



ABYSSAL DWARVES

EVIL

Immortal Guard

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	4	3	-	5	2	3	12	-/17	160
The Scrying Gem Throwing Mastiff									25
Regeneration (5+), Vicious (Melee) Keywords: Dwarf, Hellforged, Immortal									15
									[200]

Lesser Obsidian Golems

Monstrous Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	5	4	-	6	4	3	18	-/17	215
Upgrade with a Charnox, gaining the ranged attack - Magma Cannon: 12", Att: 8, Ra: 4+, Piercing (1), Steady Aim									30
Crushing Strength (2), Shambling, Vicious (Melee) Keywords: Hellforged									[245]
Horde(6)	5	4	-	6	4	3	18	-/17	215
Upgrade with a Charnox, gaining the ranged attack - Magma Cannon: 12", Att: 8, Ra: 4+, Piercing (1), Steady Aim									30
Crushing Strength (2), Shambling, Vicious (Melee) Keywords: Hellforged									[245]
Horde(6)	5	4	-	6	4	3	18	-/17	215
Upgrade with a Charnox, gaining the ranged attack - Magma Cannon: 12", Att: 8, Ra: 4+, Piercing (1), Steady Aim									30
Crushing Strength (2), Shambling, Vicious (Melee) Keywords: Hellforged									[245]

Angkor Heavy Mortar

War Engine

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	4	-	5	5	2	0	2	10/12	[115]
Angkor Heavy Mortar (48", Blast (D3+2), Ignores Cover, Indirect, Piercing (3), Reload, Shattering, Vicious (Ranged)) Keywords: Dwarf, Hellforged									
1	4	-	5	5	2	0	2	10/12	[115]
Angkor Heavy Mortar (48", Blast (D3+2), Ignores Cover, Indirect, Piercing (3), Reload, Shattering, Vicious (Ranged)) Keywords: Dwarf, Hellforged									
1	4	-	5	5	2	0	2	10/12	[115]
Angkor Heavy Mortar (48", Blast (D3+2), Ignores Cover, Indirect, Piercing (3), Reload, Shattering, Vicious (Ranged)) Keywords: Dwarf, Hellforged									

Greater Obsidian Golem

Titan

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	4	-	6	6	1	12	-/19	[235]
Crushing Strength (3), Shambling, Strider, Vicious (Melee) Keywords: Hellforged									
1	6	4	-	6	6	1	12	-/19	[235]
Crushing Strength (3), Shambling, Strider, Vicious (Melee) Keywords: Hellforged									

Iron-caster

Hero (Inf)
Spellcaster: 2

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	4	4	-	5	2	0	1	11/13	110
Tome of Darkness Surge (8)									20
Ariagful's Flame, Individual, Inspiring (Hellforged only) Spells: Fireball (10), Heal (3 - Hellforged only), Surge (8) Keywords: Dwarf, Hellforged									30
									[160]
1	4	4	-	5	2	0	1	11/13	110
Replace Fireball (10) with Surge (8)									0
Ariagful's Flame, Individual, Inspiring (Hellforged only) Spells: Heal (3 - Hellforged only), Surge (8) Keywords: Dwarf, Hellforged									[110]

Total Unit Strength: 14

Total Units: 11

Total Core: 2020 (100%)



SPECIAL RULES AND SPELLS:

Ariagful's Flame	Whenever this unit rolls to damage with Fireball, it can re-roll all dice that score a natural, unmodified 1.
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. Once this is done, roll damage as normal for all of this hits caused.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Fireball	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
Ignore Cover	The unit fires in high arcs, hitting the target from the top, which means it does not suffer the -1 to hit modifier for enemy targets being in cover. Note that the firing unit does still need to have LoS to its target to fire at it.
Indirect	The unit cannot make Ranged attacks on targets that are within 12"
Individual	See page 34.
Inspiring	If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
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.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
Shattering	If a unit is damaged by the ranged attacks of one or more units with this rule, add one to the subsequent Nerve test at the end of the Ranged phase. If an enemy unit is subject to both the <i>Shattering</i> and <i>Dread</i> special rules, the attacking player must choose to use either the <i>Shattering</i> or the <i>Dread</i> modifiers. Both cannot be applied against the same unit.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
Surge	Spell: 12", Friendly Shambling only - For each hit, the target unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the <i>Fly</i> special rule is not in effect for this movement. If this movement brings it into contact with an Enemy unit, treat this as a successful Charge against the enemy facing that has been contacted. However, the charged unit will not take any Nerve tests for any damage it might have taken in the previous Ranged phase. If, and only if, the surged unit contacts a corner of the Enemy unit and not the edge, determine which arc of the target unit the Leader Point of the surging unit is in before it moves and align to that side to attack. If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged. If the Surge move took the unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing combat as normal. This spell has no effect on units with Speed 0.
The Scrying Gem	When starting to deploy their units, your opponent must deploy D3+1 units instead of a single one.
Throwing Mastiff	The unit is equipped with a single use ranged attack with the following profile - Throwing Mastiff: 12", Att: 8, Piercing (1). This attack always hits on a 4+. Once used, the unit's Throwing Mastiff is destroyed and cannot be used again for the remainder of the game.
Tome of Darkness	The unit gains the Surge (4) spell, or if the unit already has a Surge spell, its value is increased by 4.
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.