, Inspirin Me 3+ Fury, Individual,	Ra - , Mighty, Re	Regeneratio De 5+	n(5+), Viciou US 0	s(Melee) Ke Att 6 piring, Viciou	ywords: Abo Ne 14/16 Is(Melee),Bh	omination, I Ht 3 ardoom! Ke	Halfbreed Pts [200]
Special Rules: Crushing Brakki Barka [1] lero (Cav) 1 [200] Special Rules: Crushing Abomination Abyssal Grotesque Char	Strength(2),Fury, Ind Sp 8 Strength(3),Dread, I	dividual, Inspirin Me 3+	Ra -	Regeneratio De 5+ egeneration(s	n(5+), Viciou US 0 5+), Very Insp	s(Melee) Ke Att 6	ywords: Abo Ne 14/16	omination, I Ht 3	Pts [200] eywords:
Special Rules: Crushing Brakki Barka [1] Hero (Cav) 1 [200] Special Rules: Crushing Abomination Abyssal Grotesque Char Hero (Lrg Cav) 1 [225]	Strength(2),Fury, Ind Sp 8 Strength(3),Dread, I	dividual, Inspirin Me 3+ Fury, Individual, Me	Ra - , Mighty, Re	Regeneratio De 5+ egeneration(s	n(5+), Viciou US 0 5+), Very Insp US	s(Melee) Ke Att 6 biring, Viciou Att	ywords: Abo Ne 14/16 Is(Melee),Bh Ne	Ht 3 ardoom! Ke	Pts [200] eywords: Pts
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	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.						
Duelist	While attacking enemy Individuals in Melee, this unit doubles its number of Attacks.						
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 encours 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 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.						
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 damage previously suffered.						
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.						
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 a affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, excerning (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						
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.						
Mead of Madness	The unit gains the Wild Charge (+1) special rule.						
Mournful Blade	Individuals only. The unit gains the Duelist special rule.						
Sir Jesse's Boots of	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.						

Sir Jesse's Boots of Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn. Striding

Blessing of the Gods

The unit gains the Elite special rule.