



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
Sir Jesse's Boots of Striding Throwing Mastiff									15
Vicious (Melee) Keywords: Dwarf									15
									[220]

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									15
Regeneration (5+), Vicious (Melee) Keywords: Dwarf, Hellforged, Immortal									[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
Crystal Pendent of Retribution									50
Fly, Nimble, Regeneration (4+) Keywords: Gargoyle									[135]

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
Brew of Sharpness Upgrade with a Charnox, gaining the ranged attack - Magma Cannon: 12", Att: 8, Ra: 4+, Piercing (1), Steady Aim									45
Crushing Strength (2), Shambling, Vicious (Melee) Keywords: Hellforged									30
									[290]
Horde(6)	5	4	-	6	4	3	18	-/17	215
Blessing of the Gods 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									30
									[275]

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										
Slavedriver										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	4	4	-	5	2	0	1	10/12	55 25 [80]	
Lute of Insatiable Darkness Individual, Inspiring, Rally (1 - Slave only), 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 30 15 [155]	
Surge (8) Mind Fog (2) Ariagful's Flame, Individual, Inspiring (Hellforged only) Spells: Fireball (10), Heal (3 - Hellforged only), Surge (8), Mind Fog (2) Keywords: Dwarf, Hellforged										

Total Unit Strength: 15
Total Core: 2000 (100%)

Total Units: 12



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.
Blessing of the Gods	The unit gains the <i>Elite</i> special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Crystal Pendent of Retribution	When the unit suffers a Rout result, all units in base contact with it suffer 2D6 hits at <i>Piercing</i> (3). These hits are resolved by the player that Routed the unit with the Crystal, which now has to resolve the hits against their own unit(s). After the damage has been resolved, no Nerve test is taken by the damaged units - they proceed to Regroup, but cannot move directly forward D6" for their Regroup action, because they are deterred by the huge explosion.
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 <i>Piercing</i> (1) modifier.
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> .
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.
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.

Lute of Insatiable Darkness	The unit gains the Bane Change (2) spell.
Mind Fog	Spell: 36", Enemy - Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused.
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.
Rally	Friendly Core units within 6" of this unit have +n to their Wavering and Rout Nerve values. This is cumulative to a maximum total of +2 if multiple units with <i>Rallying</i> are in range. Only the Rout value of a Fearless unit is affected by <i>Rallying</i> .
Regeneration (4+)	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.
Regeneration (5+)	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.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
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.
Throwing Mastiff	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.
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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.