


**Abyssal Dwarfs [2345]**

| Gargoyles*                                                                                         | Sp | Me | Ra | De | US | Att | Ne   | Ht | Pts  |
|----------------------------------------------------------------------------------------------------|----|----|----|----|----|-----|------|----|------|
| Hv Inf Troop [85]<br><i>Special Rules: Fly, Nimble, Regeneration(4+)</i> <b>Keywords: Gargoyle</b> | 10 | 4+ | -  | 3+ | 1  | 10  | 8/10 | 2  | [85] |
| Hv Inf Troop [85]<br><i>Special Rules: Fly, Nimble, Regeneration(4+)</i> <b>Keywords: Gargoyle</b> | 10 | 4+ | -  | 3+ | 1  | 10  | 8/10 | 2  | [85] |
| Hv Inf Troop [85]<br><i>Special Rules: Fly, Nimble, Regeneration(4+)</i> <b>Keywords: Gargoyle</b> | 10 | 4+ | -  | 3+ | 1  | 10  | 8/10 | 2  | [85] |

| Lesser Obsidian Golems                                                                                                   | Sp | Me | Ra | De | US | Att | Ne   | Ht | Pts   |
|--------------------------------------------------------------------------------------------------------------------------|----|----|----|----|----|-----|------|----|-------|
| Mon Inf Horde [215]<br><i>Special Rules: Crushing Strength(2), Shambling, Vicious(Melee)</i> <b>Keywords: Hellforged</b> | 5  | 4+ | -  | 6+ | 3  | 18  | -/17 | 4  | [215] |
| Mon Inf Horde [215]<br><i>Special Rules: Crushing Strength(2), Shambling, Vicious(Melee)</i> <b>Keywords: Hellforged</b> | 5  | 4+ | -  | 6+ | 3  | 18  | -/17 | 4  | [215] |

| Abyssal Halfbreeds                                                                                                                                                                           | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts           |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|----|----|----|----|-----|-------|----|---------------|
| Cav Regiment [210]<br>Blessing of the Gods<br><i>Special Rules: Crushing Strength(1), Fury, Regeneration(5+), Thunderous Charge(1), Vicious(Melee), Elite</i> <b>Keywords: Abomination</b>   | 8  | 3+ | -  | 4+ | 3  | 16  | 15/17 | 3  | [190]<br>[20] |
| Cav Regiment [205]<br>Sir Jesse's Boots of Striding<br><i>Special Rules: Crushing Strength(1), Fury, Regeneration(5+), Thunderous Charge(1), Vicious(Melee)</i> <b>Keywords: Abomination</b> | 8  | 3+ | -  | 4+ | 3  | 16  | 15/17 | 3  | [190]<br>[15] |

| Iron-caster                                                                                                                                                                                                     | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts                          |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|----|----|----|----|-----|-------|----|------------------------------|
| Hero (Inf) 1 Spellcaster 3 [105]<br>Tome of Darkness<br>Knowledgable[1]<br>Surge (5)<br>Host Shadowbeast(4)<br><i>Special Rules: Individual, Inspiring, Ariagful's Flame</i> <b>Keywords: Dwarf, Hellforged</b> | 4  | 4+ | -  | 5+ | 0  | 1   | 11/13 | 2  | [50]<br>[20]<br>[10]<br>[25] |

| Abyssal Halfbreed Champion                                                                                                                                                                                              | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts           |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|----|----|----|----|-----|-------|----|---------------|
| Hero (Cav) 1 [160]<br>Scythe of the Harvester<br><i>Special Rules: Crushing Strength(2), Fury, Individual, Inspiring, Mighty, Regeneration(5+), Vicious(Melee), Rampage(D3)</i> <b>Keywords: Abomination, Halfbreed</b> | 8  | 3+ | -  | 5+ | 0  | 6   | 12/14 | 3  | [145]<br>[15] |
| Hero (Cav) 1 [160]<br>Axe of the Giant Slayer<br><i>Special Rules: Crushing Strength(2), Fury, Individual, Inspiring, Mighty, Regeneration(5+), Vicious(Melee), Slayer(D3)</i> <b>Keywords: Abomination, Halfbreed</b>  | 8  | 3+ | -  | 5+ | 0  | 6   | 12/14 | 3  | [145]<br>[15] |
| Hero (Cav) 1 [150]<br>Blade of Slashing<br><i>Special Rules: Crushing Strength(2), Fury, Individual, Inspiring, Mighty, Regeneration(5+), Vicious(Melee)</i> <b>Keywords: Abomination, Halfbreed</b>                    | 8  | 3+ | -  | 5+ | 0  | 6   | 12/14 | 3  | [145]<br>[5]  |

| Brakki Barka [1]                                                                                                                                                                            | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts   |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|----|----|----|----|-----|-------|----|-------|
| Hero (Cav) 1 [200]<br><i>Special Rules: Crushing Strength(3), Dread, Fury, Individual, Mighty, Regeneration(5+), Very Inspiring, Vicious(Melee), Bhardoom!</i> <b>Keywords: Abomination</b> | 8  | 3+ | -  | 5+ | 0  | 6   | 14/16 | 3  | [200] |

