


**Abyssal Dwarfs [2300]**

Decimators	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Inf Horde [260]</b> Blunderbuss (14", Piercing(1),Steady Aim, Vicious(Ranged)) <i>Special Rules: Ordered March Keywords: Dwarf</i>	4	4+	4+	4+	4	25	21/23	2	[260]
<b>Inf Horde [290]</b> Blessing of the Gods Blunderbuss (14", Piercing(1),Steady Aim, Vicious(Ranged)) <i>Special Rules: Ordered March, Elite Keywords: Dwarf</i>	4	4+	4+	4+	4	25	21/23	2	[260] [30]

Lesser Obsidian Golems	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Mon Inf Regiment [160]</b> Charnox Magma Cannon (12", Att: 8, Ra: 4+, Piercing(1),Steady Aim) <i>Special Rules: Crushing Strength(2),Shambling, Vicious(Melee) Keywords: Hellforged</i>	5	4+	-	6+	2	9	-/14	4	[130] [30]
<b>Mon Inf Regiment [160]</b> Charnox Magma Cannon (12", Att: 8, Ra: 4+, Piercing(1),Steady Aim) <i>Special Rules: Crushing Strength(2),Shambling, Vicious(Melee) Keywords: Hellforged</i>	5	4+	-	6+	2	9	-/14	4	[130] [30]
<b>Mon Inf Regiment [160]</b> Charnox Magma Cannon (12", Att: 8, Ra: 4+, Piercing(1),Steady Aim) <i>Special Rules: Crushing Strength(2),Shambling, Vicious(Melee) Keywords: Hellforged</i>	5	4+	-	6+	2	9	-/14	4	[130] [30]
<b>Mon Inf Regiment [160]</b> Charnox Magma Cannon (12", Att: 8, Ra: 4+, Piercing(1),Steady Aim) <i>Special Rules: Crushing Strength(2),Shambling, Vicious(Melee) Keywords: Hellforged</i>	5	4+	-	6+	2	9	-/14	4	[130] [30]
<b>Mon Inf Regiment [160]</b> Charnox Magma Cannon (12", Att: 8, Ra: 4+, Piercing(1),Steady Aim) <i>Special Rules: Crushing Strength(2),Shambling, Vicious(Melee) Keywords: Hellforged</i>	5	4+	-	6+	2	9	-/14	4	[130] [30]

Abyssal Halfbreeds	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Cav Regiment [205]</b> Sir Jesse's Boots of Striding <i>Special Rules: Crushing Strength(1),Fury, Regeneration(5+),Thunderous Charge(1),Vicious(Melee) Keywords: Abomination</i>	8	3+	-	4+	3	16	15/17	3	[190] [15]
<b>Cav Regiment [210]</b> Brew of Haste <i>Special Rules: Crushing Strength(1),Fury, Regeneration(5+),Thunderous Charge(1),Vicious(Melee) Keywords: Abomination</i>	9	3+	-	4+	3	16	15/17	3	[190] [20]

Iron-caster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Inf) 1 Spellcaster 2 [125]</b> Shroud of the Saint Surge (8) Heal (5) <i>Special Rules: Individual, Inspiring, Ariagful's Flame Keywords: Dwarf, Hellforged</i>	4	4+	-	5+	0	1	11/13	2	[50] [25] [30] [20]
<b>Hero (Inf) 1 Spellcaster 2 [110]</b> Conjurer's Staff Surge (8) Heal (3) <i>Special Rules: Individual, Inspiring, Ariagful's Flame Keywords: Dwarf, Hellforged</i>	4	4+	-	5+	0	1	11/13	2	[50] [10] [30] [20]

Abyssal Halfbreed Champion	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Cav) 1 [155]</b> Wingbane Cloak <i>Special Rules: Crushing Strength(2),Fury, Individual, Inspiring, Mighty, Regeneration(5+),Vicious(Melee),Ensnare(vs. units with Fly Special Rule) Keywords: Abomination, Halfbreed</i>	8	3+	-	5+	0	6	12/14	3	[145] [10]
<b>Hero (Cav) 1 [145]</b> <i>Special Rules: Crushing Strength(2),Fury, Individual, Inspiring, Mighty, Regeneration(5+),Vicious(Melee) Keywords: Abomination, Halfbreed</i>	8	3+	-	5+	0	6	12/14	3	[145]

Total Units:

13

Total Unit Strength:

24

Total Primary Core Points:

2300 (100.0%)

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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
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.
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.
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.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.
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).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
<b>Heal</b> Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
<b>Surge</b> Range: 12" Friendly – Shambling Only	For each hit, the target friendly Shambling unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the Fly 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.	

Artefact	Description
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Wingbane Cloak	The unit gains the Ensnare special rule against units with the Fly special rule. This artefact may not be given to units with the Fly special rule.
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.
Brew of Haste	This unit increases its Speed stat by +1.
Shroud of the Saint	The unit gains the Heal (3) spell, or if the unit already has a Heal spell, its value is increased by 2.