



ABYSSAL DWARVES

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
Crystal Pendant of Retribution									50
Fly, Nimble, Regeneration (4+)									[135]
Keywords: Gargoyle									
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									

Decimators

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	4	4	4	4	2	4	25	21/23	260
Blessing of the Gods									30
Blunderbuss (12", Piercing (1), Steady Aim, Vicious (Ranged))									[290]
Keywords: Dwarf									
Horde(40)	4	4	4	4	2	4	25	21/23	260
Fire-Oil									5
Blunderbuss (12", Piercing (1), Steady Aim, Vicious (Ranged))									[265]
Keywords: Dwarf									

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

Katsuchan Rocket Launcher

War Engine

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	4	-	5	5	2	0	3	10/12	[85]
Katsuchan Rocket Launcher (48", Blast (D3), Ignores Cover, Indirect, Piercing (1), Reload, Vicious (Ranged))									
Keywords: Dwarf, Hellforged									
1	4	-	5	5	2	0	3	10/12	[85]
Katsuchan Rocket Launcher (48", Blast (D3), Ignores Cover, Indirect, Piercing (1), Reload, Vicious (Ranged))									
Keywords: Dwarf, 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 (2), 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 (2), Reload, Shattering, Vicious (Ranged)) Keywords: Dwarf, 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	
Ej Periscope										
Dampening Runes, Feedback, Individual Spells: Hex (3) Keywords: Hellforged										
1	5	4	-	5	2	0	1	-/11	70	
Inspiring Talisman										
Dampening Runes, Feedback, Individual Spells: Hex (3) Keywords: Hellforged										
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	
Blade of Slashing										
Crushing Strength (2), Individual, Inspiring, Mighty, Regeneration (5+), Vicious (Melee) Keywords: Halfbreed										
Brakki Barka[1]										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										

Total Unit Strength: 17
Total Core: 2300 (100%)

Total Units: 15



SPECIAL RULES AND SPELLS:

Bhardoom!	Due to his ear-shattering battle-cry, Brakki Barka has both Very Inspiring and Dread.
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
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.
Blessing of the Gods	The unit gains the <i>Elite</i> special rule.
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 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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Crystal Pendant 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+.

Dread	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.
Ej Periscope	Infantry and Heavy Infantry only. This unit increases its Height by 1 when it draws Line of Sight.
Feedback	After rolling to hit with Hex or Weakness, roll to damage for each hit scored with the Piercing (1) modifier.
Fire-Oil	The unit gains both the <i>Crushing Strength</i> special rule (+1 - vs. units with <i>Regeneration</i>) and the <i>Piercing</i> special rule (+1 - vs. units with <i>Regeneration</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.
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 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.
Ignore Cover	The firing unit only suffers cover penalties for units that have at least half their base within Difficult Terrain. Note that the firing unit still needs to have Line of Sight to the target to fire at it.
Indirect	The unit cannot make Ranged attacks on targets that are within 12"
Individual	See page 34 (page 30 in gamers edition)
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.
Inspiring Talisman	The unit gains the <i>Inspiring</i> special rule.
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.
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.
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.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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).
Very Inspiring	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.
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.