



## ABYSSAL DWARFS

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
Throwing Mastiff Regeneration (5+), Vicious (Melee) Keywords: Dwarf, Hellforged, Immortal									15 [175]

### 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									
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
Aegis of the Elohi Upgrade with a Charnox, gaining the ranged attack - Magma Cannon: 12", Att: 8, Ra: 4+, Piercing (1), Steady Aim Crushing Strength (2), Shambling, Vicious (Melee) Keywords: Hellforged									15 30 [260]
Horde(6)	5	4	-	6	4	3	18	-17	215
Hann's Sanguinary Scripture Upgrade with a Charnox, gaining the ranged attack - Magma Cannon: 12", Att: 8, Ra: 4+, Piercing (1), Steady Aim Crushing Strength (2), Shambling, Vicious (Melee) Keywords: Hellforged									10 30 [255]

### 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
Sir Jesse's Boots of Striding Brutal, Crushing Strength (1), Regeneration (5+), Thunderous Charge (2), Vicious (Melee) Keywords: Abomination									15 [260]
Horde(6)	7	4	-	5	4	3	18	16/18	245
Maccwar's Potion of the Caterpillar Brutal, Crushing Strength (1), Regeneration (5+), Thunderous Charge (2), Vicious (Melee) Keywords: Abomination									20 [265]

<b>Hexcaster</b>										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]	
Dampening Runes, Feedback, Individual Spells: Hex (3) Keywords: Hellforged										
1	5	4	-	5	2	0	1	-/11	[70]	
Dampening Runes, Feedback, Individual Spells: Hex (3) Keywords: Hellforged										
<b>Iron-caster</b>										Hero (Inf) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	4	4	-	5	2	0	1	11/13	90	
Amulet of the Fireheart Surge (8) Library Veil of Shadows [1](3)										
Ariagful's Flame, Individual, Inspiring Spells: Fireball (10), Surge (8), Veil of Shadows [1] (3) Keywords: Dwarf, Hellforged										
10										
30										
30										
[160]										
<b>Abysal Halfbreed Champion</b>										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	5	3	0	6	12/14	145	
Mournful Blade										
Crushing Strength (2), Individual, Inspiring, Mighty, Regeneration (5+), Vicious (Melee) Keywords: Halfbreed										
15										
[160]										
<b>Brakki Barka[1]</b>										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	5	3	0	6	14/16	[200]	
Bhardoom!, Crushing Strength (3), Dread, Individual, Mighty, Regeneration (5+), Very Inspiring, Vicious (Melee) Keywords: Abomination										
<b>Infernok [1]</b>										Titan
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	4	-	6	6	1	12	-/19	[255]	
Bound Soul, Brutal (1), Crushing Strength (4), Shambling, Strider, Vicious (Melee) Keywords: Hellforged										

Total Unit Strength: 18

Total Core: 2300 (100%)

Total Units: 13



## SPECIAL RULES AND SPELLS:

<b>Aegis of the Elohi</b>	The unit gains the <i>Iron Resolve</i> special rule. If it already has <i>Iron Resolve</i> , it increases the amount of damage regained each time <i>Iron Resolve</i> is used to two.
<b>Amulet of the Fireheart</b>	Once per game, immediately after casting a spell, the unit may cast a second, different spell. The unit cannot use this artefact to cast more than two spells in a single turn.
<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>Bhardoom!</b>	Due to his ear-shattering battle-cry, Brakki Barka has both Very Inspiring and Dread.
<b>Bound Soul</b>	As long as friendly core Dravak Dalkan is alive and in play, Infernok has the Inspiring (Self) special rule.
<b>Brutal</b>	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 no value is specified, the unit has Brutal (1). 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.
<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>Dread</b>	While within 6" of this unit, Enemy units have -1 to their Wavering and Rout Nerve values, in addition to any other modifiers that may apply. A unit can only be affected by a single source of <i>Dread</i> - multiple sources are not cumulative. If an Enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules or the <i>Shattering</i> and <i>Dread</i> special rules, the attacking player must choose to use either the <i>Brutal/Shattering</i> or the <i>Dread</i> modifiers. Both cannot be applied against the same unit.
<b>Feedback</b>	After rolling to hit with Hex or Weakness, roll to damage for each hit scored with the Piercing (1) modifier.
<b>Fireball</b>	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Shattering, Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
<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>Hann's Sanguinary Scripture</b>	The unit gains the <i>Lifeleech</i> (+1) special rule.
<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 time 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. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.
<b>Individual</b>	See page 34 (page 30 in gamers edition)
<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>Macewar's Potion of the Caterpillar</b>	This unit gains the <i>Pathfinder</i> special rule.
<b>Mighty</b>	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
<b>Mournful Blade</b>	Individuals only. The unit gains the <i>Duelist</i> special rule.
<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>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>Shambling</b>	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
<b>Sir Jesse's Boots of Striding</b>	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
<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>	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.
<b>Throwing Mastiff</b>	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.
<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>Veil of Shadows [1]</b>	Unique spell: Self - If one or more hits are scored, the spellcaster gains the <i>Aura</i> ( <i>Stealthy</i> ) special rule until the start of the player's next Turn.
<b>Very Inspiring</b>	This is the same as the <i>Inspiring</i> special rule, except that it has a range of 9". Any rule that affects <i>Inspiring</i> also affects <i>Very Inspiring</i> 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.
<b>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.