Abyssal Dwarfs

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
Throwing Mastiff									15
									[175]
Regeneration (5+), Vicious (Melee) Keywords: Dwarf, Hellforged, Immortal									
Regiment(20)	4	3	-	5	2	3	12	-/17	160
Throwing Mastiff									15
									[175]
Regeneration (5+), Vicious (Melee) Keywords: Dwarf, Hellforged, Immortal									

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									

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									30
									[245]
Crushing Strength (2), Shambling, Vicious (Melee) Keywords: Hellforged									
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									30
									[245]
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
Brew of Sharpness									45
									[290]
Brutal, Crushing Strength (1), Regeneration (5+), Thunderous Charge (2), Vicious (Melee) Keywords: Abomination									
Horde(6)	7	4	-	5	4	3	18	16/18	245
Maccwar's Potion of the Caterpillar									20
									[265]
Brutal, Crushing Strength (1), Regeneration (5+), Thunderous Charge (2), Vicious (Melee) Keywords: Abomination									

Overmaster — Hero (Inf)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	4	3	-	6	2	0	5	13/15	105
Wings of Honeymaze									40
									[145]

Crushing Strength (1), Individual, Inspiring, Mighty, Vicious (Melee)
Keywords: Dwarf

Iron-caster — Hero (Inf) Spellcaster: 2

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	4	4	-	5	2	0	1	11/13	110
Conjurer's Staff									10
Bane Chant (2)									20
Replace Fireball (10) with Surge (8)									0
									[140]

Ariagful's Flame, Individual, Inspiring (Hellforged only)
Spells: Heal (3 - Hellforged only), Bane Chant (2), Surge (8)
Keywords: Dwarf, 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
									[150]

Crushing Strength (2), Individual, Inspiring (Abomination only), Mighty, Regeneration (5+), Vicious (Melee)
Keywords: Halfbreed

Total Unit Strength: 20
Total Core: 2000 (100%)

Total Units: 11

Special Rules and Spells:

Ariagful's Flame	Whenever this unit rolls to damage with Fireball, it can re-roll all dice that score a natural, unmodified 1.
Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains *Crushing Strength* (+1). This effect only applies once - multiple castings on the same target have no additional effect.
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 *Brutal* (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 *Brutal* and *Dread* special rules, the attacking player must choose which to use.
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
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. 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.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
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 scond 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.
Maccwar's Potion of the Caterpillar	This unit gains the *Pathfinder* special rule.
Mighty	Individuals with the *Mighty* 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 *Scout* move.
Surge	Spell: 12", Friendly Shambling only - For each hit, the target unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the *Fly* special rule is not in effect for this movement. 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 in the previous Ranged phase. If, and only if, the surged unit contacts a corner of the Enemy unit and not the edge, determine which arc of the target unit the Leader Point of the surging unit is in before it moves and align to that side to attack. If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged. 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 spell has no effect on units with Speed 0.
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 *Crushing Strength* (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.
Wings of Honeymaze	Individuals only. The unit gains the *Fly* special rule and increases its Speed stat to 10, but decreases its Defence stat by -1 to a minimum of 2.