

Jon Gunns AD Slay Bells

2345 / 2345 VALID

Main Faction: Abyssal Dwarfs [2095]

Immortal Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [190]	4	3+	-	5+	3	12	-/17	2	[160]
Infernal Wardens									[15]
Aegis of the Elohi									[15]
Special Rules: Regeneration(5+), Vicious(Melee), Ordered March, Crushing Strength(1), Iron Resolve Keywords: Dwarf, Hellforged, Immortal									
Inf Regiment [185]	4	3+	-	5+	3	12	-/17	2	[160]
Infernal Wardens									[15]
Hann's Sanguinary Scripture									[10]
Special Rules: Regeneration(5+), Vicious(Melee), Ordered March, Crushing Strength(1), Lifeleech(1) Keywords: Dwarf, Hellforged, Immortal									

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									
Hv Inf Troop [85]	10	4+	-	3+	1	10	8/10	2	[85]
Special Rules: Fly, Nimble, Regeneration(4+) Keywords: Gargoyle									

Abyssal Grotesques	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Stone Facers] Lrg Cav Horde [280]	7	4+	-	5+	3	18	16/18	4	[250]
Blessing of the Gods									[30]
Special Rules: Brutal, Crushing Strength(1), Fury, Regeneration(5+), Strider, Thunderous Charge(2), Vicious(Melee), Elite Keywords: Abomination									
[Grave Robbers] Lrg Cav Horde [295]	7	3+	-	5+	3	18	16/18	4	[250]
Brew of Sharpness									[45]
Special Rules: Brutal, Crushing Strength(1), Fury, Regeneration(5+), Strider, Thunderous Charge(2), Vicious(Melee) Keywords: Abomination									

Infernox	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [195]	5	3+	4+	6+	1	6	-/13	3	[145]
The Ironmonger Warlord									[30]
Inspiring Talisman									[20]
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), Inspiring Keywords: Hellforged									

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

Overmaster on Ancient Winged Halfbreed	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Red Shield, Goblet] Hero (Titan) 1 [315]	10	3+	-	5+	2	9	17/19	6	[300]
Dwarven Ale									[15]
Special Rules: Crushing Strength(3), Fly, Fury, Inspiring, Nimble, Regeneration(5+), Vicious(Melee), Headstrong Keywords: Abomination, Dwarf									
[Purple Shield, Stone] Hero (Titan) 1 [305]	10	3+	-	5+	2	9	18/19	6	[300]
Staying Stone									[5]
Special Rules: Crushing Strength(3), Fly, Fury, Inspiring, Nimble, Regeneration(5+), Vicious(Melee) Keywords: Abomination, Dwarf									

Ally: Nightstalkers [250]

Butchers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment [125]	6	4+	-	5+	2	9	13/15	3	[125]
Special Rules: Crushing Strength(2), Fury, Mindthirst, Stealthy Keywords: Abomination, Nightmare									
Lrg Inf Regiment [125]	6	4+	-	5+	2	9	13/15	3	[125]
Special Rules: Crushing Strength(2), Fury, Mindthirst, Stealthy Keywords: Abomination, Nightmare									

Total Units:
Total Primary Core Points:

12
2095 (89.3%)

Total Unit Strength:
Total Ally Core Points:

23
250 (10.7%)

Special Rule	Description
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.
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.
Headstrong	If a unit with this rule begins its turn Wavering, roll a die before declaring a Movement order (including Halt) for this unit. On a 3+ it shrugs off the effects of Wavering and is Disordered instead. Adjust any counters on the unit as required.
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).
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.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
Mindthirst	If this unit is within 12" of an enemy unit with the Inspiring or Very Inspiring special rule and it is Routed, the opponent must re-roll that Nerve test. The second result stands.
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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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).

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.

Spell	Description	Special Rules
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.	

Artefact	Description
Staying Stone	The unit gains +1 to its Wavering stat value.
Hann's Sanguinary Scripture	The unit gains the Lifeleech (+1) special rule.
Aegis of the Elohi	The unit gains the Iron Resolve (+1) Special Rule.
Dwarven Ale	The unit gains the Headstrong special rule.
Trickster's Wand	The unit gains the Hex (2) spell. If this unit scores a hit with its Hex against an enemy Hero also carrying a Trickster's Wand, the enemy's Hex spell, granted by its Trickster's Wand, cannot be used for the remainder of the game.
Blessing of the Gods	The unit gains the Elite special rule.
Inspiring Talisman	The unit gains the Inspiring special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.