



Abyssal Dwarfs [745]

| Blacksouls | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|-------|----|----------------------|
| Inf Regiment [130] Two-handed Weapons Throwing Mastiff Special Rules: <i>Vicious(Melee), Ordered March, Crushing Strength(1), Throwing Mastiff</i> Keywords: Dwarf | 4 | 4+ | - | 4+ | 3 | 12 | 14/16 | 2 | [115] [0] [15] |

| Immortal Guard | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|------|----|-------------------------------|
| Inf Regiment [195] Throwing Mastiff Infernal Wardens Blade of Slashing Special Rules: <i>Regeneration(5+), Vicious(Melee), Ordered March, Throwing Mastiff, Crushing Strength(1)</i> Keywords: Dwarf, Hellforged, Immortal | 4 | 3+ | - | 5+ | 3 | 12 | -/17 | 2 | [160] [15] [15] [5] |
| Inf Regiment [200] Throwing Mastiff Infernal Wardens Pipes of Terror Special Rules: <i>Regeneration(5+), Vicious(Melee), Ordered March, Throwing Mastiff, Crushing Strength(1), Brutal</i> Keywords: Dwarf, Hellforged, Immortal | 4 | 3+ | - | 5+ | 3 | 12 | -/17 | 2 | [160] [15] [15] [10] |

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

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

| Slavedriver | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|-------|----|--------------|
| Hero (Inf) 1 [80] Lute of Insatiable Darkness Bane Chant (2) Special Rules: <i>Individual, Inspiring, Rallying(1 - Slaves Only), Vicious(Melee)</i> Keywords: Dwarf | 4 | 4+ | - | 5+ | 0 | 1 | 10/12 | 2 | [55] [25] |

Total Units: 6 **Total Unit Strength:** 11
Total Primary Core Points: 745 (100.0%)

| Special Rule | Description |
|-------------------|--|
| 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. |
| 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. |
| 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. |
| Rallying | Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying. |
| 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. |

| | |
|------------------|---|
| 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. |
| Vicious | Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1. |

| 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 |
|--------------------------------|---|
| Blade of Slashing | Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit. |
| Pipes of Terror | This unit gains the Brutal special rule. |
| Lute of Insatiable Darkness | The unit gains the Bane Chant (2) spell. |