

Abyssal Dwarfs (Evil)								
Blacksouls								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	4	4+	-	5+	25	21/23	190	Vicious
- Mutated Throwing Mastiff							15	
- Brew of Strength							30	
Decimators								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	4	5+	-	4+	12	14/16	160	Breath Attack (12), Piercing (1), Vicious
Regiment(20)	4	5+	-	4+	12	14/16	160	Breath Attack (12), Piercing (1), Vicious
Slave Orcs*								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	5+	-	4+	25	20/22	150	Base Size: (25x25mm), Crushing Strength (1), Vicious, Yellow-Bellied
- Staying Stone							5	
Gargoyles*								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	10	4+	-	3+	8	8/10	80	Base Size: (25x25mm), Fly, Regeneration (3+), Vicious
Abyssal Halfbreeds								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	8	3+	-	4+	16	14/16	195	Crushing Strength (1), Regeneration (5+), Thunderous Charge (1), Vicious
- Maccwar's Potion of the Caterpillar							20	
Abyssal Grotesques								Large Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	7	4+	-	5+	18	16/18	250	Brutal, Crushing Strength (2), Regeneration (5+), Thunderous Charge (1), Vicious
- Brew of Haste							15	
Katsuchan Rocket Launcher								War Engine
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	4	-	5+	5+	3	10/12	85	Blast (D3), Indirect Fire, Piercing (1), Reload!, Vicious
(1)	4	-	5+	5+	3	10/12	85	Blast (D3), Indirect Fire, Piercing (1), Reload!, Vicious
Overmaster								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	4	3+	-	6+	5	13/15	120	Hero (Inf), Crushing Strength (1), Individual, Inspiring, Vicious
- Wings of Honeymaze							40	
Slavedriver								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	

(1)	4	5+	-	5+	1	10/12	50	Hero (Inf), Individual, Inspiring, Vicious
- Banner of the Griffin							25	
(1)	4	5+	-	5+	1	10/12	50	Hero (Inf), Individual, Inspiring, Vicious
- Lute of Insatiable Darkness							25	

Ba'su'su the Vile[1] Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	8	14/16	220	Hero (Inf), Crushing Strength (2), Fly, Individual, Inspiring (Gargoyles only), Regeneration (5+), Vicious

Heralds of the Black Flame[1] Formation

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	30	Formation: Heralds of the Black Flame

Banner of the Griffin	This unit gains the Rallying! (1) Special rule, or Increases the value of its Rallying! by 1, to a maximum of 2.
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.
Breath Attack	The unit has a ranged attack for which you roll (n) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
Brew of Haste	The unit has +1 Speed.
Brew of Strength	The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
Brutal	When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.
Crushing Strength	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
Fly	The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.
Formation: Heralds of the Black Flame	Formation must contain: 2x Decimators Regiments 1x Overmaster Each unit of Decimators in this formation increases their Melee to 4+ and is granted the Crushing Strength (1) special rule. The Overmaster in this formation increases its Crushing Strength to (2).
Indirect Fire	The unit fires in high arcs, hitting the target from the top, which means it does not suffer the -1 to hit modifier for cover. On the other hand, the unit cannot shoot targets that are within 12". Note that the firing unit does still need to see its target to fire at it.
Individual	Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks. Move Individuals have the Nimble special rule. Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier. Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee,

enemies treble their attacks when attacking War Engines with the Individual special rule.

Inspiring If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.

Lute of Insatiable Darkness This artefact can only be used by Heroes. The Hero has the Bane-Chant (2) spell.

Maccwar's Potion of the Caterpillar The unit has the Pathfinder special rule.

Mutated Throwing Mastiff Mutated Throwing Mastiffs are the same as Dwarven Throwing Mastiffs, except they re-roll failed rolls to damage against all enemies. Mark a unit that has been equipped with throwing mastiffs with one or more such model. The unit has a ranged attack with a range of 12" that can be used only once per game (remove the mastiff markers once the weapon is used up).
When you release the hounds, roll 5 dice to hit, regardless of the firer's Attacks. Dogs always hit on 4+ regardless of modifiers. Then, for each point of damage caused, roll to hit and to damage again, as the surviving dogs savage the unfortunate opponents. Repeat this process again and again until you fail to score any damage, at which point even the toughest of the dogs have been put down or have run off to bury some of the enemies' limbs.
Against units with the Shambling special rule, you can re-roll any dice that fail to damage... the mastiffs are that keen.

Piercing All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.

Regeneration (3+) Every time this unit receives an 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 3+, the unit recovers a point of damage.

Regeneration (5+) Every time this unit receives an 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 5+, the unit recovers a point of damage.

Reload! The unit can fire only if it received a Halt order that turn.

Staying Stone The unit has +1 to its Waver/Nerve value.

Thunderous Charge All melee hits inflicted by the 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 1 when Hindered.

Vicious Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.

**Wings of
Honeymaze** This artefact can only be used by a Hero with the Individual rule. The Hero has the Fly special rule and increases their speed to 10.

**Yellow-
Bellied** When this unit wishes to charge an enemy unit's front facing, roll a die. If the result is a 1 then the unit 'misunderstands' the order and carries out a Halt! order instead. This does not apply if the unit wishes to charge the flank or rear of an enemy unit, an individual or war engine, or if it is carrying out a Counter-Charge