



## Abyssal Dwarfs [1995]

Immortal Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [175] Infernal Wardens <b>Special Rules:</b> Regeneration(5+), Vicious(Melee), Ordered March, Crushing Strength(1) <b>Keywords:</b> Dwarf, Hellforged, Immortal	4	3+	-	5+	3	12	-/17	2	[160] [15]
Inf Regiment [175] Infernal Wardens <b>Special Rules:</b> Regeneration(5+), Vicious(Melee), Ordered March, Crushing Strength(1) <b>Keywords:</b> Dwarf, Hellforged, Immortal	4	3+	-	5+	3	12	-/17	2	[160] [15]

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

Lesser Obsidian Golems	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon Inf Horde [215] <b>Special Rules:</b> Crushing Strength(2), Shambling, Vicious(Melee) <b>Keywords:</b> Hellforged	5	4+	-	6+	3	18	-/17	4	[215]
Mon Inf Horde [215] <b>Special Rules:</b> Crushing Strength(2), Shambling, Vicious(Melee) <b>Keywords:</b> Hellforged	5	4+	-	6+	3	18	-/17	4	[215]

Angkor Heavy Mortar	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
WE 1 [115] Angkor Heavy Mortar (48", Blast(D3+2), Indirect, Piercing(2), Reload, Shattering, Vicious(Ranged), Ignores Obscured) <b>Special Rules:</b> Secured Position <b>Keywords:</b> Dwarf, Hellforged	4	0+	5+	5+	0	2	10/12	2	[115]
WE 1 [115] Angkor Heavy Mortar (48", Blast(D3+2), Indirect, Piercing(2), Reload, Shattering, Vicious(Ranged), Ignores Obscured) <b>Special Rules:</b> Secured Position <b>Keywords:</b> Dwarf, Hellforged	4	0+	5+	5+	0	2	10/12	2	[115]

Iron-caster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[2 fireballs] Hero (Inf) 1 Spellcaster 3 [155] Shroud of the Saint Knowledgable[1] Surge (8) Heal (5) Host Shadowbeast(3) <b>Special Rules:</b> Individual, Inspiring, Ariagful's Flame <b>Keywords:</b> Dwarf, Hellforged	4	4+	-	5+	0	1	11/13	2	[50] [25] [10] [30] [20] [20]
[1 fireball] Hero (Inf) 1 Spellcaster 2 [125] Fireball (12) Bane Chant (2) Heal (3) <b>Special Rules:</b> Individual, Inspiring, Ariagful's Flame <b>Keywords:</b> Dwarf, Hellforged	4	4+	-	5+	0	1	11/13	2	[50] [35] [20] [20]

Infernox	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [190] The Ironmonger Warlord Sacred Horn Molten Boulder (12", Att: 3, Piercing(1), Steady Aim) <b>Special Rules:</b> Brutal, Crushing Strength(2), Nimble, Thunderous Charge(1), Vicious(Melee), Wild Charge(D3), Aura(Elite (Melee) - Infantry Only) <b>Keywords:</b> Hellforged	5	3+	4+	6+	1	6	-/13	3	[145] [30] [15]

Abyssal Grotesque Champion	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [225] Staying Stone <b>Special Rules:</b> Brutal, Crushing Strength(2), Fury, Inspiring, Nimble, Regeneration(5+), Strider, Thunderous Charge(1), Vicious(Melee) <b>Keywords:</b> Abomination	7	3+	-	5+	1	7	16/17	4	[220] [5]

Total Units:

11

Total Unit Strength:

18

Total Primary Core Points:

1995 (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.
Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
Blast	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.
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.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Fury	While Wavering, this unit may still declare a Counter Charge.
Ignores Obscured	Ranged attacks made by this unit do not suffer the -1 to hit modifier from Cover that is granted by targeting an Obscured Target (although the unit may still benefit from Cover from another source (e.g. by being Concealed)).
Indirect	The unit cannot make Ranged attacks on targets that are within 12".
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6inches 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.
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. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
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.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Secured Position	This unit is considered a Scoring Unit with a Unit Strength of 0.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.
Shattering	If a unit is damaged by the ranged attacks of one or more units with this rule, add one to the subsequent Nerve test at the end of the Ranged phase. If an enemy unit is subject to both the Shattering and Dread special rules, the attacking player must choose to use either the Shattering or the Dread modifiers. Both cannot be applied against the same unit.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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.

Arcane Ability	Description
Knowledgeable [1]	Spellcaster Tier +1

Spell	Description	Special Rules
<b>Bane Chant</b> 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.	
<b>Fireball</b> Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
<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.	
<b>Host Shadowbeast</b> Range: 12" Friendly Individuals or Self (individuals only),CC	If any successes are rolled, until the start of your following Turn, when attacking in melee, the target may make a number of additional attacks equal to the casters Spellcaster tier plus 2. These attacks are rolled separately to their normal attacks and always hit on a 3+, with the Crushing Strength (3)Special Rule. These attacks are never doubled, tripled or affected by artefacts, spells or any other special rules. A spellcaster may cast host shadowbeast onto themselves and can do so even when engaged with an enemy unit. Multiple castings on the same target have no additional effect.	

Artefact	Description
Staying Stone	The unit gains +1 to its Wavering stat value.
Sacred Horn	The unit gains as additional 3inch range to all of its Auras.
Blessing of the Gods	The unit gains the Elite special rule.
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.