


**Abyssal Dwarfs [2300]**

Decimators	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Inf Regiment (20) [155]</b> Blunderbuss (12", Piercing(1),Steady Aim, Vicious(Ranged)) <b>Keywords:</b> Dwarf	4	4+	4+	4+	3	12	14/16	2	[155]
<b>Inf Regiment (20) [155]</b> Blunderbuss (12", Piercing(1),Steady Aim, Vicious(Ranged)) <b>Keywords:</b> Dwarf	4	4+	4+	4+	3	12	14/16	2	[155]

Gargoyles*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hv Inf Troop (10) [85]</b> <b>Special Rules:</b> Fly, Nimble, Regeneration(4+) <b>Keywords:</b> Gargoyle	10	4+	-	3+	1	10	8/10	2	[85]
<b>Hv Inf Troop (10) [85]</b> <b>Special Rules:</b> Fly, Nimble, Regeneration(4+) <b>Keywords:</b> Gargoyle	10	4+	-	3+	1	10	8/10	2	[85]
<b>Hv Inf Troop (10) [85]</b> <b>Special Rules:</b> Fly, Nimble, Regeneration(4+) <b>Keywords:</b> Gargoyle	10	4+	-	3+	1	10	8/10	2	[85]

Lesser Obsidian Golems	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Mon Inf Horde (6) [225]</b> Hann's Sanguinary Scripture <b>Special Rules:</b> Crushing Strength(2),Shambling, Vicious(Melee),Lifeleech(1) <b>Keywords:</b> Hellforged	5	4+	-	6+	3	18	-/17	4	[215] [10]
<b>Mon Inf Horde (6) [230]</b> Aegis of the Elohi <b>Special Rules:</b> Crushing Strength(2),Shambling, Vicious(Melee),Iron Resolve <b>Keywords:</b> Hellforged	5	4+	-	6+	3	18	-/17	4	[215] [15]

Abyssal Halfbreeds	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Cav Regiment (10) [195]</b> <b>Special Rules:</b> Crushing Strength(1),Fury, Regeneration(5+),Thunderous Charge(1),Vicious(Melee) <b>Keywords:</b> Abomination	8	3+	-	4+	3	16	14/16	3	[195]
<b>Cav Regiment (10) [195]</b> <b>Special Rules:</b> Crushing Strength(1),Fury, Regeneration(5+),Thunderous Charge(1),Vicious(Melee) <b>Keywords:</b> Abomination	8	3+	-	4+	3	16	14/16	3	[195]

Iron-caster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Inf) 1 Spellcaster 2 [110]</b> Fireball (10) Heal (3) <b>Special Rules:</b> Individual, Inspiring, Ariagful's Flame <b>Keywords:</b> Dwarf, Hellforged	4	4+	-	5+	0	1	11/13	2	[90] [0] [20]
<b>Hero (Inf) 1 Spellcaster 2 [110]</b> Surge (8) Heal (3) <b>Special Rules:</b> Individual, Inspiring, Ariagful's Flame <b>Keywords:</b> Dwarf, Hellforged	4	4+	-	5+	0	1	11/13	2	[90] [0] [20]

Ba'su'su the Vile [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Hv Inf) 1 [210]</b> <b>Special Rules:</b> Crushing Strength(2),Fly, Individual, Inspiring, Mighty, Regeneration(5+) <b>Keywords:</b> Abomination, Gargoyle	10	3+	-	5+	0	7	14/16	2	[210]

Abyssal Halfbreed Champion	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Cav) 1 [160]</b> Mournful Blade <b>Special Rules:</b> Crushing Strength(2),Individual, Inspiring, Mighty, Regeneration(5+),Vicious(Melee),Duelist <b>Keywords:</b> Abomination, Halfbreed	8	3+	-	5+	0	6	12/14	3	[145] [15]

Overmaster on Ancient Winged Halfbreed	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Titan) 1 [300]</b> <b>Special Rules:</b> Crushing Strength(3),Fly, Inspiring, Nimble, Regeneration(5+),Vicious(Melee) <b>Keywords:</b> Abomination, Dwarf	10	3+	-	5+	1	9	17/19	6	[300]

Total Units: 14  
Total Primary Core Points: 2300 (100.0%)

Total Unit Strength: 22

Special Rule	Description
Ariagful's Flame	Whenever this unit rolls to damage with Fireball, it can re-roll all dice that score a natural, unmodified 1.

Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Duelist	While attacking enemy Individuals in Melee, this unit doubles its number of Attacks.
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. This includes Difficult Terrain the unit started in. 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 Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Fury	While Wavering, this unit may still declare a Counter Charge.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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 Inspiring rule. In this case the unit will only Inspire itself and the unit(s) specified.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previously suffered.
Lifefeech	When this unit completes its to-hit and to-damage rolls in Melee combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of n. Lifefeech has a maximum total of 3.
Mighty	Individuals with the Mighty 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. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
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.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.
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 Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
<b>Fireball</b> Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
<b>Heal</b> Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
<b>Surge</b> Range: 12" Friendly – Shambling Only	For each hit, the target friendly Shambling unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the Fly 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.	

Artefact	Description
Hann's Sanguinary Scripture	The unit gains the Lifefeech (+1) special rule.

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Aegis of the Elohi

The unit gains the Iron Resolve special rule. If it already has Iron Resolve, it increases the amount of damage regained each time Iron Resolve is used to two.

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Mournful Blade

Individuals only. The unit gains the Duelist special rule.