

THE MOLTEN HEART OF THE MOUNTAIN



ABYSSAL DWARVES

EVIL

Gargoyles*

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	10	4	-	3	2	1	10	8/10	85
Custom name: Swooping Doom Staying Stone									5
Fly, Nimble, Regeneration (4+) Keywords: Gargoyle									[90]

Mutated Mastiff Hunting Pack*

Swarm

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	6	4	-	2	1	1	9	10/12	65
Custom name: The Howling Pack Throwing Mastiff									15
Crushing Strength (1 - vs Cavalry only), Vicious (Melee) Keywords: Abomination									[80]
Regiment(3)	6	4	-	2	1	1	9	10/12	65
Custom name: The Barking Biters Throwing Mastiff									15
Crushing Strength (1 - vs Cavalry only), Vicious (Melee) Keywords: Abomination									[80]

Lesser Obsidian Golems								Monstrous Infantry		
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(6)	5	4	-	6	4	3	18	-/17	215	
Custom name: The Molten Menace Blessing of the Gods Upgrade with a Charnox, gaining the ranged attack - Magma Cannon: 12", Att: 8, Ra: 4+, Piercing (1), Steady Aim									30 30	
Crushing Strength (2), Shambling, Vicious (Melee) Keywords: Hellforged									[275]	
Horde(6)	5	4	-	6	4	3	18	-/17	215	
Custom name: The Dum Rocks Upgrade with a Charnox, gaining the ranged attack - Magma Cannon: 12", Att: 8, Ra: 4+, Piercing (1), Steady Aim									30	
Crushing Strength (2), Shambling, Vicious (Melee) Keywords: Hellforged									[245]	
Horde(6)	5	4	-	6	4	3	18	-/17	215	
Custom name: The Avalanche Pipes of Terror Upgrade with a Charnox, gaining the ranged attack - Magma Cannon: 12", Att: 8, Ra: 4+, Piercing (1), Steady Aim									10 30	
Crushing Strength (2), Shambling, Vicious (Melee) Keywords: Hellforged									[255]	
Horde(6)	5	4	-	6	4	3	18	-/17	215	
Custom name: The Rocky Chute Sir Jesse's Boots of Striding Upgrade with a Charnox, gaining the ranged attack - Magma Cannon: 12", Att: 8, Ra: 4+, Piercing (1), Steady Aim									15 30	
Crushing Strength (2), Shambling, Vicious (Melee) Keywords: Hellforged									[260]	
Greater Obsidian Golem								Titan		
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	4	-	6	6	1	12	-/19	[235]	
Custom name: Ferrous Menace Crushing Strength (3), Shambling, Strider, Vicious (Melee) Keywords: Hellforged										
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: Unix Eighty-ooH Conjurer's Staff Weakness (3)									10 20	
Dampening Runes, Feedback, Individual Spells: Hex (3), Weakness (3) Keywords: Hellforged									[100]	
1	5	4	-	5	2	0	1	-/11	70	
Custom name: Unix Thirty-dou Tome of Darkness Weakness (3)									20 20	
Dampening Runes, Feedback, Individual Spells: Hex (3), Weakness (3) Keywords: Hellforged									[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: Amberax Lavaheart Amulet of the Fireheart Surge (8) Library Scorched Earth (3)									10 30 30 [160]	
Ariagful's Flame, Individual, Inspiring Spells: Fireball (10), Surge (8), Scorched Earth (3) Keywords: Dwarf, Hellforged										

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]	
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										

Total Unit Strength: 17
 Total Core: 2300 (100%)
 Army notes:
 Blake's Grand Prix Army

Total Units: 13



SPECIAL RULES AND SPELLS:

Amulet of the Fireheart	Once per game, immediately after casting a spell, the unit may cast a second, different spell. The unit cannot use this artefact to cast more than two spells in a single turn.
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 <i>Elite</i> special rule.
Bound Soul	As long as friendly core Dravak Dalkan is alive and in play, Infernok has the Inspiring (Self) special rule.
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.
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.
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.
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.

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.
Scorched Earth	Spell: 18", Enemy - If one or more hits are successfully scored, during the following Turn any charges made by the target unit will be Hindered. In addition, the target unit loses the Strider and Pathfinder special rules for the duration of its next Turn.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
Staying Stone	The unit gains +1 to its Wavering stat value.
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.
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.
Tome of Darkness	The unit gains the Surge (5) spell, or if the unit already has a Surge spell, its value is increased by 3.
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.