



## ABYSSAL DWARVES

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]
Vicious (Melee) Keywords: Dwarf									

### 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
War-Bow of Kaba Fly, Nimble, Regeneration (4+) Keywords: Gargoyle									
									5
									[90]

### Abyssal Halfbreeds

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	3	-	4	3	3	16	14/16	200
Blade of Slashing Crushing Strength (1), Regeneration (5+), Thunderous Charge (1), Vicious (Melee) Keywords: Abomination									
									5
									[205]

### 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									

### 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									

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	
Weakness (3)									20	
Dampening Runes, Feedback, Individual									[90]	
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	
Replace Fireball (10) with Surge (8)									0	
Ariagful's Flame, Individual, Inspiring (Hellforged only)									[110]	
Spells: Heal (3 - Hellforged only), Surge (8)										
Keywords: Dwarf, Hellforged										
Overmaster on Ancient Winged Halfbreed										Hero (Ttn)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	6	1	9	17/19	300	
Staying Stone									5	
Crushing Strength (3), Fly, Inspiring, Nimble, Regeneration (5+), Vicious (Melee)									[305]	
Keywords: Abomination, Dwarf										

Total Unit Strength: 16  
Total Core: 2000 (100%)

Total Units: 12



## SPECIAL RULES AND SPELLS:

<b>Ariagful's Flame</b>	Whenever this unit rolls to damage with Fireball, it can re-roll all dice that score a natural, unmodified 1.
<b>Blade of Slashing</b>	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
<b>Blast</b>	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.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Dampening Runes</b>	Enemy spells targeting this unit always hit on 6+.
<b>Feedback</b>	After rolling to hit with Hex or Weakness, roll to damage for each hit scored with the Piercing (1) modifier.
<b>Fly</b>	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.
<b>Heal</b>	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
<b>Hex</b>	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.
<b>Ignore Cover</b>	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.
<b>Indirect</b>	The unit cannot make Ranged attacks on targets that are within 12"
<b>Individual</b>	See page 34.
<b>Inspiring</b>	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.
<b>Nimble</b>	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.
<b>Piercing</b>	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
<b>Regeneration</b>	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.
<b>Reload</b>	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.

<b>Shambling</b>	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
<b>Shattering</b>	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.
<b>Staying Stone</b>	The unit gains +1 to its Wavering stat value.
<b>Strider</b>	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
<b>Surge</b>	<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.</p> <p>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>
<b>Thunderous Charge</b>	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).
<b>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
<b>War-Bow of Kaba</b>	The unit gains the following Ranged attack: War-Bow of Kaba: 24", Att: 1, Ra: 4+, <i>Piercing</i> (1), <i>Steady Aim</i> .
<b>Weakness</b>	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 antural six will still cause damage, however). This effect only applies once - multiple castings on the same target have no effect.