

Abyssal Dwarfs (Evil)								
Gargoyles*								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	10	4+	-	3+	8	8/10	80	Base Size: (25x25mm), Fly, Regeneration (3+), Vicious
Troop(10)	10	4+	-	3+	8	8/10	80	Base Size: (25x25mm), Fly, Regeneration (3+), Vicious
Lesser Obsidian Golems								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	5	4+	-	6+	18	-/17	210	Base Size: (50x50mm), Crushing Strength (2), Height (3), Shambling, Vicious
Horde(6)	5	4+	-	6+	18	-/17	210	Base Size: (50x50mm), Crushing Strength (2), Height (3), Shambling, Vicious
Abyssal Halfbreeds								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	8	3+	-	4+	16	14/16	195	Crushing Strength (1), Regeneration (5+), Thunderous Charge (1), Vicious
Abyssal Grotesques								Large Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	7	4+	-	5+	18	16/18	250	Brutal, Crushing Strength (2), Regeneration (5+), Thunderous Charge (1), Vicious
G'rog Mortar								War Engine
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	4	-	5+	5+	1	10/12	100	Blast (D6+2), Indirect Fire, Piercing (2), Reload!, Vicious
(1)	4	-	5+	5+	1	10/12	100	Blast (D6+2), Indirect Fire, Piercing (2), Reload!, Vicious
Supreme Iron-caster on Great Winged Halfbreed								Hero (Mon)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	4+	-	5+	5	15/17	190	Hero (Mon), Crushing Strength (2), Fireball (10), Fly, Heal - War Engines Golems Immortal Guard only (4), Inspiring, Vicious
- Surge (10)							20	
Dravak Dalken[1]								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	4	4+	-	5+	2	12/14	160	Hero (Inf), Blound Soul, Crushing Strength (1), Elite, Fireball (8), Heal (5 - Golems only), Individual, Inspiring, Piercing (1), Surge (10), Vicious
Infernok[1]								Monster
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	4+	-	6+	9	-/20	180	Crushing Strength (3), Shambling,



Vicious

Forces of the Abyss (Evil)

Tortured Souls

Large Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	10	4+	-	4+	18	-/18	220	Crushing Strength (1), Fly, Fury, Lifeleech (2), Shambling, Thunderous Charge (1)

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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.
Blound Soul	Each point of damage dealt by Dravak's Fireball attack heals one point of damage previously dealt to Infernok.
Brutal	When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.
Crushing Strength	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
Elite	Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
Fireball	Spell. Range 12". When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
Fly	The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.
Fury	While wavered, this unit may declare a Counter-Charge.
Heal	Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, for every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.
Heal - War Engines Golems Immortal Guard only	Heal (works only on War Engines, Golems and Immortal Guard) Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, for every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.
Indirect Fire	The unit fires in high arcs, hitting the target from the top, which means it does not suffer the -1 to hit modifier for cover. On the other hand, the unit cannot shoot targets that are within 12". Note that the firing unit does still need to see its target to fire at it.
Individual	Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks. Move Individuals have the Nimble special rule. Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier. Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.

- Inspiring** If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
- Lifefeech** In a melee, this unit regains one point of damage it has previously suffered for every point of damage it deals, up to a maximum of n.
- Piercing** All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Regeneration (3+)** Every time this unit receives an 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 3+, the unit recovers a point of damage.
- Regeneration (5+)** Every time this unit receives an 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 5+, the unit recovers a point of damage.
- Reload!** The unit can fire only if it received a Halt order that turn.
- Shambling** The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.
- Surge** Spell. Range: 12". Friendly unit with the Shambling special rule only. Hits don't inflict damage. Instead, for every hit 'inflicted', the Shambling friendly unit moves straight forward a full inch (stopping just out of contact from friendly units and blocking terrain). 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 previously in that Shoot phase. 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 movement may take the unit to within 1" of the enemy. However if it is not in melee at the end of the shoot phase, move it directly away from any enemy units to create a 1" gap (if possible). This spell has no effect on units with a speed of 0.
- Thunderous Charge** All melee hits inflicted by the 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 1 when Hindered.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.