

ABYSSAL DWARFS

Alignment: Evil

Army Special Rules

All units are *Headstrong*.

Mutated Throwing Mastiffs

The Abyssal Dwarfs engage in wicked (but admittedly quite amusing) alchemically-adjusted cross-breeding of the traditional Dwarven Throwing Mastiff with all sorts of monstrous creatures. The results are bizarre, sometime spectacular, but always very dangerous!

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

Yellow-Bellied

What did the master say? Sounded like 'Retreat!' to me...

This unit is not only not *Headstrong* but also 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.

Blacksouls

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	4	4+	-	5+	10	11/13	60
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 (+50 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	80
Regiment (20)	4	4+	-	4+	10	14/16	140
Horde (40)	4	4+	-	4+	20	21/23	275

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

Options: Banner (+15 pts); Musician (+10 pts)

Immortal Guard **Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	4	3+	-	5+	5	10/12	35
Half-Regt. (10)	4	3+	-	5+	10	11/13	65
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	45
Half-Regt. (10)	5	4+	-	3+	20	12/14	80
Regiment (20)	5	4+	-	3+	25	17/19	150

Special: *Crushing Strength (1)*

Options: Banner (+15 pts); Musician (+10 pts)

Gargoyles **Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	10	4+	-	3+	10	9/11	50
Half-Regt. (10)	10	4+	-	3+	20	10/12	90

Special: *Fly, Regeneration, Vicious*

Slave Orcs **Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	45
Regiment (20)	5	4+	-	4+	10	13/15	80

Special: *Crushing Strength (1), Yellow-Bellied*

Forces Lists – Abyssal Dwarfs

Lesser Obsidian Golems Large Infantry

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

Special: *Crushing Strength (2), Shambling*

Abyssal Halfbreeds Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	3+	-	4+	7	11/13	125
Regiment (10)	8	3+	-	4+	14	14/16	240

Special: *Crushing Strength (1)*

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*

Angkor Heavy Mortar War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	-	6+	5+	1	10/12	90

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

Grog Mortar War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	-	6+	5+	1	10/12	60

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

Katsuchan Rocket Launcher War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	-	6+	5+	1	10/12	60

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

Overmaster H/M

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 H/M

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*

Iron-caster H/M

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)*

Bá'sú'su the Vile [1] H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	10	3+	-	5+	8	15/17	175

Special: *Crushing Strength (1), Fly, Individual, Inspiring (Gargoyles only)*

Army Standard Bearer H/M

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

Special: *Individual, Inspiring*

Abyssal Halfbreed Champion H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	8	3+	-	5+	6	14/16	150

Special: *Crushing Strength (2), Individual, Inspiring*

Supreme Iron-caster on Great Winged Halfbreed H/M

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)*

Greater Obsidian Golem H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	4+	-	6+	8	-/18	155

Special: *Shambling, Crushing Strength (3)*