

Orc Town

Abyssal Dwarfs (Evil)									
Blacksouls								Infantry	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts		
Horde(40)	4	4+	-	5+	25	21/23	190	Vicious	
Slave Orcs*								Infantry	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts		
Horde(40)	5	5+	-	4+	25	20/22	150	Base Size: (25x25mm), Crushing Strength (1), Vicious, Yellow-Bellied	
Gargoyles*								Infantry	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts		
Troop(10)	10	4+	-	3+	8	8/10	80	Base Size: (25x25mm), Fly, Regeneration (3+), Vicious	
Troop(10)	10	4+	-	3+	8	8/10	80	Base Size: (25x25mm), Fly, Regeneration (3+), Vicious	
Abyssal Halfbreeds								Cavalry	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts		
Regiment(10)	V is part of Formati	8	3+	-	4+	16	14/16	195	Crushing Strength (1), Regeneration (5+), Thunderous Charge (1), Vicious
- Staying Stone								5	
Regiment(10)	V is part of Formati	8	3+	-	4+	16	14/16	195	Crushing Strength (1), Regeneration (5+), Thunderous Charge (1), Vicious
- Pipes of Terror								15	
Regiment(10)	Unit with Fire	8	3+	-	4+	16	14/16	195	Crushing Strength (1), Regeneration (5+), Thunderous Charge (1), Vicious
- Chalice of Wrath								15	
Regiment(10)	Unit with Statue	8	3+	-	4+	16	14/16	195	Crushing Strength (1), Regeneration (5+), Thunderous Charge (1), Vicious
- Orcish Skullpole								5	
Abyssal Grotesques								Large Cavalry	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts		
Horde(6)	7	4+	-	5+	18	16/18	250	Brutal, Crushing Strength (2), Regeneration (5+), Thunderous Charge (1), Vicious	
- Brew of Haste								15	
Slavedriver								Hero (Inf)	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts		
(1)	4	5+	-	5+	1	10/12	50	Hero (Inf), Individual, Inspiring, Vicious	
Brakki Barka[1]								Hero (Cav)	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts		
(1)	8	3+	-	5+	6	14/16	200	Hero (Cav), Bhardoom!, Crushing Strength (3), Individual,	

Regeneration (5+), Vicious

Ba'su'su the Vile[1] Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	8	14/16	220	Hero (Inf), Crushing Strength (2), Fly, Individual, Inspiring (Gargoyles only), Regeneration (5+), Vicious

Bhardoom![1] Formation

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	30	Formation: Bhardoom!

Forces of the Abyss (Evil)

Tortured Souls Large Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	10	4+	-	4+	9	-/15	145	Crushing Strength (1), Fly, Fury, Lifeleech (2), Shambling, Thunderous Charge (1)

Abyssal Temptress Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	4+	5	11/13	90	Hero (Inf), Ensnare, Fly, Fury, Individual, Inspiring (Succubi only), Stealthy
- Can have wings (gaining Fly and increasing Speed to 10)							30	

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- Bhardoom!** Because of his awesome battle-cry, and what that means to his own troops, Brakki Barka is Extremely Inspiring (this is the same as the Inspiring special rule, except that it has a range of 12").
- Brew of Haste** The unit has +1 Speed.
- Brutal** When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.
- Chalice of Wrath** The unit gains the Fury Special Rule.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Ensnare** When attacking this unit in its front, enemies suffer an additional -1 to hit in melee.
- Fly** The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.
- Formation:** Formation must contain:
Bhardoom! 2x Abyssal Halfbreeds Regiments
 1x Brakki Barka [1]
 Each unit in this formation is granted the Fury special rule and Brakki Barka is granted the Dread special rule.
- Fury** While wavered, this unit may declare a Counter-Charge.
- Individual**
 Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.
 Move Individuals have the Nimble special rule.
 Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier.
 Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. 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. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.
- Inspiring** If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
- Lifeleech** In a melee, this unit regains one point of damage it has previously suffered for every point of damage it deals, up to a maximum of n.

- Orcish Skullpole** The unit has the Brutal special rule. If the unit causes damage in melee, at the end of the Melee phase it must roll a single die. On 3 or less, the Skullpole is destroyed and provides no further benefit for the remainder of the game.
- Pipes of Terror** The unit has the Brutal special rule.
- Regeneration (3+)** Every time this unit receives an order (including Halt!), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of 3+, the unit recovers a point of damage.
- Regeneration (5+)** Every time this unit receives an order (including Halt!), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of 5+, the unit recovers a point of damage.
- Shambling** The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.
- Staying Stone** The unit has +1 to its Waver/Nerve value.
- Stealthy** Enemies shooting against the unit suffer an additional -1 to hit modifier.
- Thunderous Charge** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's Crushing Strength (if any), however, the unit loses this bonus when Disordered and reduces this bonus by 1 when Hindered.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.
- Yellow-Bellied** When this unit wishes to charge an enemy unit's front facing, roll a die. If the result is a 1 then the unit 'misunderstands' the order and carries out a Halt! order instead. This does not apply if the unit wishes to charge the flank or rear of an enemy unit, an individual or war engine, or if it is carrying out a Counter-Charge