



ABYSSAL DWARFS

EVIL

Blacksouls

Infantry

| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts |
|------------------------------------|----|----|----|----|---|----|----|-------|-------|
| Regiment(20) | 4 | 4 | - | 5 | 2 | 3 | 12 | 14/16 | [115] |
| Vicious (Melee) 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] |
| Crushing Strength (1 - vs Cavalry only), Vicious (Melee) Keywords: Abomination | | | | | | | | | |
| Regiment(3) | 6 | 4 | - | 2 | 1 | 1 | 9 | 10/12 | [65] |
| Crushing Strength (1 - vs Cavalry only), Vicious (Melee) Keywords: Abomination | | | | | | | | | |

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 |
| Brew of Sharpness Crushing Strength (1), Regeneration (5+), Thunderous Charge (1), Vicious (Melee) Keywords: Abomination | | | | | | | | | |
| | | | | | | | | | 35 |
| | | | | | | | | | [235] |

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] |

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 |
| Sir Jesse's Boots of Striding Brutal, Crushing Strength (1), Regeneration (5+), Thunderous Charge (2), Vicious (Melee) Keywords: Abomination | | | | | | | | | |
| | | | | | | | | | 15 |
| | | | | | | | | | [260] |
| Horde(6) | 7 | 4 | - | 5 | 4 | 3 | 18 | 16/18 | 245 |
| Maccwar's Potion of the Caterpillar Brutal, Crushing Strength (1), Regeneration (5+), Thunderous Charge (2), Vicious (Melee) Keywords: Abomination | | | | | | | | | |
| | | | | | | | | | 20 |
| | | | | | | | | | [265] |

| 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 Replace Hex (3) with Weakness (3) | | | | | | | | | 20 | |
| Dampening Runes, Feedback, Individual Spells: Weakness (3) Keywords: Hellforged | | | | | | | | | 0 | |
| [90] | | | | | | | | | | |
| 1 | 5 | 4 | - | 5 | 2 | 0 | 1 | -/11 | 70 | |
| Replace Hex (3) with Weakness (3) | | | | | | | | | 0 | |
| Dampening Runes, Feedback, Individual Spells: Weakness (3) Keywords: Hellforged | | | | | | | | | [70] | |

| 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] | |
| Crushing Strength (2), Individual, Inspiring (Abomination only), Mighty, Regeneration (5+), Vicious (Melee) | | | | | | | | | | |
| Keywords: Halfbreed | | | | | | | | | | |
| 1 | 8 | 3 | - | 5 | 3 | 0 | 6 | 12/14 | [145] | |
| Crushing Strength (2), Individual, Inspiring (Abomination only), Mighty, Regeneration (5+), Vicious (Melee) | | | | | | | | | | |
| Keywords: Halfbreed | | | | | | | | | | |

| 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 | | | | | | | | | | |

Total Unit Strength: 18
 Total Core: 2000 (100%)

Total Units: 12



SPECIAL RULES AND SPELLS:

| | |
|--|---|
| 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. |
| Individual | See page 34. |
| 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. |

| | |
|--------------------------------------|---|
| 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. |
| Sir Jesse's Boots of Striding | Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn. |
| 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). |
| Vicious | Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1. |
| Weakness | 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. |