



ABYSSAL DWARFS

EVIL

Blacksouls

Infantry

| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts |
|-----------------|----|----|----|----|---|----|----|-------|-------|
| Horde(40) | 4 | 4 | - | 5 | 2 | 4 | 25 | 21/23 | 190 |
| Pipes of Terror | | | | | | | | | |
| Vicious (Melee) | | | | | | | | | |
| Keywords: Dwarf | | | | | | | | | |
| | | | | | | | | | [200] |

Immortal Guard

Infantry

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

Gargoyles*

Heavy Infantry

| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts |
|--------------------------------|----|----|----|----|---|----|----|------|------|
| Troop(10) | 10 | 4 | - | 3 | 2 | 1 | 10 | 8/10 | [85] |
| Fly, Nimble, Regeneration (4+) | | | | | | | | | |
| Keywords: Gargoyle | | | | | | | | | |

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] |
| Crushing Strength (2), Shambling, Vicious (Melee) | | | | | | | | | |
| Keywords: Hellforged | | | | | | | | | |
| Horde(6) | 5 | 4 | - | 6 | 4 | 3 | 18 | -/17 | [215] |
| Crushing Strength (2), Shambling, Vicious (Melee) | | | | | | | | | |
| Keywords: Hellforged | | | | | | | | | |

Abyssal Grotesques

Large Cavalry

| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts |
|--|----|----|----|----|---|----|----|-------|-------|
| Horde(6) | 7 | 4 | - | 5 | 4 | 3 | 18 | 16/18 | 245 |
| Maccwar's Potion of the Caterpillar | | | | | | | | | |
| | | | | | | | | | 20 |
| | | | | | | | | | [265] |
| Brutal, Crushing Strength (1), Regeneration (5+), Thunderous Charge (2), Vicious (Melee) | | | | | | | | | |
| Keywords: Abomination | | | | | | | | | |

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 | | | | | | | | | |

| Overmaster | | | | | | | | | | Hero (Inf) |
|--|----|----|----|----|---|----|----|-------|-------------------|---------------------------------|
| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts | |
| 1 | 4 | 3 | - | 6 | 2 | 0 | 5 | 13/15 | [105] | |
| Crushing Strength (1), Individual, Inspiring, Mighty, Vicious (Melee) | | | | | | | | | | |
| Keywords: Dwarf | | | | | | | | | | |
| Hexcaster | | | | | | | | | | Hero (Hv Inf) Spellcaster: 1 |
| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts | |
| 1 | 5 | 4 | - | 5 | 2 | 0 | 1 | -/11 | 70 20 [90] | |
| Weakness (3) | | | | | | | | | | |
| Dampening Runes, Feedback, Individual | | | | | | | | | | |
| Spells: Hex (3), Weakness (3) | | | | | | | | | | |
| 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 0 [110] | |
| Replace Fireball (10) with Surge (8) | | | | | | | | | | |
| Ariagful's Flame, Individual, Inspiring (Hellforged only) | | | | | | | | | | |
| Spells: Heal (3 - Hellforged only), Surge (8) | | | | | | | | | | |
| Keywords: Dwarf, Hellforged | | | | | | | | | | |
| Ba'su'su the Vile[1] | | | | | | | | | | Hero (Hv Inf) |
| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts | |
| 1 | 10 | 3 | - | 5 | 2 | 0 | 7 | 14/16 | [210] | |
| Crushing Strength (2), Fly, Individual, Inspiring (Gargoyle only), Mighty, Regeneration (5+) | | | | | | | | | | |
| Keywords: Abomination, Gargoyle | | | | | | | | | | |

Total Unit Strength: 17

Total Units: 13

Total Core: 2000 (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. |
| Brutal | When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> 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. |
| Dampening Runes | Enemy spells targeting this unit always hit on 6+. |
| Feedback | After rolling to hit with Hex or Weakness, roll to damage for each hit scored with the Piercing (1) modifier. |
| 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. 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 <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered. |
| Heal | Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered. |
| Hex | Spell: 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 times 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. This spell has no effect on Spellcaster: 0 units. |
| 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. |

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| Maccwar's Potion of the Caterpillar | This unit gains the <i>Pathfinder</i> special rule. |
| Mighty | Individuals with the <i>Mighty</i> 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. |
| Piercing | All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage. |
| Pipes of Terror | This unit gains the <i>Brutal</i> special rule. |
| 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. |
| Surge | <p>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.</p> <p>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.</p> <p>If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged.</p> <p>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.</p> <p>This spell has no effect on units with Speed 0.</p> |
| 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 <i>Crushing Strength</i> (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. |
| Weakness | Instead of causing damage, if one or more hits are scored, the target unit has a -1 modifier when rolling to damage enemy units during their next turn (any rolls the unit makes of a natural six will still cause damage, however). This effect only applies once - multiple castings on the same target have no effect. |