



FORCES OF THE ABYSS

EVIL

Abyssal Ghouls

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	5	-	4	2	2	12	14/16	[90]
Fury Keywords: Abyssal, Cannibal, Expendable									
Regiment(20)	5	5	-	4	2	2	12	14/16	[90]
Fury Keywords: Abyssal, Cannibal, Expendable									

Succubi Larvae*

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Legion(60)	5	6	-	4	2	4	30	-/27	[215]
Ensnare Keywords: Expendable, Succubi									

Gargoyles*

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	10	4	-	3	2	1	10	8/10	[85]
Fly, Nimble, Regeneration (4+) Keywords: Gargoyle									
Troop(10)	10	4	-	3	2	1	10	8/10	[85]
Fly, Nimble, Regeneration (4+) Keywords: Gargoyle									

Molochs

Monstrous Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	3	-	4	3	3	18	16/18	225
Upgrade with a Despoiler Champion, gaining Vicious (Melee) and Brutal 20									
Crushing Strength (2), Fury, Regeneration (5+), Brutal, Vicious (Melee) Keywords: Abyssal, Moloch									
Horde(6)	6	3	-	4	3	3	18	16/18	225
Upgrade with a Despoiler Champion, gaining Vicious (Melee) and Brutal 20									
Crushing Strength (2), Fury, Regeneration (5+), Brutal, Vicious (Melee) Keywords: Abyssal, Moloch									

Tortured Souls

Swarm

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	8	4	-	4	2	2	9	-/14	[120]
Crushing Strength (1), Fly, Lifeleech (2), Thunderous Charge (1) Keywords: Phantasm									
Regiment(3)	8	4	-	4	2	2	9	-/14	[120]
Crushing Strength (1), Fly, Lifeleech (2), Thunderous Charge (1) Keywords: Phantasm									
Regiment(3)	8	4	-	4	2	2	9	-/14	[120]
Crushing Strength (1), Fly, Lifeleech (2), Thunderous Charge (1) Keywords: Phantasm									
Regiment(3)	8	4	-	4	2	2	9	-/14	[120]
Crushing Strength (1), Fly, Lifeleech (2), Thunderous Charge (1) Keywords: Phantasm									

Chronneas										Monster Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	5	5	1	D6+6	-/18	[225]	
Cloak of Death, Crushing Strength (3), Strider, Temporal Ruptures Keywords: Enigma										
1	6	3	-	5	5	1	D6+6	-/18	[225]	
Cloak of Death, Crushing Strength (3), Strider, Temporal Ruptures Keywords: Enigma										
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										
Abyssal Warlock										Hero (LrgInf) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	4	4	4	3	1	5	11/13	90	
Veil of Shadows (2) [1] Library Celestial Restoration [1](2)										
Fury, Inspiring, Nimble, Regeneration (5+) Firebolt (18", Piercing (1), Steady Aim) Spells: Veil of Shadows [1] (2), Celestial Restoration [1] (2) Keywords: Abyssal										
1	6	4	4	4	3	1	5	11/13	90	
Library Mindfog (3) Library Hex (3)										
Fury, Inspiring, Nimble, Regeneration (5+) Firebolt (18", Piercing (1), Steady Aim) Spells: Mind Fog (3), Hex (3) Keywords: Abyssal										

Total Unit Strength: 30
Total Core: 2600 (100%)

Total Units: 17



SPECIAL RULES AND SPELLS:

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.
Celestial Restoration [1]	Spell: 36", Friendly, CC, Modifiers: Indirect - For each hit scored roll a single D3 and total the results. The unit regains this many points of damage that it has previously suffered.
Cloak of Death	In the Movement phase, after the unit has completed its order, all Enemy units within 6" of this unit take an immediate point of damage. Units can only be damaged by a single source of <i>Cloak of Death</i> per Turn. No Nerve test is required for damage taken from a <i>Cloak of Death</i> .
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
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.
Fury	While Wavering, this unit may still declare a Counter Charge.

Hex	Spell: 30", Enemy - Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.
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.
Lifefeech	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>Lifefeech</i> has a maximum total of 3.
Mind Fog	Spell: 36", Enemy - Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused. Modifiers: Shattering
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
Temporal Ruptures	For each point of damage the Chronneas causes in Melee, you may remove a point of damage from a single Core friendly unit within 6" of the Chronneas (other than the Chronneas itself) to a maximum of three per Turn.
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).
Veil of Shadows [1]	Unique spell: Self - If one or more hits are scored, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.