Rogan Hoy - Abyssal Dwarfs - Alamo

2750 / 2750 VALID

1st Battalion

Iron-caster [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	4	4+	-	5+	1	1	13	2	[150]
Bane Chant (3)									[30]
Scorched Earth(3)									[30]
Special Rules: *Individual, Inspiring, Yielding, Enhance* ***Traits:*** *Spellcaster*									
Champion Hero (Inf)	4	4+	-	5+	1	1	13	2	[130]
Blizzard(4)									[40]
Special Rules: *Individual, Inspiring, Yielding, Enhance* ***Traits:*** *Spellcaster*									

Immortal Guard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	4	3+	-	5+	2	15	17	2	[195]
Special Rules: *Crushing Strength(1),Fearless, Regeneration(5+),Vicious(Combat)* ***Traits:*** *Ironborn*									
Core Inf Regiment	4	3+	-	5+	2	15	17	2	[195]
Special Rules: *Crushing Strength(1),Fearless, Regeneration(5+),Vicious(Combat)* ***Traits:*** *Ironborn*									
Core Inf Regiment	4	3+	-	5+	2	15	17	2	[195]
Special Rules: *Crushing Strength(1),Fearless, Regeneration(5+),Vicious(Combat)* ***Traits:*** *Ironborn*									
Core Inf Regiment	4	3+	-	5+	2	15	17	2	[195]
Special Rules: *Crushing Strength(1),Fearless, Regeneration(5+),Vicious(Combat)* ***Traits:*** *Ironborn*									

Gargoyles	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Hvy Inf Troop	10	4+	-	3+	1	10	10	2	[105]
Special Rules: *Fly, Regeneration(4+)* ***Traits:*** *Mutant*									
Core (Aux) Hvy Inf Troop	10	4+	-	3+	1	10	10	2	[105]
Special Rules: *Fly, Regeneration(4+)* ***Traits:*** *Mutant*									

Katsuchan Rocket Launcher [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng	4	-	6+	5+	1	4	12	2	[100]
Katsuchan Rocket Launcher (48", Blast (D3), Indirect, Piercing (1), Reload, Vicious(Ranged))									
Support War Eng	4	-	6+	5+	1	4	12	2	[100]
Katsuchan Rocket Launcher (48", Blast (D3), Indirect, Piercing (1), Reload, Vicious(Ranged))									

2nd Battalion

Iron-caster [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	4	4+	-	5+	1	1	13	2	[130]
Ej Periscope									[5]
Celestial Restoration(3)									[35]
Special Rules: *Individual, Inspiring, Yielding, Enhance, Leaper* ***Traits:*** *Spellcaster*									
Champion Hero (Inf)	4	4+	-	5+	1	1	13	2	[160]
Shroud of the Saint									[25]
Bane Chant (3)									[30]
Heal (5)									[15]
Special Rules: *Individual, Inspiring, Yielding, Enhance* ***Traits:*** *Spellcaster*									

Immortal Guard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	4	3+	-	5+	2	15	17	2	[195]
Special Rules: *Crushing Strength(1),Fearless, Regeneration(5+),Vicious(Combat)* ***Traits:*** *Ironborn*									
Core Inf Regiment	4	3+	-	5+	2	15	17	2	[195]
Special Rules: *Crushing Strength(1),Fearless, Regeneration(5+),Vicious(Combat)* ***Traits:*** *Ironborn*									
Core Inf Regiment	4	3+	-	5+	2	15	17	2	[195]
Special Rules: *Crushing Strength(1),Fearless, Regeneration(5+),Vicious(Combat)* ***Traits:*** *Ironborn*									
Core Inf Regiment	4	3+	-	5+	2	15	17	2	[205]
Hann’s Sanguinary Scripture									[10]
Special Rules: *Crushing Strength(1),Fearless, Regeneration(5+),Vicious(Combat),Lifeleech(1)* ***Traits:*** *Ironborn*									

Katsuchan Rocket Launcher [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng	4	-	6+	5+	1	4	12	2	[100]
Katsuchan Rocket Launcher (48", Blast (D3),Indirect, Piercing (1),Reload, Vicious(Ranged))									
Support War Eng	4	-	6+	5+	1	4	12	2	[100]
Katsuchan Rocket Launcher (48", Blast (D3),Indirect, Piercing (1),Reload, Vicious(Ranged))									

