

Abyssal Dwarfs COGS

1995 / 1995 VALID

Abyssal Dwarfs [1995]

Gargoyles*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Troop [85] <i>Special Rules:</i> Fly, Nimble, Regeneration(4+) <i>Keywords:</i> Gargoyle	10	4+	-	3+	1	10	8/10	2	[85]
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Abyssal Halfbreeds	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [205] Sir Jesse's Boots of Striding <i>Special Rules:</i> Crushing Strength(1), Fury, Regeneration(5+), Thunderous Charge(1), Vicious(Melee) <i>Keywords:</i> Abomination	8	3+	-	4+	3	16	15/17	3	[190] [15]
Cav Regiment [210] Blessing of the Gods <i>Special Rules:</i> Crushing Strength(1), Fury, Regeneration(5+), Thunderous Charge(1), Vicious(Melee), Elite <i>Keywords:</i> Abomination	8	3+	-	4+	3	16	15/17	3	[190] [20]

Abyssal Grotesques	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde [250] <i>Special Rules:</i> Brutal, Crushing Strength(1), Fury, Regeneration(5+), Strider, Thunderous Charge(2), Vicious(Melee) <i>Keywords:</i> Abomination	7	4+	-	5+	3	18	16/18	4	[250]
Lrg Cav Horde [260] Mead of Madness <i>Special Rules:</i> Brutal, Crushing Strength(1), Fury, Regeneration(5+), Strider, Thunderous Charge(2), Vicious(Melee), Wild Charge(1) <i>Keywords:</i> Abomination	7	4+	-	5+	3	18	16/18	4	[250] [10]

Abyssal Halfbreed Champion	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [160] Mournful Blade <i>Special Rules:</i> Crushing Strength(2), Fury, Individual, Inspiring, Mighty, Regeneration(5+), Vicious(Melee), Duelist <i>Keywords:</i> Abomination, Halfbreed	8	3+	-	5+	0	6	12/14	3	[145] [15]
Hero (Cav) 1 [145] <i>Special Rules:</i> Crushing Strength(2), Fury, Individual, Inspiring, Mighty, Regeneration(5+), Vicious(Melee) <i>Keywords:</i> Abomination, Halfbreed	8	3+	-	5+	0	6	12/14	3	[145]

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

Abyssal Grotesque Champion	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [225] Blade of Slashing <i>Special Rules:</i> Brutal, Crushing Strength(2), Fury, Inspiring, Nimble, Regeneration(5+), Strider, Thunderous Charge(1), Vicious(Melee) <i>Keywords:</i> Abomination	7	3+	-	5+	1	7	15/17	4	[220] [5]

Total Units: 12 Total Unit Strength: 17
Total Primary Core Points: 1995 (100.0%)

Custom Rule	Description
Bhardoom!	Due to his ear-shattering battle-cry, Brakki Barka has both Very Inspiring and Dread.

Special Rule	Description
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.

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 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.
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.
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 of 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 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
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 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.