



## Abyssal Dwarfs [750]

Abyssal Halfbreeds	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [200]	8	3+	-	4+	3	16	15/17	3	[190]
Mead of Madness									[10]
<b>Special Rules:</b> <i>Crushing Strength(1),Fury, Regeneration(5+),Thunderous Charge(1),Vicious(Melee),Wild Charge(1)</i> <b>Keywords:</b> <i>Abomination</i>									

Abyssal Grotesques	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment [150]	7	4+	-	5+	2	9	13/15	4	[150]
Lrg Cav Regiment [150]	7	4+	-	5+	2	9	13/15	4	[150]
<b>Special Rules:</b> <i>Brutal, Crushing Strength(1),Fury, Regeneration(5+),Strider, Thunderous Charge(2),Vicious(Melee)</i> <b>Keywords:</b> <i>Abomination</i>									
<b>Special Rules:</b> <i>Brutal, Crushing Strength(1),Fury, Regeneration(5+),Strider, Thunderous Charge(2),Vicious(Melee)</i> <b>Keywords:</b> <i>Abomination</i>									

Overmaster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [105]	4	3+	-	6+	0	5	13/15	2	[105]
<b>Special Rules:</b> <i>Crushing Strength(1),Individual, Inspiring, Mighty, Vicious(Melee)</i> <b>Keywords:</b> <i>Dwarf</i>									

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

Total Units:

5

Total Unit Strength:

7

Total Primary Core Points:

750 (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.
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.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
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.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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.
Artefact	Description
Mead of Madness	The unit gains the Wild Charge (+1) special rule.