



ABYSSAL DWARVES

EVIL

Immortal Guard

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	4	3	-	5	2	3	12	-/17	160
Brew of Strength									30
Regeneration (5+), Vicious (Melee)									[190]
Keywords: Dwarf, Hellforged, Immortal									

Slave Orcs*

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	5	5	-	4	2	1	10	8/10	[60]
Crushing Strength (1)									
Keywords: Orc, Slave									
Troop(10)	5	5	-	4	2	1	10	8/10	[60]
Crushing Strength (1)									
Keywords: Orc, Slave									

Gargoyles*

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	10	4	-	3	2	1	10	8/10	[85]
Fly, Nimble, Regeneration (4+)									
Keywords: Gargoyle									
Troop(10)	10	4	-	3	2	1	10	8/10	[85]
Fly, Nimble, Regeneration (4+)									
Keywords: Gargoyle									

Slave Orc Gore Riders*

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	8	4	-	4	3	1	8	9/11	[90]
Crushing Strength (1), Thunderous Charge (1)									
Keywords: Orc, Slave									

Lesser Obsidian Golems

Monstrous Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	5	4	-	6	4	3	18	-/17	215
Custom name: Sharpies									
Brew of Sharpness									45
Crushing Strength (2), Shambling, Vicious (Melee)									[260]
Keywords: Hellforged									
Horde(6)	5	4	-	6	4	3	18	-/17	215
Pipes of Terror									10
Crushing Strength (2), Shambling, Vicious (Melee)									[225]
Keywords: Hellforged									
Horde(6)	5	4	-	6	4	3	18	-/17	[215]
Crushing Strength (2), Shambling, Vicious (Melee)									
Keywords: Hellforged									

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
Maccwar's Potion of the Caterpillar									20
Brutal, Crushing Strength (1), Regeneration (5+), Thunderous Charge (2), Vicious (Melee)									[265]
Keywords: Abomination									

Slavedriver										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	4	4	-	5	2	0	1	10/12	[55]	
Individual, Inspiring, Rallying (1 - Slave only), Vicious (Melee)										
Keywords: Dwarf										
Overmaster on Ancient Winged Halfbreed										Hero (Ttn)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	6	1	9	17/19	[300]	
Crushing Strength (3), Fly, Inspiring, Nimble, Regeneration (5+), Vicious (Melee)										
Keywords: Abomination, Dwarf										
Brakki Barka[1]										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	5	3	0	6	14/16	[200]	
Custom name: Brakki Boss										
Bhardoom!, Crushing Strength (3), Dread, Individual, Mighty, Regeneration (5+), Very Inspiring, Vicious (Melee)										
Keywords: Abomination										
Ba'su'su the Vile[1]										Hero (Hv Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	2	0	7	14/16	[210]	
Crushing Strength (2), Fly, Individual, Inspiring (Gargoyle only), Mighty, Regeneration (5+)										
Keywords: Abomination, Gargoyle										

Total Unit Strength: 21
Total Core: 2300 (100%)

Total Units: 14



SPECIAL RULES AND SPELLS:

Bhardoom!	Due to his ear-shattering battle-cry, Brakki Barka has both Very Inspiring and Dread.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Brew of Strength	The unit gains the <i>Crushing Strength</i> (+1) special rule.
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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Dread	While within 6" of this unit, Enemy units have -1 to their Wavering and Rout Nerve values, in addition to any other modifiers that may apply. A unit can only be affected by a single source of <i>Dread</i> - multiple sources are not cumulative. If an Enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules or the <i>Shattering</i> and <i>Dread</i> special rules, the attacking player must choose to use either the <i>Brutal/Shattering</i> or the <i>Dread</i> modifiers. Both cannot be applied against the same unit.
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.
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.
Macewar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
Mighty	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
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.
Pipes of Terror	This unit gains the <i>Brutal</i> special rule.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout Nerve values. This is cumulative to a maximum total of +2 if multiple units with <i>Rallying</i> are in range. Only the Rout value of a Fearless unit is affected by <i>Rallying</i> .

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 <i>Scout</i> move.
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).
Very Inspiring	This is the same as the <i>Inspiring</i> special rule, except that it has a range of 9". Any rule that affects <i>Inspiring</i> also affects <i>Very Inspiring</i> 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.
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
