

# ABYSSAL DWARFS

## Abyssal Dwarfs Special Rules

**Alignment: Evil**

### Cruel Masters

All units in this list have the Vicious special rule, unless specified otherwise.

### 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.

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

## Decimators Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	4	5+	–	4+	10	10/12	120
Regiment (20)	4	5+	–	4+	12	14/16	160
Horde (40)	4	5+	–	4+	25	21/23	255

### Special

Breath Attack (Att), Piercing (1)

## Slave Orcs\* Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	4+	–	4+	10	9/11	65
Regiment (20)	5	4+	–	4+	12	13/15	90
Horde (40)	5	4+	–	4+	25	20/22	150

### Special

Base Size: 25x25mm, Crushing Strength (1), Yellow-Bellied, *Slave Orcs are not Vicious*

## Blacksouls Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	4	4+	–	5+	10	10/12	80
Regiment (20)	4	4+	–	5+	12	14/16	115
Horde (40)	4	4+	–	5+	25	21/23	190

### Options

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

## Immortal Guard Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	4	3+	–	5+	10	-/13	100
Regiment (20)	4	3+	–	5+	12	-/17	145

### Options

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

## Gargoyles\* Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	10	4+	–	3+	8	9/11	80

### Special

Base Size: 25x25mm, Fly, Regeneration (3+)

## Lesser Obsidian Golems Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	5	4+	–	6+	9	-/14	135
Horde (6)	5	4+	–	6+	18	-/17	210

### Special

Base Size: 50x50mm, Height 3, Crushing Strength (2), Shambling

## Greater Obsidian Golem Monster

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

### Special

Base Size: Crushing Strength (3), Shambling

## Abyssal Halfbreeds Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	8	3+	-	4+	8	11/13	125
Regiment (10)	8	3+	-	4+	16	14/16	195

### Special

Crushing Strength (1), Regeneration (5+),  
Thunderous Charge (1)

## Katsuchan Rocket Launcher War Engine

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	4	-	5+	5+	3	10/12	85

### Special

Blast (D3), Indirect Fire, Piercing (1), Reload!

## Angkor Heavy Mortar War Engine

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	4	-	5+	5+	1	10/12	120

### Special

Blast (D6+4), Indirect Fire, Piercing (3), Reload!

## Overmaster Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	4	3+	-	6+	5	13/15	120

### Special

Crushing Strength (1), Individual, Inspiring

## Abyssal Halfbreed Champion Hero (Cav)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	8	3+	-	5+	6	12/14	160

### Special

Crushing Strength (3), Individual, Inspiring,  
Regeneration (5+)

## Iron-caster Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	4	4+	-	5+	2	11/13	105

### Special

Crushing Strength (1), Fireball (6), Heal (3 – works only on War Engines, Golems and Immortal Guard), Individual, Inspiring (War Engines only)

### Options

- Lightning Bolt (3) for +20 pts
- Surge (8) for +15 pts

## Supreme Iron-caster on Great Winged Halfbreed Hero (Mon)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	10	4+	-	5+	5	15/17	190

### Special

Crushing Strength (2), Fireball (10), Fly, Heal (4 – works only on War Engines, Golems and Immortal Guard), Inspiring

### Options

- Lightning Bolt (3) for +20 pts
- Surge (10) for +20 pts