

**ABYSSAL DWARF WARFAND SPECIAL ABILITY**

SLAVEHOOKS (X) - Use this ability when activating an un-Engaged, standing, ABYSSAL DWARF model in this warband. Make a free Ranged attack with the activating model with Range 6", XD8+1, Piercing (1), where X is the amount of Power used. If the attack causes any wounds on the target enemy model, it must roll 1D8. If the result is greater than the Speed of the model (or a natural 8), mark it as Fatigued. For example if 2 Power were used, the number of dice rolled would be 2D8+1 = 3 dice.

<b>Name</b> Decimator		<b>Pts</b> 8		<b>20mm</b>		
<b>Race</b> Abyssal Dwarf		<b>Type</b> Warrior				
Sp	Ra	Me	Ar	Ne	Wn	H
4	5+	5+	5+	5+	2	2
<i>Vicious</i>						
<b>Ranged</b>	2D8		<b>Equipment</b>			
<b>Melee</b>	1D8		Blunderbuss (Range 9, Breath, Reload, Piercing (1))			
<b>NOTES</b>						

<b>Name</b> Blacksoul		<b>Pts</b> 6		<b>20mm</b>		
<b>Race</b> Abyssal Dwarf		<b>Type</b> Warrior				
Sp	Ra	Me	Ar	Ne	Wn	H
4	6+	4+	4+	5+	2	2
<i>Vicious</i>						
<b>Ranged</b>	1D8		<b>Equipment</b>			
<b>Melee</b>	3D8					
<b>NOTES</b>						
Hammer and Anvil - Blacksoul models engaged with the same enemy model as one or more friendly Immortal Guard have the Swarm special rule.						

<b>Name</b> Moblie Katsuchan		<b>Pts</b> 20		<b>20mm</b>		
<b>Race</b> Abyssal Dwarf		<b>Type</b> Support				
Sp	Ra	Me	Ar	Ne	Wn	H
4	5+	5+	5+	5+	2	2
<i>Vicious</i>						
<b>Ranged</b>	1D8		<b>Equipment</b>			
<b>Melee</b>	1D8		Rocket Launcher: Range 9", 3D8, Piercing (1),			

<b>Name</b> Berserker		<b>Pts</b> 10		<b>20mm</b>		
<b>Race</b> Abyssal Dwarf		<b>Type</b> Warrior				
Sp	Ra	Me	Ar	Ne	Wn	H
4	-	4+	6+	3+	3	2
<i>Vicious, Bloodlust, Headstrong</i>						
<b>Ranged</b>			<b>Equipment</b>			
<b>Melee</b>	4D8					
<b>NOTES</b>						
Fueled by Pain - When this model takes a Fatigue action, roll a D8. On a 6+, do not mark the model as Fatigued. This means it can take another Fatigue action if desired but this WILL mark the model as Fatigued.						

<b>Name</b> Abyssal Halfbreed		<b>Pts</b> 16		<b>Cav</b>		
<b>Race</b> Beast		<b>Type</b> Warrior				
Sp	Ra	Me	Ar	Ne	Wn	H
6	6+	4+	4+	5+	2	3
<i>Vicious, Smash, Cavalry</i>						
<b>Ranged</b>	1D8		<b>Equipment</b>			
<b>Melee</b>	3D8					

<b>Name</b> Slave Driver		<b>Pts</b> 16		<b>20mm</b>		
<b>Race</b> Abyssal Dwarf		<b>Type</b> Command				
<b>Power Dice</b> 1 x W						
Sp	Ra	Me	Ar	Ne	Wn	H
4	5+	4+	5+	5+	3	2
<i>Vicious, Inspiring</i>						
<b>Ranged</b>	1D8		<b>Equipment</b>			
<b>Melee</b>	3D8					
<b>NOTES</b>						
Slavers Whip: Roll XD8+2 when using the SLAVEHOOKS warband ability with this model. In addition, the target model will be Fatigued on a 4+, regardless of its Speed stat.						

<b>Name</b> Slave Orc		<b>Pts</b> 5		<b>25mm</b>		
<b>Race</b> Orc		<b>Type</b> Grunt				
Sp	Ra	Me	Ar	Ne	Wn	H
5	7+	5+	5+	6+	2	2
<i>Crushing Strength (1)</i>						
<b>Ranged</b>	1D8		<b>Equipment</b>			
<b>Melee</b>	3D8					
<b>NOTES</b>						
While within 3" of a friendly Slave Driver model, a Slave Orc automatically passes all Nerve tests.						

<b>Name</b> Lesser Obsidian Golem		<b>Pts</b> 21				
<b>Race</b> Elemental		<b>Type</b> Large				
Sp	Ra	Me	Ar	Ne	Wn	H
4	-	5+	4+	4+	4	3
<i>Steady, Smash, Crushing Strength (3)</i>						
<b>Ranged</b>	-		<b>Equipment</b>			
<b>Melee</b>	5D8					
<b>SPECIAL ABILITY</b>						
HARD AS NAILS (2) - Use this ability when the Golem fails any Armour Rolls. Re-roll all the dice that failed. Any that score a 5+ will save a wound.						