

## 1500 Abyssal Dwarf Club Game

**Abyssal Dwarfs (Evil)****Decimators** **Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	4	4+	-	4+	10	11/13	115	Piercing (1), Reload!, Thunderpipe, Vicious
Troop(10)	4	4+	-	4+	10	11/13	115	Piercing (1), Reload!, Thunderpipe, Vicious
Troop(10)	4	4+	-	4+	10	11/13	115	Piercing (1), Reload!, Thunderpipe, Vicious

**Immortal Guard****Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Half-Regt(10)	4	3+	-	5+	10	11/13	100	Vicious
- Banner							15	
- Musician							10	

**Slave Orcs\*****Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	5	4+	-	4+	10	10/12	60	Crushing Strength (1), Yellow-Bellied

**Gargoyles\*****Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(5)	10	4+	-	3+	5	9/11	50	Fly, Regeneration, Vicious
Troop(5)	10	4+	-	3+	5	9/11	50	Fly, Regeneration, Vicious

**Lesser Obsidian Golems****Large Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(3)	5	4+	-	6+	9	-/14	90	Crushing Strength (2), Shambling, Vicious
Troop(3)	5	4+	-	6+	9	-/14	90	Crushing Strength (2), Shambling, Vicious

**Abyssal Halfbreeds****Cavalry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(5)	8	3+	-	4+	7	11/13	95	Crushing Strength (2), Regeneration, Vicious
- Banner							15	
- Musician							10	
Troop(5)	8	3+	-	4+	7	11/13	95	Crushing Strength (2), Regeneration, Vicious
- Banner							15	
- Musician							10	

**Slave Orc Gore Riders\*****Cavalry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	8	4+	-	4+	16	12/14	125	Crushing Strength (2), Yellow-Bellied

**G'rog Mortar****War Engine**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	4	-	5+	5+	1	10/12	60	Blast (2D6), Indirect Fire, Piercing

								(2), Vicious
<b>Iron-caster</b>								<b>Hero</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	4	4+	-	5+	2	11/13	100	Crushing Strength (1), Heal (1 - War Engines only), Individual, Inspiring (War Engines only), Vicious, Zap! (3)
<b>Abyssal Halfbreed Champion</b>								<b>Hero</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	8	3+	-	5+	6	14/16	165	Crushing Strength (3), Individual, Inspiring, Regeneration, Vicious
								1500

<b>Banner</b>	Enemy receives -1 total Nerve penalty
<b>Blast</b>	If the unit's ranged attack hits the target, roll a die as indicated in the bracket and multiply the hit by the result of the die. For example, if a unit suffers a hit from a Blast (D6) ranged attack, it will suffer from one to six hits rather than a single one. Once this is done, roll for damage as normal for all of the hits caused.
<b>Crushing Strength</b>	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
<b>Fly</b>	The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. As a consequence, in melee it never suffers the -1 to hit penalty for charging a defensive position or for a disrupted charge. The unit also has the Nimble special rule.
<b>Heal</b>	The unit has a ranged attack that can only target friendly units, including when in melee with the enemy (and not the healing unit itself). You roll (n) dice for this ranged attack rather than using the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier. For every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.
<b>Indirect Fire</b>	The unit fires indirectly, which means it never suffers any to hit modifiers for range or cover (but it does still need to see its target!). On the other hand, it can never shoot targets within 12".
<b>Individual</b>	<p>Units with this rule are normally made of a single model representing a roughly mansized individual. These obviously behave in a very different manner from regimented units or very large creatures. The following rules represent this:</p> <p>The individual does not have any flank or rear facings. Consequently, it is able to see, and therefore shoot and charge, all around.</p> <p>The individual can make any number of pivots around its centre as it moves, including At The Double!</p> <p>Enemies never double/treble their Attacks when fighting the individual, regardless of their position. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however.</p> <p>When shooting against the individual, enemies suffer an additional -1 penalty on their rolls to hit.</p> <p>When charging the individual, move into contact with it normally, but after making contact, turn the individual to face the front of one of the units you charged it with rather than the other way around. In addition, if the individual is routed and the charger decides to advance D6" directly forward, it can make contact with another enemy unit. This is treated as a successful charge and the charger is lined up against the new enemy as normal and can immediately attack again! This rule represents the fact that an individual is often not enough to completely stop a charging unit in its tracks. Note that this rule applies to charging individuals as well.</p>
<b>Inspiring</b>	If this unit, or any friendly unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
<b>Inspiring (War Engines only)</b>	If this unit, or any friendly unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
<b>Musician</b>	Add +1 total Nerve

**Piercing** All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage. In addition, ranged attacks with a Piercing value of at least (3) are so powerful that they can punch their way through cover easily, so they never suffer the -1 penalty for soft cover on their rolls to hit. They also suffer a -1 rather than -2 to hit when shooting at targets in hard cover.

**Regeneration** Every time this unit receives an order (including Halt!), before doing anything else, roll three dice. For every result of 4+, the unit recovers a point of damage it has suffered previously during the game. However, if the unit suffers any damage from a Breath Attack or a Zap!, this rule stops working for the rest of the game.

**Reload!** The unit can fire only if it received a Halt order that turn.

**Shambling** The unit cannot be ordered 'At the Double'. In addition, it treats Wavering results as Steady instead.

**Thunderpipe** Troops & Regiments have Breath Attack (20). Hordes have Breath Attack (40).

**Vicious** Whenever the unit rolls to damage, it can reroll one of the dice that failed to damage.

**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.

**Zap!** During each of its Shoot phases, any unit that has the Zap! (n) special rule can freely choose to use any one of the different spells listed below instead. All of these spells are ranged attacks, and have the same (n) value as the Zap! (n) of the unit using them, which means they all roll the same amount of dice as (n).

Spell	Ra Hits on.. Special Rules		
Sword of the Light (n)	2"	3+	Piercing (5), once per game
Fireball (n)	6"	5+	Blast (D6)
Mind Blast (n)	12"	5+	Piercing (1), no line of sight required
Bladestorm (n)	18"	5+	Piercing (2)
Lightning Bolt (n)	24"	4+	Piercing (1)
Frostwind (n)	30"	3+	-