

 Abyssal Dwarfs [2500]

Immortal Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [190] Throwing Mastiff Infernal Wardens <i>Special Rules:</i> Regeneration(5+), Vicious(Melee), Ordered March, Throwing Mastiff, Crushing Strength(1) Keywords: Dwarf, Hellforged, <i>Immortal</i>	4	3+	-	5+	3	12	-/17	2	[160] [15] [15]
Inf Regiment [190] Throwing Mastiff Infernal Wardens <i>Special Rules:</i> Regeneration(5+), Vicious(Melee), Ordered March, Throwing Mastiff, Crushing Strength(1) Keywords: Dwarf, Hellforged, <i>Immortal</i>	4	3+	-	5+	3	12	-/17	2	[160] [15] [15]
Inf Regiment [190] Throwing Mastiff Infernal Wardens <i>Special Rules:</i> Regeneration(5+), Vicious(Melee), Ordered March, Throwing Mastiff, Crushing Strength(1) Keywords: Dwarf, Hellforged, <i>Immortal</i>	4	3+	-	5+	3	12	-/17	2	[160] [15] [15]
Inf Regiment [190] Throwing Mastiff Infernal Wardens <i>Special Rules:</i> Regeneration(5+), Vicious(Melee), Ordered March, Throwing Mastiff, Crushing Strength(1) Keywords: Dwarf, Hellforged, <i>Immortal</i>	4	3+	-	5+	3	12	-/17	2	[160] [15] [15]

Decimators	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [260] Blunderbuss (14", Piercing(1), Steady Aim, Vicious(Ranged)) <i>Special Rules:</i> Ordered March Keywords: Dwarf	4	4+	4+	4+	4	25	21/23	2	[260]
Inf Horde [260] Blunderbuss (14", Piercing(1), Steady Aim, Vicious(Ranged)) <i>Special Rules:</i> Ordered March Keywords: Dwarf	4	4+	4+	4+	4	25	21/23	2	[260]
Inf Horde [265] Staying Stone Blunderbuss (14", Piercing(1), Steady Aim, Vicious(Ranged)) <i>Special Rules:</i> Ordered March Keywords: Dwarf	4	4+	4+	4+	4	25	22/23	2	[260] [5]

Slave Orcs*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Horde [155] <i>Special Rules:</i> Crushing Strength(1) Keywords: Orc, Slave	5	5+	-	4+	3	25	19/21	2	[155]
Hv Inf Horde [155] <i>Special Rules:</i> Crushing Strength(1) Keywords: Orc, Slave	5	5+	-	4+	3	25	19/21	2	[155]

Gargoyles*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Fell Beasts] Hv Inf Troop [85] <i>Special Rules:</i> Fly, Nimble, Regeneration(4+) Keywords: Gargoyle	10	4+	-	3+	1	10	8/10	2	[85]

Slavedriver	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Drakegun (Horn)] Hero (Inf) 1 [80] The Boomstick Lightning Bolt (3) <i>Special Rules:</i> Individual, Inspiring, Rallying(1 - Slaves Only), Vicious(Melee) Keywords: Dwarf	4	4+	-	5+	0	1	10/12	2	[55] [25]

Iron-caster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Drakegun (Banner)] Hero (Inf) 1 Spellcaster 2 [105] Ej Periscope Lightning Bolt (3) Scorched Earth(3) <i>Special Rules:</i> Individual, Inspiring, Ariagful's Flame Keywords: Dwarf, Hellforged	4	4+	-	5+	0	1	11/13	3	[50] [5] [20] [30]
[Drakegun (Harpoon)] Hero (Inf) 1 Spellcaster 2 [105] Lightning Bolt (3) Wither and Perish(3) <i>Special Rules:</i> Individual, Inspiring, Ariagful's Flame Keywords: Dwarf, Hellforged	4	4+	-	5+	0	1	11/13	2	[50] [20] [35]

Hexcaster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Drakegun] Hero (Hv Inf) 1 Spellcaster 1 [90] Hex (3) Weakness (3) <i>Special Rules: Individual, Spellward, Feedback</i> Keywords: Hellforged	5	4+	-	5+	0	1	-/11	2	[70] [0] [20]
[Drakegun] Hero (Hv Inf) 1 Spellcaster 1 [90] Hex (3) Weakness (3) <i>Special Rules: Individual, Spellward, Feedback</i> Keywords: Hellforged	5	4+	-	5+	0	1	-/11	2	[70] [0] [20]
[Drakegun] Hero (Hv Inf) 1 Spellcaster 1 [90] Hex (3) Weakness (3) <i>Special Rules: Individual, Spellward, Feedback</i> Keywords: Hellforged	5	4+	-	5+	0	1	-/11	2	[70] [0] [20]

Total Units: 16 **Total Unit Strength:** 31
Total Primary Core Points: 2500 (100.0%)

Custom Rule	Description
Feedback	After rolling to hit with Hex or Weakness, roll to damage for each hit scored with the Piercing (1) modifier.
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.
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.
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.
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.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
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.
Spellward	All spells, both Friendly and Enemy, targeting this unit suffer a -1 to hit modifier. Note that rolls of natural unmodified 6s still always hit.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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.
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
Hex Range: 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.	
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
Weakness Range: 24" Enemy, CC	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 natural six will still cause damage, however). This effect only applies once – multiple castings on the same target have no effect.	
Wither and Perish Range: 12" Enemy, CC	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 6 will still cause damage, however). Multiple castings of this spell, or combining it with Weakness, do not cause additional modifiers. Additionally, for each hit scored, roll a single D3 and total the results. This total is the amount of attacks to roll for damaging the target.	
Scorched Earth Range: 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 cannot use the Strider and Pathfinder special rules for the duration of its next Turn.	

Artefact	Description
Ej Periscope	Infantry and Heavy Infantry only. This unit increases its Height by 1 when it draws Line of Sight.
Staying Stone	The unit gains +1 to its Wavering stat value.
The Boomstick	The unit gains the Lightning Bolt (3) spell, or if the unit already has a Lightning Bolt spell, its value is increased by 2.