

## Decimators

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
Troop	4	5	-	4	10	10 / 12	120	-
<b>Special Rules:</b>	Breath Attack (Att), Piercing (1), Vicious							

## Immortal Guard

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
Regiment	4	3	-	5	12	- / 17	145	-
<b>Special Rules:</b>	Vicious							

## Abyssal Halfbreed Champion

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
1	8	3	-	5	6	12 / 14	160	-
<b>Special Rules:</b>	Crushing Strength (3), Individual, Inspiring, Regeneration (5+), Vicious							

## Iron-caster

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
1	4	4	-	5	2	11 / 13	105	-
<b>Special Rules:</b>	Crushing Strength (1), Fireball (6), Heal (War Engines & Golems only), Individual, Inspiring (War Engines only), Vicious							

## Slave Orcs

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
Troop	5	4	-	4	10	9 / 11	65	-
<b>Special Rules:</b>	Base Size (25x25mm), Crushing Strength (1), Yellow-Bellied							

## Gargoyles

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
Troop	10	4	-	3	8	9 / 11	80	-
<b>Special Rules:</b>	Base Size (25x25mm), Fly, Regeneration (3+), Vicious							

## Lesser Obsidian Golems

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
Regiment	5	4	-	6	9	- / 14	135	-
<b>Special Rules:</b>	Base Size (50x50mm), Crushing Strength (2), Height (3), Shambling, Vicious							

## Abyssal Halfbreeds

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
Troop	8	3	-	4	8	11 / 13	125	-
<b>Special Rules:</b>	Crushing Strength (1), Regeneration (5+), Thunderous Charge (1), Vicious							

## Abyssal Halfbreeds

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
Regiment	8	3	-	4	16	14 / 16	195	-
<b>Special Rules:</b>	Crushing Strength (1), Regeneration (5+), Thunderous Charge (1), Vicious							

## Angkor Heavy Mortar

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
1	4	-	5	5	1	10 / 12	120	-
<b>Special Rules:</b>	Blast (D6+4), Indirect Fire, Piercing (3), Reload!, Vicious							

## Overmaster

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
1	4	3	-	6	5	13 / 15	120	-
<b>Special Rules:</b>	Crushing Strength (1), Individual, Inspiring, Vicious							

## Immortal Guard

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
Regiment	4	3	-	5	12	- / 17	145	-
<b>Special Rules:</b>	Vicious							

## Army Special Rules

<b>Blast</b>	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit.
<b>Breath Attack</b>	The unit has a ranged attack for which you roll (n) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier.
<b>Crushing Strength</b>	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
<b>Fireball Fly</b>	Spell. Range 12" 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.

**Heal**

Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, for every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.

**Indirect Fire**

The unit fires in high arcs, hitting the target from the top, which means it does not suffer the -1 to hit modifier for cover. On the other hand, the unit cannot shoot targets that are within 12". Note that the firing unit does still need to see its target to fire at it.

**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 (including against Individual War Engines). 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

**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.

**Piercing**

All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.

**Regeneration**

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.

**Reload!  
Shambling**

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

The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.

**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 or during Hindered charges.

**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