



FORCES OF THE ABYSS

EVIL

Abyssal Ghouls

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	5	-	4	2	3	25	21/23	[150]
Fury Keywords: Abyssal, Cannibal, Expendable									
Horde(40)	5	5	-	4	2	3	25	21/23	[150]
Fury Keywords: Abyssal, Cannibal, Expendable									
Horde(40)	5	5	-	4	2	3	25	21/23	[150]
Fury Keywords: Abyssal, Cannibal, Expendable									

Abyssal Horsemen

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	3	-	5	3	3	18	14/16	240
Pipes of Terror									
Crushing Strength (1), Fury, Regeneration (5+), Thunderous Charge (1) Keywords: Hellequin									
									10
									[250]

Hellhounds*

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	9	4	-	4	2	3	24	13/15	[185]
Fury, Nimble, Thunderous Charge (1) Keywords: Beast									

Abyssal Fiend

Titan
Spellcaster: 0

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	3	-	5	6	1	7	15/17	[175]
Brutal, Crushing Strength (2), Fury, Inspiring, Vicious (Melee) Spells: Fireball (10) Keywords: Abyssal, Warmaster									
1	7	3	-	5	6	1	7	15/17	[175]
Brutal, Crushing Strength (2), Fury, Inspiring, Vicious (Melee) Spells: Fireball (10) Keywords: Abyssal, Warmaster									
1	7	3	-	5	6	1	7	15/17	[175]
Brutal, Crushing Strength (2), Fury, Inspiring, Vicious (Melee) Spells: Fireball (10) Keywords: Abyssal, Warmaster									

Archfiend of the Abyss

Hero (Ttn)
Spellcaster: 0

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	3	-	5	6	1	9	17/19	305
Blessing of the Gods									
Brutal, Crushing Strength (3), Fly, Fury, Inspiring, Nimble, Vicious (Melee) Spells: Fireball (10) Keywords: Abyssal, Warmaster									
									20
									[325]
1	10	3	-	5	6	1	9	17/19	305
Blade of Slashing									
Brutal, Crushing Strength (3), Fly, Fury, Inspiring, Nimble, Vicious (Melee) Spells: Fireball (10) Keywords: Abyssal, Warmaster									
									5
									[310]

The Well of Souls[1]										Hero (Mon)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	4	-	5	5	1	10	-/20	[290]	
Crushing Strength (2), Fly, Inspiring, Lifeleech (5), Nimble, Soul Drain, Strider Keywords: Phantasm, Shrine, Well of Souls										

Manifestation of Ba'eI[1]										Hero (Mon) Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	4	1	7	14/16	[265]	
Brutal, Crushing Strength (2), Fly, From the Pit I Curse Thee!, Fury, Inspiring, Nimble, Regeneration (5+), Stealthy, Vicious (Melee) Spells: Lightning Bolt (7) Keywords: Abyssal, Wicked One										

Total Unit Strength: 22
Total Core: 2600 (100%)

Total Units: 12



SPECIAL RULES AND SPELLS:

Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Blessing of the Gods	The unit gains the <i>Elite</i> special rule.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Fireball	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Shattering, Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
From the Pit I Curse Thee!	This ability is a ranged attack that can be used once per game. When this ranged attack is used, all enemy units within 6" of Ba'eI become Disordered.
Fury	While Wavering, this unit may still declare a Counter Charge.
Inspiring	If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Lifeleech	When this unit completes its to-hit and to-damage rolls in Melee combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of n. <i>Lifeleech</i> has a maximum total of 3.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt.
Pipes of Terror	This unit gains the <i>Brutal</i> special rule.
Regeneration	Every time this unit receives a Movement 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 (n) or higher, the unit recovers one point of damage previously suffered.
Soul Drain	When the Well of Souls is given an order, it may put up to 20 points of damage on itself. However, this cannot take it to more than 20 damage in total. For each point of damage taken in this way, it may remove one point of damage from a Friendly Core unit within 9". The Well of Souls will not take a Nerve test for damage taken in this way.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.