| [F] Slave Orc Gore Riders (The Brewing Rebellion) [1]                                                              | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts   |
|--------------------------------------------------------------------------------------------------------------------|----|----|----|----|----|-----|-------|----|-------|
| Cav Regiment [140]<br><i>Special Rules: Crushing Strength(1), Thunderous Charge(2)</i> <b>Keywords: Orc, Slave</b> | 8  | 4+ | -  | 4+ | 3  | 16  | 12/14 | 3  | [140] |

| [F] Slave Orc Gore Riders (The Brewing Rebellion) [1]                                                              | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts   |
|--------------------------------------------------------------------------------------------------------------------|----|----|----|----|----|-----|-------|----|-------|
| Cav Regiment [140]<br><i>Special Rules: Crushing Strength(1), Thunderous Charge(2)</i> <b>Keywords: Orc, Slave</b> | 8  | 4+ | -  | 4+ | 3  | 16  | 12/14 | 3  | [140] |

|                                                                                                                                                                |           |           |           |           |           |            |           |           |            |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------|-----------|-----------|-----------|-----------|------------|-----------|-----------|------------|
| <b>[F] Jag Bloodspike, Brutal Gladiator (The Brewing Rebellion) [1]</b>                                                                                        | <b>Sp</b> | <b>Me</b> | <b>Ra</b> | <b>De</b> | <b>US</b> | <b>Att</b> | <b>Ne</b> | <b>Ht</b> | <b>Pts</b> |
| <b>Hero (Cav) 1 [190]</b>                                                                                                                                      | 8         | 3+        | -         | 5+        | 0         | 7          | 14/16     | 3         | [190]      |
| <i>Special Rules: Aura(Wild Charge (2) - Slave Only),Brutal, Crushing Strength(2),Individual, Rallying(2 - Slave only),Thunderous Charge(1),Very Inspiring</i> |           |           |           |           |           |            |           |           |            |
| <i>Keywords: Orc</i>                                                                                                                                           |           |           |           |           |           |            |           |           |            |

**Total Units:** 15      **Total Unit Strength:** 21  
**Total Primary Core Points:** 2345 (100.0%)

| <b>Custom Rule</b>  | <b>Description</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|---------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Bhardoom!           | Due to his ear-shattering battle-cry, Brakki Barka has both Very Inspiring and Dread.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>Special Rule</b> | <b>Description</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| Ariagful's Flame    | Whenever this unit rolls to damage with Fireball, it can re-roll all dice that score a natural, unmodified 1.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| Aura                | (x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement. |
| 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.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| 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 Dread – multiple sources are not cumulative. If an Enemy unit is subject to both the Brutal and Dread special rules or the Shattering and Dread special rules, the attacking player must choose to use either the Brutal/Shattering or the Dread modifiers. Both cannot be applied against the same unit.                                                                                                                                                                                                                                                                                                                                                                    |
| Elite               | Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| 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. This includes Difficult Terrain the unit started in. 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.                                                                                                                                                                                                                                                                                                             |
| Fury                | While Wavering, this unit may still declare a Counter Charge.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| Individual          | See the Rules Chapter for Individuals                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| Inspiring           | If this unit, or any Friendly Core unit within 6inches 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 Inspiring rule. In this case the unit will only Inspire itself and the unit(s) specified.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| 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. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| Rallying            | Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1),its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| Rampage             | When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| 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.                                                                                                                                                                              |
| Slayer            | When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks on its profile 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 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). |
| Very Inspiring    | This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).             |
| Vicious           | Whenever the unit rolls to damage, it must re-roll all dice that score a natural, unmodified 1.                                                                                                                                                                               |

| Arcane Ability   | Description         |
|------------------|---------------------|
| Knowledgable [1] | Spellcaster Tier +1 |

| Spell                                                                                        | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | Special Rules |
|----------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------|
| <b>Surge</b><br>Range: 12"<br>Friendly – Shambling Only                                      | For each hit, the target friendly Shambling 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. |               |
| <b>Host Shadowbeast</b><br>Range: 12"<br>Friendly Individuals or Self (individuals only), CC | If any successes are rolled, until the start of your following Turn, when attacking in melee, the target may make a number of additional attacks equal to the casters Spellcaster tier plus 2. These attacks are rolled separately to their normal attacks and always hit on a 3+, with the Crushing Strength (3) Special Rule. These attacks are never doubled, tripled or affected by artefacts, spells or any other special rules. A spellcaster may cast host shadowbeast onto themselves and can do so even when engaged with an enemy unit. Multiple castings on the same target have no additional effect.                                                                                                                                                                                                                                                                                                                                                                                                                                 |               |

| Artefact                      | Description                                                                                                |
|-------------------------------|------------------------------------------------------------------------------------------------------------|
| Blade of Slashing             | Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.                |
| Axe of the Giant Slayer       | Individuals only. The unit gains the Slayer (D3) special rule.                                             |
| Scythe of the Harvester       | Individuals only. The unit gains the Rampage (D3) special rule.                                            |
| Sir Jesse's Boots of Striding | Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.      |
| Blessing of the Gods          | The unit gains the Elite special rule.                                                                     |
| Tome of Darkness              | The unit gains the Surge (5) spell, or if the unit already has a Surge spell, its value is increased by 3. |