

Alignment: Evil

Army Special Rules

All units are *Vicious*.

Mutated Throwing Mastiffs

Mutated Throwing Mastiffs are the same as Dwarven Throwing Mastiffs, except they re-roll failed rolls to damage against all enemies.

Blacksouls

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	4	4+	-	5+	10	11/13	85
Regiment (20)	4	4+	-	5+	10	14/16	110
Horde (40)	4	4+	-	5+	20	21/23	210

Options

- Banner (+15 pts)
- Musician (+10 pts)
- Mutated Throwing Mastiff (+20 pts)
- Exchange shields for two-handed weapons for free (lower Defence to 4+, gain *Crushing Strength (1)*)

Decimators

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	4	4+	-	4+	10	11/13	115
Regiment (20)	4	4+	-	4+	10	14/16	150
Horde (40)	4	4+	-	4+	20	21/23	285

Special

Thunderpipe (Troops & Regiments have *Breath Attack (20)*. Hordes have *Breath Attack (40)*), *Piercing (1)*, *Reload!*

Options

- Banner (+15 pts)
- Musician (+10 pts)

Slave Orcs*

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	60
Regiment (20)	5	4+	-	4+	10	13/15	80

Special

Crushing Strength (1), *Yellow-Bellied*

Katsuchan Rocket Launcher

WarEngine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	-	5+	5+	1	10/12	70

Special: *Blast (3D6)*, *Indirect Fire*, *Piercing (1)*

Yellow-Bellied

This unit is not *Vicious* and is immune to the effect of the *Inspiring* rule. In addition, any time it receives a Charge! order, you must roll a die. If the die result is a 1, the unit 'misunderstands' the order and thinks it has been ordered to 'Halt!' instead.

Immortal Guard

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	4	3+	-	5+	5	10/12	55
Half-Regt. (10)	4	3+	-	5+	10	11/13	100
Regiment (20)	4	3+	-	5+	10	14/16	130

Options

- Banner (+15 pts)
- Musician (+10 pts)
- Exchange shields for two-handed weapons for free (lower Defence to 4+, gain *Crushing Strength (1)*)

Abyssal Berserkers

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	5	4+	-	3+	10	11/13	55
Half-Regt. (10)	5	4+	-	3+	20	12/14	100
Regiment (20)	5	4+	-	3+	25	17/19	150

Special

Crushing Strength (1)

Options

- Banner (+15 pts)
- Musician (+10 pts)

Lesser Obsidian Golems

Large Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	6+	3	-/12	40
Troop (3)	5	4+	-	6+	9	-/14	90
Regiment (6)	5	4+	-	6+	18	-/17	160

Special: *Crushing Strength (2)*, *Shambling*

Gargoyles*

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	10	4+	-	3+	5	9/11	50
Half-Regt. (10)	10	4+	-	3+	10	10/12	90

Special: *Fly*, *Regeneration*

Abyssal Halfbreeds

Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	3+	-	4+	7	11/13	95
Regiment (10)	8	3+	-	4+	14	14/16	170

Special

Crushing Strength (2), Regeneration

Options

- Banner (+15 pts)
- Musician (+10 pts)

'Dragon' Fire-team

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	-	-	4+	*	10/12	40

Special: *Breath Attack (10), Individual*

Overmaster

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	3+	-	6+	5	14/16	130

Special

Crushing Strength (1), Individual, Inspiring

Overmaster on Great Abyssal

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	10	3+	-	5+	8	17/19	340

Special

Breath Attack (10), Crushing Strength (3) Fly, Inspiring

Supreme Iron-caster on Great Winged Halfbreed

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	10	4+	-	5+	5	15/17	300

Special

Crushing Strength (2), Fly, Heal (2 - War Engines only), Inspiring, Zap! (5)

Ba'su'su the Vile [1]

Monster

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	10	3+	-	5+	8	15/17	190

Special

Crushing Strength (2), Fly, Individual, Inspiring (Gargoyles only), Regeneration

G'rog Mortar

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	-	5+	5+	1	10/12	60

Special: *Blast (2D6), Indirect Fire, Piercing (2)*

Angkor Heavy Mortar

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	-	5+	5+	1	10/12	90

Special: *Blast (3D6), Indirect Fire, Piercing (3)*

Iron-caster

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	4+	-	5+	2	11/13	100

Special

Crushing Strength (1), Heal (1 - War Engines only), Individual, Inspiring (War Engines only), Zap! (3)

Army Standard Bearer

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	4+	-	5+	1	10/12	30

Special

Individual, Inspiring

Abyssal Halfbreed Champion

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	8	3+	-	5+	6	14/16	165

Special

Crushing Strength (3), Individual, Inspiring, Regeneration

Greater Obsidian Golem

Monster

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	6+	8	-/18	160

Special

Shambling, Crushing Strength (3)