

ABYSSAL DWARF WARBAND 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.

Name Decimator		Pts 16		20mm	
Race Abyssal Dwarf		Type Warrior			
Sp	Ra	Me	Ar	Ne	Wn H
4	5+	5+	5+	5+	2 2
<i>Vicious</i>					
Ranged	2D8		Equipment		
Melee	1D8		Blunderbuss (Range 9, Breath, Reload, Piercing (1))		
NOTES					

Name Blacksoul		Pts 12		20mm	
Race Abyssal Dwarf		Type Warrior			
Sp	Ra	Me	Ar	Ne Wn H	
4	6+	4+	4+	5+ 2 2	
<i>Vicious</i>					
Ranged	1D8		Equipment		
Melee	3D8				
NOTES					
Hammer and Anvil - Blacksoul models engaged with the same enemy model as one or more friendly Immortal Guard have the Swarm special rule.					

Name Moblie Katsuchan		Pts 40		20mm	
Race Abyssal Dwarf		Type Support			
Sp	Ra	Me	Ar	Ne Wn H	
4	5+	5+	5+	5+ 2 2	
<i>Vicious</i>					
Ranged	1D8		Equipment		
Melee	1D8		Rocket Launcher: Range 9", 3D8, Piercing (1),		

Name Berserker		Pts 20		20mm	
Race Abyssal Dwarf		Type Warrior			
Sp	Ra	Me	Ar	Ne Wn H	
4	-	4+	6+	3+ 3 2	
<i>Vicious, Bloodlust, Headstrong</i>					
Ranged			Equipment		
Melee	4D8				
NOTES					
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.					

Name Abyssal Halfbreed		Pts 32		Cav	
Race Beast		Type Warrior			
Sp	Ra	Me	Ar	Ne Wn H	
6	6+	4+	4+	5+ 2 3	
<i>Vicious, Smash, Cavalry</i>					
Ranged	1D8		Equipment		
Melee	3D8				

Name Slave Driver		Pts 32		20mm	
Race Abyssal Dwarf		Type Command			
Power Dice 1 x W					
Sp	Ra	Me	Ar	Ne Wn H	
4	5+	4+	5+	5+ 3 2	
<i>Vicious, Inspiring</i>					
Ranged	1D8		Equipment		
Melee	3D8				
NOTES					
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.					

Name Slave Orc		Pts 9		25mm	
Race Orc		Type Grunt			
Sp	Ra	Me	Ar	Ne Wn H	
5	7+	5+	5+	6+ 2 2	
<i>Crushing Strength (1)</i>					
Ranged	1D8		Equipment		
Melee	3D8				
NOTES					
While within 3" of a friendly Slave Driver model, a Slave Orc automatically passes all Nerve tests.					

Name Lesser Obsidian Golem		Pts 42			
Race Elemental		Type Large			
Sp	Ra	Me	Ar	Ne Wn H	
4	-	5+	4+	4+ 4 3	
<i>Steady, Smash, Crushing Strength (3)</i>					
Ranged	-		Equipment		
Melee	5D8				
SPECIAL ABILITY					
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.					