Total Units:	18	**Total Unit Strength:**	26
Total Points:	2750		

Command Order	Target	Description
Tenacity!	3	The unit may re-roll a single failed to hit roll in Combat this Turn. It cannot be used to re-roll a dice for an attack that has the Blast special rule.
Tactical Retreat!	4	If the unit performs a Back! order, it may move up to its Sp value, but may not make any pivots. This order may not be issued to a unit carrying a Loot Counter.
Mutated Throwing Mastiff	4	Units with the Ironborn or Slave Trait only. The unit may make a ranged attack with the following profile (Range 15", Att 8) and this hits on a 4+ regardless of modifiers.
Last Breath	4	Units with the Slave or Mutant Trait only. Until the end of the following enemy Turn, if this unit is Routed, any units that were Engaged with it suffer 2D3 hits (4D3 if the unit given the order is a Horde) with Crushing Strength (2) as if it had been attacked in Combat. These hits are resolved by the player that Routed the unit with The Last Breath order. No Nerve tests are taken as a result of this damage and units can proceed to post-Combat Outcomes as normal. The player issuing this Command may choose to immediately Rout and remove this unit from the board.

Special Rule	Description
Blast (n)	For each of the unit's attacks that hit the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. For example, if a unit suffers a single hit from a Blast (D6+3) attack, it will suffer from four to nine hits rather than a single one. If a unit suffers four hits from a Blast (D3) attack, it will suffer from four to twelve hits rather than a single one. Once this is done, roll for damage as normal for all of the hits caused
Crushing Strength (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1),a roll of 4 would become a roll of 5.
Enhance	The Heal Spell has the Elite special rule when targeting units with the Elemental Trait.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Fly	When executing an order other than Withdraw!, the unit can move and pivot over anything (Blocking Terrain, enemy units, friendly units when charging, etc.),as long as the flying unit's entire Movement Order ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it starts or ends the move within or touching them.
Indirect	A unit or weapon with this rule cannot make Ranged attacks on targets that are within 12", but does not suffer the -1 to-hit modifier for enemy targets being in cover.
Individual	This rule is explained on page 42.
Inspiring	If this unit, or any friendly unit within 6" of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!),that Nerve test must be rerolled. 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.
Leaper	When drawing Line of Sight from this unit, treat it as 1 point of Height higher than normal (modified by terrain as normal).
Lifeleech (n)	When this unit completes its to-hit and to-damage rolls in 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).
Piercing (n)	All hits caused by Ranged attacks from a unit or weapon with this special rule have a (+n) modifier when rolling to damage. For example: when rolling to damage with a Ranged attack that has Piercing (1),a roll of 4 would become a roll of 5.
Regeneration (n)	Once per Turn, immediately before resolving the unit's Movement order, 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.
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.
Yielding	Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a

Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.

Spell	**Description**
Bane Chant Range: 12" Friendly, CC	If any hits are scored, instead of causing damage, for the rest of the Turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.
Blizzard Range: 30" Magical Missile	Blast (D3),Frostbite, Piercing (1).
Celestial Restoration Range: 36" Friendly, CC, Indirect	Blast (D3). Instead of causing damage, the total number of hits is the number of points of damage that are immediately removed from the target unit. Dice rolled to hit with this spell cannot be re-rolled for any reason.
Heal Range: 12" Friendly, Self, CC	For each hit scored, instead of causing damage, remove a point of damage from the target unit.
Scorched Earth Range: 18" Target	If any hits are scored, instead of causing damage, for the duration of its next Turn any charges made by the target unit will be Hindered and the target will not be able to use the Strider and Pathfinder special rules.

Artefact	Description
Hann’s Sanguinary Scripture	The unit gains the Lifeleech (+1) special rule.
Ej Periscope	Infantry only. The hero gains the Leaper special rule.
Shroud of the Saint	The hero gains the Heal (3) spell, or if the hero already has a Heal spell, its value is increased by 2.