

# ABYSSAL DWARFS BULLRUN ANDY RANSOME



## ABYSSAL DWARFS

EVIL

### 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]
Brutal, Crushing Strength (1), Regeneration (5+), Thunderous Charge (2), Vicious (Melee) Keywords: Abomination									

### 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									

### Hellfane

Titan

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	3	4	6	6	1	9	-/18	[265]
Aura (Brutal - Dwarf only), Crushing Strength (2), Rampage (D6), Strider, Thunderous Charge (2), Vicious Masterwork Pistols (18", Att: 5, Piercing (1), Steady Aim) Keywords: Hellforged, Shrine									

### 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	90
Conjurer's Staff Surge (8)									
Ariagful's Flame, Individual, Inspiring Spells: Fireball (10), Surge (8) Keywords: Dwarf, Hellforged									
									10
									30
									[130]

### Abyssal Halfbreed Champion

Hero (Cav)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	8	3	-	5	3	0	6	12/14	[145]
Crushing Strength (2), Individual, Inspiring, Mighty, Regeneration (5+), Vicious (Melee) Keywords: Halfbreed									

### 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, Mighty, Regeneration (5+) Keywords: Abomination, Gargoyle									



# GOBLINS

EVIL

Trolls										Large Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(6)	6	4	-	5	3	3	18	14/17	[190]	
Crushing Strength (2), Regeneration (5+)										
Keywords: Troll										
Horde(6)	6	4	-	5	3	3	18	14/17	[190]	
Crushing Strength (2), Regeneration (5+)										
Keywords: Troll										

War-Trombone										War Engine
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	-	4	4	2	0	10	8/10	[65]	
War-Trombone (12", Piercing (1), Steady Aim)										
Keywords: Gizmo, Goblin										

Troll Bruiser										Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	5	3	1	5	12/15	[110]	
Crushing Strength (2), Inspiring, Nimble, Regeneration (5+)										
Keywords: Troll										

Total Unit Strength: 19  
 Total Core: 1745 (75.9%)  
 Total Ally: 555 (24.1%)

Total Units: 13



## 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>Aura</b>	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself.
<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>Conjurer's Staff</b>	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<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>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>Mighty</b>	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
<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>Rampage</b>	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks.
<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>Steady Aim</b>	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
<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. 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.