

Abyssal Dwarfs [2300]

Blacksouls	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [130] Two-handed Weapons Throwing Mastiff <i>Special Rules:</i> Vicious(Melee), Ordered March, Crushing Strength(1), Throwing Mastiff Keywords: Dwarf	4	4+	-	4+	3	12	14/16	2	[115] [0] [15]
Inf Horde [220] Fiery Bulwark Hammer of Measured Force <i>Special Rules:</i> Vicious(Melee), Ordered March, Iron Resolve(D3) Keywords: Dwarf	4	4+	-	5+	4	25	21/23	2	[190] [10] [20]

Immortal Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [190] Throwing Mastiff Infernal Wardens <i>Special Rules:</i> Regeneration(5+), Vicious(Melee), Ordered March, Throwing Mastiff, Crushing Strength(1) Keywords: Dwarf, Hellforged, Immortal	4	3+	-	5+	3	12	-/17	2	[160] [15] [15]
Inf Regiment [190] Throwing Mastiff Infernal Wardens <i>Special Rules:</i> Regeneration(5+), Vicious(Melee), Ordered March, Throwing Mastiff, Crushing Strength(1) Keywords: Dwarf, Hellforged, Immortal	4	3+	-	5+	3	12	-/17	2	[160] [15] [15]

Slave Orcs*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Troop [60] <i>Special Rules:</i> Crushing Strength(1) Keywords: Orc, Slave	5	5+	-	4+	1	10	8/10	2	[60]

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

Slave Orc Gore Riders*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [90] <i>Special Rules:</i> Crushing Strength(1), Thunderous Charge(1) Keywords: Orc, Slave	8	4+	-	4+	1	8	9/11	3	[90]

Abyssal Halfbreeds	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [190] <i>Special Rules:</i> Crushing Strength(1), Fury, Regeneration(5+), Thunderous Charge(1), Vicious(Melee) Keywords: Abomination	8	3+	-	4+	3	16	15/17	3	[190]

Abyssal Grotesques	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde [295] Brew of Sharpness <i>Special Rules:</i> Brutal, Crushing Strength(1), Fury, Regeneration(5+), Strider, Thunderous Charge(2), Vicious(Melee) Keywords: Abomination	7	3+	-	5+	3	18	16/18	4	[250] [45]

Mutated Mastiff Hunting Pack*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Regiment [80] Throwing Mastiff <i>Special Rules:</i> Crushing Strength(1 vs Cavalry Only), Vicious(Melee), Throwing Mastiff Keywords: Abomination	6	4+	-	2+	1	9	10/12	1	[65] [15]

Hellfane	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [290] Hellforged Overmaster Masterwork Pistols (18", Att: 5, Piercing(1), Steady Aim) <i>Special Rules:</i> Aura(Brutal(Dwarf Only)), Crushing Strength(2), Rampage(D6), Strider, Thunderous Charge(2), Vicious, Aura(Wild Charge (+2) Infantry Only), Inspiring Keywords: Hellforged, Shrine	6	3+	4+	6+	2	9	-/18	6	[265] [25]

Overmaster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [150]	4	3+	-	6+	0	5	13/15	2	[105]
Infernal Advance									[20]
Lute of Insatiable Darkness									[25]
Bane Chant (2)									
Special Rules: <i>Crushing Strength(1), Individual, Inspiring, Mighty, Vicious(Melee), Aura(Strider - Infantry only)</i> Keywords: Dwarf									

Infernox	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [175]	5	3+	4+	6+	1	6	-/13	3	[145]
The Ironmonger Warlord									[30]
Molten Boulder (12", Att: 3, Piercing(1), Steady Aim)									
Special Rules: <i>Brutal, Crushing Strength(2), Nimble, Thunderous Charge(1), Vicious(Melee), Wild Charge(D3), Aura(Elite (Melee) - Infantry Only)</i>									
Keywords: Hellforged									

Abyssal Halfbreed Champion	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [155]	8	3+	-	5+	0	6	12/14	3	[145]
Pipes of Terror									[10]
Special Rules: <i>Crushing Strength(2), Fury, Individual, Inspiring, Mighty, Regeneration(5+), Vicious(Melee), Brutal</i> Keywords: Abomination, Halfbreed									

Total Units: 14 **Total Unit Strength:** 26
Total Primary Core Points: 2300 (100.0%)

Special Rule	Description
Aura	(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. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
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.
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 (n) points of damage previously suffered to a maximum of 3. If no value is specified, the unit has Iron Resolve (1).
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.
Ordered March	When Issuing an At The Double order, this unit can make a single pivot around its centre of up to 90 degrees from its current facing at any point during the order.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Rampage	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 on its profile until the end of the Turn.
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.

Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
Throwing Mastiff	The unit is equipped with a single use ranged attack with the following profile – Throwing Mastiff: 12", Att: 8, Piercing (1); This attack always hits on a 4+. Once used, the unit's Throwing Mastiff is destroyed and cannot be used again for the remainder of the game.
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.
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
Bane Chant Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	
Artefact	Description	
Pipes of Terror	This unit gains the Brutal special rule.	
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.	
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.	
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.	