



ABYSSAL DWARFS

EVIL

Blacksouls

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	4	4	-	5	2	1	10	10/12	75
Throwing Mastiff									15
Vicious (Melee)									[90]
Keywords: Dwarf									
Troop(10)	4	4	-	5	2	1	10	10/12	75
Throwing Mastiff									15
Vicious (Melee)									[90]
Keywords: Dwarf									
Troop(10)	4	4	-	5	2	1	10	10/12	75
Throwing Mastiff									15
Vicious (Melee)									[90]
Keywords: Dwarf									
Horde(40)	4	4	-	5	2	4	25	21/23	190
Throwing Mastiff									15
Fiery Bulwark [1] - Gain Iron Resolve, regain D3 points when used									10
Vicious (Melee), Iron Resolve, Fiery Bulwark [1]									[215]
Keywords: Dwarf									

Immortal Guard

Infantry

[illegible]

Decimators

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	4	4	4	4	2	4	25	21/23	260
Blessing of the Gods									30
									[290]
Blunderbuss (12", Piercing (1), Steady Aim, Vicious (Ranged))									
Keywords: Dwarf									

Abyssal Halfbreeds

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	3	-	4	3	3	16	14/16	200
Maccwar's Potion of the Caterpillar									20
Crushing Strength (1), Fury, Regeneration (5+), Thunderous Charge (1), Vicious (Melee)									[220]
Keywords: Abomination									

Abyssal Grotesques									Large Cavalry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	7	4	-	5	4	3	18	16/18	245
Brew of Sharpness									45
Brutal, Crushing Strength (1), Regeneration (5+), Thunderous Charge (2), Vicious (Melee)									[290]
Keywords: Abomination									
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
Sacred Horn									15
Bane Chant (2)									20
Library Veil of Shadows [1](3)									30
Ariagful's Flame, Individual, Inspiring									[155]
Spells: Fireball (10), Bane Chant (2), Veil of Shadows [1] (3)									
Keywords: Dwarf, Hellforged									
Iron-caster									Hero (Inf) Spellcaster: 3
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	4	4	-	5	2	0	1	11/13	90
Amulet of the Fireheart									10
Replace Fireball (10) with Surge (8)									0
Knowledgeable [1] - Spellcaster tier +1									10
Library Celestial Restoration [1](3)									35
Ariagful's Flame, Individual, Inspiring									[145]
Spells: Surge (8), Celestial Restoration [1] (3)									
Keywords: Dwarf, Hellforged									
Ba'su'su's Vile Brood* [1]									Heavy Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	10	4	-	3	2	1	10	10/12	[110]
Crushing Strength (1), Fly, Nimble, Regeneration (4+)									
Keywords: Abomination, Gargoyle									
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: 25

Total Core: 2300 (100%)

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.
Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
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.
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.

Celestial Restoration [1]	Spell: 36", Friendly, CC, Modifiers: Indirect - For each hit scored roll a single D3 and total the results. The unit regains this many points of damage that it has previously suffered.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Fiery Bulwark [1]	When this unit's Iron Resolve is used, it can regain D3 points of damage previously suffered, instead of one.
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.
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.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previous suffered.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
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.
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.
Sacred Horn	The unit gains an 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.
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.
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.
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 <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Veil of Shadows [1]	Unique spell: Self - If one or more hits are scored, the spellcaster gains the Aura (<i>Stealthy</i>) 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.