

ABYSSAL DWARFS - MATT GOODY



ABYSSAL DWARFS

EVIL

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									

Decimators

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	4	4	4	4	2	3	12	14/16	[155]
Blunderbuss (12", Piercing (1), Steady Aim, Vicious (Ranged)) Keywords: Dwarf									
Regiment(20)	4	4	4	4	2	3	12	14/16	[155]
Blunderbuss (12", Piercing (1), Steady Aim, Vicious (Ranged)) Keywords: Dwarf									

Mutated Mastiff Hunting Pack*

Swarm

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	6	4	-	2	1	1	9	10/12	65
Throwing Mastiff									
Crushing Strength (1 - vs Cavalry only), Vicious (Melee) Keywords: Abomination									
									15
									[80]

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									
Crushing Strength (1), Regeneration (5+), Thunderous Charge (1), Vicious (Melee) Keywords: Abomination									
									20
									[220]

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
Upgrade with a Charnox, gaining the ranged attack - Magma Cannon: 12", Att: 8, Ra: 4+, Piercing (1), Steady Aim									
Crushing Strength (2), Shambling, Vicious (Melee) Keywords: Hellforged									
									30
									[245]
Horde(6)	5	4	-	6	4	3	18	-/17	215
Upgrade with a Charnox, gaining the ranged attack - Magma Cannon: 12", Att: 8, Ra: 4+, Piercing (1), Steady Aim									
Crushing Strength (2), Shambling, Vicious (Melee) Keywords: Hellforged									
									30
									[245]

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									
Brutal, Crushing Strength (1), Regeneration (5+), Thunderous Charge (2), Vicious (Melee) Keywords: Abomination									
									45
									[290]

Dragon Fire-team										War Engine
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	4	-	4	4	2	0	12	10/12	[85]	
Nimble Blackfire-gun (12", Steady Aim, Vicious (Ranged)) Keywords: Dwarf, Hellforged										
1	4	-	4	4	2	0	12	10/12	[85]	
Nimble Blackfire-gun (12", Steady Aim, Vicious (Ranged)) Keywords: Dwarf, Hellforged										
Slavedriver										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	4	4	-	5	2	0	1	10/12	55	
Tome of Darkness										20
Individual, Inspiring, Rallying (1 - Slave only), Vicious (Melee)										[75]
Keywords: Dwarf										
Hexcaster										Hero (Hv Inf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	-	5	2	0	1	-/11	70	
Inspiring Talisman										20
Weakness (3)										20
Dampening Runes, Feedback, Individual										[110]
Spells: Hex (3), Weakness (3)										
Keywords: Hellforged										
1	5	4	-	5	2	0	1	-/11	70	
Weakness (3)										20
Dampening Runes, Feedback, Individual										[90]
Spells: Hex (3), Weakness (3)										
Keywords: Hellforged										
Abyssal Halfbreed Champion										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	5	3	0	6	12/14	145	
Blade of Slashing										5
Crushing Strength (2), Individual, Inspiring (Abomination only), Mighty, Regeneration (5+), Vicious (Melee)										[150]
Keywords: Halfbreed										
Abyssal Grotesque Champion										Hero (LrgCav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	3	-	5	4	1	5	12/14	140	
Staying Stone										5
Brutal, Crushing Strength (2), Nimble, Regeneration (5+), Thunderous Charge (1), Vicious (Melee)										[145]
Keywords: Abomination										

Total Unit Strength: 22
 Total Core: 2300 (100%)

Total Units: 16



SPECIAL RULES AND SPELLS:

Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Dampening Runes	Enemy spells targeting this unit always hit on 6+.
Feedback	After rolling to hit with Hex or Weakness, roll to damage for each hit scored with the Piercing (1) modifier.
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.
Hex	Spell: 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 times 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. This spell has no effect on Spellcaster: 0 units. Whilst a unit is Hexed, it may not cast spells unless it received a halt or Change Facing order in the Movement Phase.
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.
Inspiring Talisman	The unit gains the <i>Inspiring</i> special rule.
Maccwar'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.
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 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.
Staying Stone	The unit gains +1 to its Wavering stat value.
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.
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).
Tome of Darkness	The unit gains the Surge (4) spell, or if the unit already has a Surge spell, its value is increased by 4.
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Weakness	Spell: 24", 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 a natural six will still cause damage, however). This effect only applies once - multiple castings on the same target have no effect.