



### SPECIAL ABILITIES

**FRAGSTIM (2)** - Can be used by an ABYSSAL DWARF model when it first activates in the Round, allowing the model to Run as a short action at any point during that Turn. At the end of the model's Activation, roll a die. On a result of 5 or more the model will suffer an automatic wound. This ability may be used any number of times in a Round.

**Feet Firmly on the Ground** - ABYSSAL DWARF models may not be given equipment of type Mount.

**Unworthy Sacrifice** - Before rolling for Power at the start of a Round, you may remove (kill) a single friendly model with the SLAVE keyword that is within 6" of any one friendly COMMAND model. In exchange, you may add to your power pool a

number of temporary Red Power dice equal to 1 plus the remaining Wounds the SLAVE has. You do not generate Red Power Dice if the SLAVE is removed from play for any other reason.

**Enslaved** - Models with the SLAVE keyword are not considered for determining if the warband is broken. The Warband is broken if it has less than half the starting number of non-SLAVE models remaining. In addition, at the start of each Round, if the number of friendly SLAVE models exceeds the number of friendly non-SLAVE models, the SLAVES are counted as broken for the remainder of the Round. Any SLAVE model failing a Fallback Check is immediately removed from play.



### FACTION SPECIFIC SPELLS

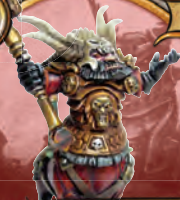
These spells are only available to SPELLCASTERS from the Abyssal Dwarfs faction. They are available to learn during a campaign or in one-off games.

#### **Slave to the Flame (long): Range 6"**

The target suffers 1 automatic hit with Piercing (3). If the model is not killed, it **MUST** be the first model in its Warband to activate in the following Round. If multiple models must act first before any others, the owning player may choose the order they are activated. Mark the casting model as Fatigued.

#### **Iron Slam (long): Range 9", 3D8, Piercing(n)**

If any hits are scored, the target is picked up and slammed into the ground. The Piercing of the attack is equivalent to the number of hits scored. For example, if 2 hits are scored, the hits have Piercing (2). If any wounds are suffered, the target is Knocked-down.



## Abyssal Halfbreed

Cav

24

Halfbreed • Warrior

Sp	Me	Ra	Ar	Ne	Wn	H
6	4+	6+	4+	5+	3	3

Cavalry, Crushing Strength (1),  
Smash

Ranged: 1d8    Melee: 3d8    Alignment: Evil



## Immortal Guard

20mm

20

Abyssal Dwarf • Support

Sp	Me	Ra	Ar	Ne	Wn	H
4	4+	6+	4+	4+	2	2

Bloodlust, Regenerate (7+),  
Unbreakable

Ranged: 1d8    Melee: 3d8    Alignment: Evil



## Mobile Katsuchan

20mm

23

Abyssal Dwarf • Support

Sp	Me	Ra	Ar	Ne	Wn	H
4	5+	5+	5+	5+	2	2

**Ranged:** 1d8   **Melee:** 1d8   **Alignment:** Evil

**Equipment:** Rocket Launcher: Range 12", 2D8,  
Piercing(1), Reload, Area Effect (2" / 1D8)



1x

**Iron Caster**

20mm

**28**

**Abyssal Dwarf • Spellcaster**

Sp	Me	Ra	Ar	Ne	Wn	H
4	6+	5+	5+	4+	3	2

**Ranged:** 1d8   **Melee:** 2d8   **Alignment:** Evil  
**Spells:** Stun (short), Fireball (short), Slave to the Flame (Long)



## Overmaster

20mm

42

Abyssal Dwarf • Command

Sp	Me	Ra	Ar	Ne	Wn	H
4	4+	5+	4+	4+	4	2

1x

**Crushing Strength (1), Steady,  
Stubborn, Vicious**

**Ranged:** 1d8   **Melee:** 3d8   **Alignment:** Evil

**INFERNAL INFLUENCE (1)** - Use before or after taking an Action with this model. Any standing, unengaged, friendly ABYSSAL DWARF models within 6" of the Overmaster can immediately move up to 2" in any direction, following the normal movement rules.

**Lust for Power** - When rolling for Power at the start of a Round, enemy models Engaged by the Overmaster that would normally generate Power, do not do so this Round. The Overmaster generates an additional 1 Red Power Die this Round for each model so affected.





## Slave Orc

25mm

10

Orc, Slave • Grunt

Sp	Me	Ra	Ar	Ne	Wn	H
5	5+	7+	5+	6+	2	2

**Crushing Strength (1)**

**Ranged:** 1d8    **Melee:** 2d8    **Alignment:** Evil

**Stay in Line!** - While within 6" of a friendly Slave Driver model, a Slave Orc automatically passes all Nerve tests.





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## Mutated Mastiff

20mm

8

Beast, Slave • Grunt



Sp	Me	Ra	Ar	Ne	Wn	H
6	6+	-	6+	4+	1	1

Ranged: -

Melee: 1d8 Alignment: Evil

**Tenacious** - Every Melee hit scored by this model counts as an Exploding 8! result and so another die can be rolled.



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6	6+	-	6+	4+	1	1

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Melee: 1d8 Alignment: Evil

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**Black soul**

20mm

**14**

Abyssal Dwarf • Warrior

Sp	Me	Ra	Ar	Ne	Wn	H
4	4+	6+	4+	5+	2	2

**Vicious**

**Ranged:** 1d8    **Melee:** 2d8    **Alignment:** Evil



**Black soul**

20mm

**14**

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**Vicious**

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**Decimator**

20mm

**21**

**Abyssal Dwarf • Warrior**

Sp	Me	Ra	Ar	Ne	Wn	H
4	5+	5+	5+	5+	2	2

**Ranged:** 2d8   **Melee:** 1d8   **Alignment:** Evil

**Equipment:** Blunderbuss: Range 9", Breath, Piercing(1),  
Reload



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20mm

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