

Hexcaster										Hero (Hv Inf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	-	5	2	0	1	-/11	70	
Custom name: Dwarf with Red Banner Inspiring Talisman Weakness (3)									20	
Dampening Runes, Feedback, Individual Spells: Hex (3), Weakness (3) Keywords: Hellforged									20	
										[110]

Iron-caster										Hero (Inf) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	4	4	-	5	2	0	1	11/13	90	
Custom name: Armored Dwarf with Flag Sacred Horn Replace Fireball (10) with Surge (8) Library Mindfog (2) Library Veil of Shadows [1](3)									15	
Ariagful's Flame, Individual, Inspiring Spells: Surge (8), Mind Fog (2), Veil of Shadows [1] (3) Keywords: Dwarf, Hellforged									0	
									10	
									30	
										[145]

Dravak Dalkan [1]										Hero (Inf) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	4	4	-	5	2	0	2	12/14	[155]	
Custom name: Skull Face Dwarf Crushing Strength (1), Individual, Inspiring, Possession Spells: Fireball (12), Heal (3), Surge (12) Keywords: Dwarf, Hellforged										

Infernok [1]										Titan
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	4	-	6	6	1	12	-/19	[255]	
Bound Soul, Brutal (1), Crushing Strength (4), Shambling, Strider, Vicious (Melee) Keywords: Hellforged										

FORCES OF THE ABYSS EVIL

Molochs										Monstrous Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(6)	6	3	-	4	3	3	18	16/18	225	
Custom name: Green Ghosts Upgrade with a Despoiler Champion, gaining Vicious (Melee) and Brutal									20	
Crushing Strength (2), Fury, Regeneration (5+), Brutal, Vicious (Melee) Keywords: Abyssal, Moloch									[245]	

Total Unit Strength: 21

Total Units: 12

Total Core: 2055 (89.3%)

Total Ally: 245 (10.7%)

SPECIAL RULES AND SPELLS:

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

Blessing of the Gods The unit gains the *Elite* special rule.

Bound Soul	As long as friendly core Dravak Dalkan is alive and in play, Infernok has the Inspiring (Self) special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (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 <i>Brutal</i> and <i>Dread</i> 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.
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.
Fireball	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Shattering, Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
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. 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 <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
Fury	While Wavering, this unit may still declare a Counter Charge.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
Hex	Spell: 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.
Individual	See page 34 (page 30 in gamers edition)
Inspiring	If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Inspiring Talisman	The unit gains the <i>Inspiring</i> special rule.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
Mind Fog	Spell: 36", Enemy - Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused. Modifiers: Shattering
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.
Pipes of Terror	This unit gains the <i>Brutal</i> special rule.
Possession	Unless Infernok is Engaged or Disordered, Dravak Dalkan may use Infernok's Line of Sight to cast spells. When doing so, measure range from Infernok's leader point instead of Dravak Dalkan's.
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.
Sacred Horn	The unit gains as additional 3" range to all of its Auras.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
Surge	Spell: 12", Friendly Shambling only - For each hit, the target unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the <i>Fly</i> 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.
Veil of Shadows [1]	Unique spell: Self - If one or more hits are scored, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Weakness	Spell: 24", 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 a natural six will still cause damage, however). This effect only applies once - multiple castings on the same target have no effect.