

THE ABYSSAL DWARFS

ALIGNMENT: Evil

ARMY SPECIAL RULE: all units are *Headstrong*.

BLACKSOULS

BLACKSOULS TROOP Cost: 60 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (10)	4	4+	-	5+	10	3

Special: Can have banner (+10 pts), musician (+5 pts). Can have Mutated Throwing Mastiffs for +50 pts.

The unit can exchange shields with two-handed weapons for free, lowering their Defense to 4+, but gaining the Crushing Strength (1) rule.

BLACKSOULS REGIMENT Cost: 110 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (20)	4	4+	-	5+	10	6

Special: Can have banner (+15 pts), musician (+10 pts). Can have Mutated Throwing Mastiffs for +50 pts.

The unit can exchange shields with two-handed weapons for free, lowering their Defense to 4+, but gaining the Crushing Strength (1) rule.

BLACKSOULS HORDE Cost: 210 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (40)	4	4+	-	5+	20	13

Special: Can have banner (+20 pts), musician (+15 pts). Can have Mutated Throwing Mastiffs for +50 pts.

The unit can exchange shields with two-handed weapons for free, lowering their Defense to 4+, but gaining the Crushing Strength (1) rule.

DECIMATORS

DECIMATORS TROOP Cost: 80 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (10)	4	4+	-	4+	10	3

Special: Thunderpipe (the unit has the *Breath Attack (20)* rule). Can have banner (+10 pts), musician (+5 pts).

DECIMATORS REGIMENT Cost: 140 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (20)	4	4+	-	4+	10	6

Special: Thunderpipe (the unit has the *Breath Attack (20)* rule). Can have banner (+15 pts), musician (+10 pts).

DECIMATORS HORDE Cost: 275 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (40)	4	4+	-	4+	20	13

Special: Thunderpipe (the unit has the *Breath Attack (40)* rule). Can have banner (+20 pts), musician (+15 pts).

IMMORTAL GUARD

IMMORTAL GUARD TROOP Cost: 35 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (5)	4	3+	-	5+	5	2

Special: Can have banner (+10 pts), musician (+5 pts).

The unit can exchange shields with two-handed weapons for free, lowering their Defense to 4+, but gaining the Crushing Strength (1) rule.

IMMORTAL GUARD HALF-REGIMENT Cost: 65 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (10)	4	3+	-	5+	10	3

Special: Can have banner (+15 pts), musician (+10 pts).

The unit can exchange shields with two-handed weapons for free, lowering their Defense to 4+, but gaining the Crushing Strength (1) rule.

IMMORTAL GUARD REGIMENT Cost: 130 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (20)	4	3+	-	5+	10	6

Special: Can have banner (+20 pts), musician (+15 pts).

The unit can exchange shields with two-handed weapons for free, lowering their Defense to 4+, but gaining the Crushing Strength (1) rule.

ABYSSAL BERZERKERS

ABYSSAL BERZERKERS TROOP Cost: 45 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (5)	5	4+	-	3+	10	3

Special: Crushing Strength (1).

Can have banner (+10 pts), musician (+5 pts).

ABYSSAL BERZERKERS HALF-REGIMENT Cost: 80 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (10)	5	4+	-	3+	20	4

Special: Crushing Strength (1).

Can have banner (+15 pts), musician (+10 pts).

ABYSSAL BERZERKERS REGIMENT Cost: 150 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (20)	5	4+	-	3+	25	9

Special: Crushing Strength (1).

Can have banner (+20 pts), musician (+15 pts).

ABYSSAL HALFBREEDS

HALFBREED TROOP Cost: 70 pts

Type	Sp	Me	Ra	De	At	Ne
Cav (5)	8	3+	-	4+	7	3

Special: Crushing Strength (1)

Can have banner (+15 pts), musician (+10 pts).

HALFBREED REGIMENT Cost: 130 pts

Type	Sp	Me	Ra	De	At	Ne
Cav (10)	8	3+	-	4+	14	6

Special: Crushing Strength (1)

Can have banner (+20 pts), musician (+15 pts).

SLAVE ORCS

SLAVE ORCS TROOP Cost: 45 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (10)	5	4+	-	4+	10	2

Special: Yellow-bellied, Crushing Strength (1).

SLAVE ORCS REGIMENT Cost: 80 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (20)	5	4+	-	4+	10	5

Special: Yellow-bellied, Crushing Strength (1).

WAR ENGINES

ANGKOR HEAVY MORTAR Cost: 100 pts

Type	Sp	Me	Ra	De	At	Ne
War Eng	4	-	6+	5+	15	2

Special: Indirect Fire, Piercing (2)

G'ROG MORTAR Cost: 60 pts

Type	Sp	Me	Ra	De	At	Ne
War Eng	4	-	6+	5+	10	2

Special: Indirect Fire, Piercing (1)

KATSUCHAN ROCKET-CANNON Cost: 60 pts

Type	Sp	Me	Ra	De	At	Ne
War Eng	4	-	6+	5+	15	2

Special: Indirect Fire

DRAGON FIRETEAM Cost: 50 pts

Type	Sp	Me	Ra	De	At	Ne
War Eng	4	-	-	4+	*	2

Special: Individual, Breath Attack (10)

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HEROES/MONSTERS

OVERMASTER ON GREAT ABYSSAL **COST: 350 PTS**

Type	Sp	Me	Ra	De	At	Ne
H/M	10	3+	-	5+	10	9

Special: Inspiring, Fly, Crushing Strength (2), Breath Attack (10)

SUPREME IRON-CASTER ON GREAT ABYSSAL **COST: 350 PTS**

Type	Sp	Me	Ra	De	At	Ne
H/M	10	4+	-	5+	5	7

Special: Fly, Crushing Strength (2), Inspiring, Healer (2, War Engines only), Zap! (5).

OBSDIAN GOLEM **COST: 150 PTS**

Type	Sp	Me	Ra	De	At	Ne
H/M	4	4+	-	6+	8	8

Special: Crushing Strength (2)

OVERMASTER **COST: 130 PTS**

Type	Sp	Me	Ra	De	At	Ne
H/M	4	3+	-	6+	5	6

Special: Individual, Inspiring, Crushing Strength (1)

ABYSSAL HALFBREED CHAMPION **COST: 140 PTS**

Type	Sp	Me	Ra	De	At	Ne
H/M	8	3+	-	5+	6	6

Special: Individual, Inspiring, Crushing Strength (1)

IRON-CASTER **COST: 100 PTS**

Type	Sp	Me	Ra	De	At	Ne
H/M	4	4+	-	5+	2	3

Special: Individual, Crushing Strength (1), Inspiring (War Engines only), Healer (1, War Engines only), Zap! (3).

ARMY STANDARD BEARER **COST: 30 PTS**

Type	Sp	Me	Ra	De	At	Ne
H/M	4	4+	-	5+	1	2

Special: Individual, Inspiring

SPECIAL RULES

These are the new special rules introduced by the Abyssal Dwarfs army.

Twisted Throwing Mastiffs

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

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

Yellow-Bellied

What did the master say? Sounded like 'Retreat!' to me... yes, I'm sure that's what he's shouting...

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.