



## Abyssal Dwarfs [1995]

Lesser Obsidian Golems	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Mon Inf Horde [245]</b>	5	4+	-	6+	3	18	-/17	4	[215]
Charnox Magma Cannon (12", Att: 8, Ra: 4+, Piercing(1),Steady Aim) <b>Special Rules:</b> <i>Crushing Strength(2),Shambling, Vicious(Melee)</i> <b>Keywords:</b> <i>Hellforged</i>									
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Abyssal Halfbreeds	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Cav Regiment [205]</b>	8	3+	-	4+	3	16	15/17	3	[190]
Helm of the Drunken Ram <b>Special Rules:</b> <i>Crushing Strength(1),Fury, Regeneration(5+),Thunderous Charge(2),Vicious(Melee)</i> <b>Keywords:</b> <i>Abomination</i>									

Dragon Fire-Team	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>WE 1 [85]</b>	5	0+	4+	5+	0	12	10/12	2	[85]
Blackfire-gun (14", Steady Aim, Vicious(Ranged)) <b>Special Rules:</b> <i>Nimble</i> <b>Keywords:</b> <i>Dwarf, Hellforged</i>									
<b>WE 1 [85]</b>	5	0+	4+	5+	0	12	10/12	2	[85]
Blackfire-gun (14", Steady Aim, Vicious(Ranged)) <b>Special Rules:</b> <i>Nimble</i> <b>Keywords:</b> <i>Dwarf, Hellforged</i>									

Infernok [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Titan 1 [255]</b>	6	4+	-	6+	2	12	-/19	6	[255]
<b>Special Rules:</b> <i>Brutal, Crushing Strength(4),Shambling, Strider, Vicious(Melee),Bound Soul</i> <b>Keywords:</b> <i>Hellforged</i>									

Iron-caster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Inf) 1 Spellcaster 3 [120]</b>	4	4+	-	5+	0	1	11/13	2	[50]
Knowledgable[1] [10] Bane Chant (2) [20] Heal (3) [20] Host Shadowbeast(3) [20] <b>Special Rules:</b> <i>Individual, Inspiring, Ariagful's Flame</i> <b>Keywords:</b> <i>Dwarf, Hellforged</i>									

Dravak Dalkan [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Inf) 1 Spellcaster 2 [155]</b>	4	4+	-	5+	0	2	12/14	2	[155]
Fireball (12) [0] Heal (3) [0] Surge (12) [0] <b>Special Rules:</b> <i>Crushing Strength(1),Individual, Inspiring, Lifeleech, Ariagful's Flame, Possession</i> <b>Keywords:</b> <i>Dwarf, Hellforged</i>									

Supreme Iron-caster on Great Winged Halfbreed	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Titan) 1 Spellcaster 3 [355]</b>	10	4+	-	5+	2	8	16/18	6	[250]
Diadem of Dragonkind [30] Fireball (18) [20] Heal (4) [20] Veil of Shadows[1](4) [35] <b>Special Rules:</b> <i>Crushing Strength(3),Fly, Fury, Inspiring, Nimble, Radiance of Life, Vicious(Melee),Ariagful's Flame, Master of the Sacred Fire</i> <b>Keywords:</b> <i>Abomination, Dwarf, Hellforged</i>									

Total Units:

10

Total Unit Strength:

16

Total Primary Core Points:

1995 (100.0%)

Custom Rule	Description

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.
Bound Soul	As long as a friendly core Dravak Dalkan is alive and in play, Infernok has the Inspiring (Self) special rule.
Master of the Sacred Fire	Once per turn, after successfully casting Fireball, the Supreme Iron Caster on Great Winged Halfbreed may choose to cast Heal, or Surge on a friendly unit anywhere within 12" of this model regardless of Arc or Line of Sight.
Halfbreed Affinity	for each friendly Abyssal Halfbreed or Abyssal Grotesque unit within 6", increase the amount of dice rolled with Bane Chant, Heal, Fireball, Lightning Bolt, Mind Fog, and Surge by 1 to a maximum bonus of +3

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.
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.
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. This includes Difficult Terrain the unit started in. 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 Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
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.
Lifefeech	When this unit completes its to-hit and to-damage rolls in Melee combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of n. Lifefeech has a maximum total of 3.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Radiance of Life	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
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.
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.

Arcane Ability	Description
Knowledgable [1]	Spellcaster Tier +1

Spell	Description	Special Rules
Bane Chant Range: 12"	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.	

<p><b>Fireball</b> Range: 12" Enemy</p>	<p>Roll to damage the enemy as normal.</p>	<p>Shattering, Hits on a 5+ against units in Cover or with Stealthy.</p>
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<p><b>Heal</b> Range: 12" Friendly, Self, CC</p>	<p>For each hit, the target unit regains a point of damage that it has previously suffered.</p>
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<p><b>Surge</b> Range: 12" Friendly – Shambling Only</p>	<p>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. This Movement may bring a Surged unit within 1" of enemy units. 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.</p>
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<p><b>Veil of Shadows [1]</b> Range: 0" Self</p>	<p>If one or more hits are scored, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.</p>
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<p><b>Host Shadowbeast</b> Range: 12" Friendly Individuals or Self (Individuals only), CC</p>	<p>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.</p>
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Artefact	Description
Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from either the Strider or Pathfinder special rules when carrying out a Charge.
Diadem of Dragonkind	The unit gains the Fireball (8) spell, or if the unit already has a Fireball spell, its value is increased by 6.