

 Abyssal Dwarfs [2300]

Gargoyles*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Troop [85] <i>Special Rules:</i> Fly, Nimble, Regeneration(4+) <i>Keywords:</i> Gargoyle	10	4+	-	3+	1	10	8/10	2	[85]
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Lesser Obsidian Golems	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon Inf Regiment [160] Charnox Magma Cannon (12", Att: 8, Ra: 4+, Piercing(1),Steady Aim) <i>Special Rules:</i> Crushing Strength(2), Shambling, Vicious(Melee) <i>Keywords:</i> Hellforged	5	4+	-	6+	2	9	-/14	4	[130] [30]
Mon Inf Regiment [160] Charnox Magma Cannon (12", Att: 8, Ra: 4+, Piercing(1),Steady Aim) <i>Special Rules:</i> Crushing Strength(2), Shambling, Vicious(Melee) <i>Keywords:</i> Hellforged	5	4+	-	6+	2	9	-/14	4	[130] [30]
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Mon Inf Regiment [160] Charnox Magma Cannon (12", Att: 8, Ra: 4+, Piercing(1),Steady Aim) <i>Special Rules:</i> Crushing Strength(2), Shambling, Vicious(Melee) <i>Keywords:</i> Hellforged	5	4+	-	6+	2	9	-/14	4	[130] [30]
Mon Inf Horde [245] Charnox Magma Cannon (12", Att: 8, Ra: 4+, Piercing(1),Steady Aim) <i>Special Rules:</i> Crushing Strength(2), Shambling, Vicious(Melee) <i>Keywords:</i> Hellforged	5	4+	-	6+	3	18	-/17	4	[215] [30]
Mon Inf Horde [245] Charnox Magma Cannon (12", Att: 8, Ra: 4+, Piercing(1),Steady Aim) <i>Special Rules:</i> Crushing Strength(2), Shambling, Vicious(Melee) <i>Keywords:</i> Hellforged	5	4+	-	6+	3	18	-/17	4	[215] [30]
Mon Inf Horde [245] Charnox Magma Cannon (12", Att: 8, Ra: 4+, Piercing(1),Steady Aim) <i>Special Rules:</i> Crushing Strength(2), Shambling, Vicious(Melee) <i>Keywords:</i> Hellforged	5	4+	-	6+	3	18	-/17	4	[215] [30]

Iron-caster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [105] Surge (8) Wither and Perish(2) <i>Special Rules:</i> Individual, Inspiring, Ariagful's Flame <i>Keywords:</i> Dwarf, Hellforged	4	4+	-	5+	0	1	11/13	2	[50] [30] [25]
Hero (Inf) 1 Spellcaster 2 [85] Tome of Darkness Surge (5) Hex(2) <i>Special Rules:</i> Individual, Inspiring, Ariagful's Flame <i>Keywords:</i> Dwarf, Hellforged	4	4+	-	5+	0	1	11/13	2	[50] [20] [15]

Total Units:

15

Total Unit Strength:

26

Total Primary Core Points:

2300 (100.0%)

Special Rule	Description
Ariagful's Flame	Whenever this unit rolls to damage with Fireball, it can re-roll all dice that score a natural, unmodified 1.
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. 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.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
Hex Range: 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 time 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. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.	
Surge Range: 12" 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. This Movement may bring a Surged unit within 1" of enemy units. 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.	
Wither and Perish Range: 12" Enemy, CC	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 6 will still cause damage, however). Multiple castings of this spell, or combining it with Weakness, do not cause additional modifiers. Additionally, for each hit scored, roll a single D3 and total the results. This total is the amount of attacks to roll for damaging the target.	

Artefact	Description
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.