



Abyssal Dwarfs [2300]

| Blacksouls | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|-------|----|-------|
| Inf Horde (40) [220] | 4 | 4+ | - | 5+ | 4 | 25 | 21/23 | 2 | [190] |
| Fiery Bulwark | | | | | | | | | [10] |
| Hammer of Measured Force | | | | | | | | | [20] |
| Special Rules: Vicious(Melee),Iron Resolve(D3) Keywords: Dwarf | | | | | | | | | |

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

| Gargoyles* | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|------|----|------|
| Hv Inf Troop (10) [90] | 10 | 4+ | - | 3+ | 1 | 10 | 8/10 | 2 | [85] |
| Fire-Oil | | | | | | | | | [5] |
| Special Rules: Fly, Nimble, Regeneration(4+),Crushing Strength(+1 vs. units with Regeneration),Piercing(+1 vs. units with Regeneration) | | | | | | | | | |
| Keywords: Gargoyle | | | | | | | | | |
| Hv Inf Troop (10) [85] | 10 | 4+ | - | 3+ | 1 | 10 | 8/10 | 2 | [85] |
| Special Rules: Fly, Nimble, Regeneration(4+) Keywords: Gargoyle | | | | | | | | | |

| Abyssal Halfbreeds | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|-------|----|-------|
| Cav Regiment (10) [215] | 8 | 3+ | - | 4+ | 3 | 16 | 14/16 | 3 | [195] |
| Blessing of the Gods | | | | | | | | | [20] |
| Special Rules: Crushing Strength(1),Fury, Regeneration(5+),Thunderous Charge(1),Vicious(Melee),Elite Keywords: Abomination | | | | | | | | | |
| Cav Regiment (10) [210] | 8 | 3+ | - | 4+ | 3 | 16 | 14/16 | 3 | [195] |
| Sir Jesse's Boots of Striding | | | | | | | | | [15] |
| Special Rules: Crushing Strength(1),Fury, Regeneration(5+),Thunderous Charge(1),Vicious(Melee) Keywords: Abomination | | | | | | | | | |

| Angkor Heavy Mortar | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|-------|----|-------|
| WE 1 [115] | 4 | 0+ | 5+ | 5+ | 0 | 2 | 10/12 | 2 | [115] |
| Angkor Heavy Mortar (48", Blast(D3+2),Indirect, Piercing(2),Reload, Shattering, Vicious(Ranged),Ignores Obscured) | | | | | | | | | |
| Keywords: Dwarf, Hellforged | | | | | | | | | |
| WE 1 [115] | 4 | 0+ | 5+ | 5+ | 0 | 2 | 10/12 | 2 | [115] |
| Angkor Heavy Mortar (48", Blast(D3+2),Indirect, Piercing(2),Reload, Shattering, Vicious(Ranged),Ignores Obscured) | | | | | | | | | |
| Keywords: Dwarf, Hellforged | | | | | | | | | |

| Iron-caster | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|-------|----|------|
| Hero (Inf) 1 Spellcaster 2 [120] | 4 | 4+ | - | 5+ | 0 | 1 | 11/13 | 2 | [90] |
| Diadem of Dragonkind | | | | | | | | | [30] |
| Fireball (16) | | | | | | | | | [0] |
| Special Rules: Individual, Inspiring, Ariagful's Flame Keywords: Dwarf, Hellforged | | | | | | | | | |

| Hexcaster | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|------|----|------|
| Hero (Hv Inf) 1 Spellcaster 1 [95] | 5 | 4+ | - | 5+ | 0 | 1 | -/11 | 3 | [70] |
| Ej Periscope | | | | | | | | | [5] |
| Hex (3) | | | | | | | | | [0] |
| Weakness (3) | | | | | | | | | [20] |
| Special Rules: Individual, Dampening Runes, Feedback Keywords: Hellforged | | | | | | | | | |

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

| Infernox | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|------|----|-------|
| Hero (Lrg Inf) 1 [160] | 5 | 3+ | - | 6+ | 1 | 6 | -/13 | 3 | [140] |
| Inspiring Talisman | | | | | | | | | [20] |
| Special Rules: Brutal, Crushing Strength(2), Nimble, Thunderous Charge(1), Vicious(Melee), Wild Charge(D3), Inspiring Keywords: Hellforged | | | | | | | | | |

| Brakki Barka [1] | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|-------|----|-------|
| Hero (Cav) 1 [200] | 8 | 3+ | - | 5+ | 0 | 6 | 14/16 | 3 | [200] |
| Special Rules: Crushing Strength(3), Dread, Individual, Mighty, Regeneration(5+), Very Inspiring, Vicious(Melee), Bhardoom! Keywords: Abomination | | | | | | | | | |

Total Units: 15 **Total Unit Strength:** 22
Total Primary Core Points: 2300 (100.0%)

| Custom Rule | Description |
|-----------------|---|
| 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 Piercing (1) modifier. |

| 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. |
| 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. |
| Brutal | When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (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 Brutal and Dread 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. |
| 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 Dread – multiple sources are not cumulative. If an Enemy unit is subject to both the Brutal and Dread special rules or the Shattering and Dread special rules, the attacking player must choose to use either the Brutal/Shattering or the Dread modifiers. Both cannot be applied against the same unit. |
| Elite | Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1. |
| 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. |
| Ignores Obscured | Ranged attacks made by this unit do not suffer the -1 to hit modifier from Cover that is granted by targeting an Obscured Target (although the unit may still benefit from Cover from another source (e.g. by being Concealed)). |
| Indirect | The unit cannot make Ranged attacks on targets that are within 12". |
| 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. |
| 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. |

| | |
|-------------------|--|
| 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 Shattering and Dread special rules, the attacking player must choose to use either the Shattering or the Dread modifiers. Both cannot be applied against the same unit. |
| 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). |
| Very Inspiring | This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self). |
| Vicious | Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1. |
| Wild Charge | Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away. - In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders. |

| Spell | Description | Special Rules |
|--|--|---|
| Fireball Range: 12" Enemy | Roll to damage the enemy as normal. | Shattering, Hits on a 5+ against units in Cover or with Stealthy. |
| Hex Range: 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. | |
| Weakness Range: 24" Enemy, CC | 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 natural six will still cause damage, however). This effect only applies once – multiple castings on the same target have no effect. | |

| Artefact | Description |
|-------------------------------|--|
| Ej Periscope | Infantry and Heavy Infantry only. This unit increases its Height by 1 when it draws Line of Sight. |
| Fire-Oil | The unit gains both the Crushing Strength special rule (+1 - vs. units with Regeneration and the Piercing special rule (+1 - vs. units with Regeneration). |
| Sir Jesse's Boots of Striding | Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn. |
| Blessing of the Gods | The unit gains the Elite special rule. |
| Hammer of Measured Force | In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers. |
| Inspiring Talisman | The unit gains the Inspiring special rule. |
| Diadem of Dragonkind | The unit gains the Fireball (8) spell, or if the unit already has a Fireball spell, its value is increased by 6. |