

## Forces of the Abyss [2300]

| Lower Abyssals   | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts          |
|--|----|----|----|----|----|-----|-------|----|--------------|
| Inf Regiment [110]<br><i>Special Rules: Fury, Regeneration(5+)</i> <b>Keywords: Abyssal</b>  | 5  | 4+ | -  | 4+ | 3  | 12  | 13/15 | 2  | [110]        |
| Inf Horde [180]<br>Two-handed Weapons<br><i>Special Rules: Fury, Regeneration(5+), Crushing Strength(1)</i> <b>Keywords: Abyssal</b> | 5  | 4+ | -  | 3+ | 4  | 25  | 20/22 | 2  | [180]<br>[0] |

| The Oathbreakers [1]  | Sp | Me | Ra | De | US | Att | Ne   | Ht | Pts   |
|---|----|----|----|----|----|-----|------|----|-------|
| Inf Regiment [175]<br><i>Special Rules: Crushing Strength(1), Rallying(1 - Infantry Only), Regeneration(5+), Vicious(Melee - Heroes Only)</i> <b>Keywords: Abyssal, Oathbreaker</b> | 5  | 3+ | -  | 4+ | 3  | 12  | -/17 | 2  | [175] |

| Gargoyles*   | Sp | Me | Ra | De | US | Att | Ne   | Ht | Pts  |
|--|----|----|----|----|----|-----|------|----|------|
| Hv Inf Troop [85]<br><i>Special Rules: Fly, Nimble, Regeneration(4+)</i> <b>Keywords: Gargoyle</b> | 10 | 4+ | -  | 3+ | 1  | 10  | 8/10 | 2  | [85] |

| Molochs  | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts           |
|--|----|----|----|----|----|-----|-------|----|---------------|
| Mon Inf Horde [245]<br>Despoiler Champion<br><i>Special Rules: Crushing Strength(2), Fury, Regeneration(5+), Brutal, Vicious(Melee)</i> <b>Keywords: Abyssal, Moloch</b> | 6  | 3+ | -  | 4+ | 3  | 18  | 16/18 | 3  | [225]<br>[20] |

| Abyssal Horsemen  | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts   |
|---|----|----|----|----|----|-----|-------|----|-------|
| Cav Regiment [225]<br><i>Special Rules: Crushing Strength(1), Fury, Regeneration(5+), Thunderous Charge(1)</i> <b>Keywords: Hellequin</b> | 8  | 3+ | -  | 5+ | 3  | 18  | 14/16 | 3  | [225] |
| Cav Regiment [225]<br><i>Special Rules: Crushing Strength(1), Fury, Regeneration(5+), Thunderous Charge(1)</i> <b>Keywords: Hellequin</b> | 8  | 3+ | -  | 5+ | 3  | 18  | 14/16 | 3  | [225] |

| Chronneas   | Sp | Me | Ra | De | US | Att  | Ne   | Ht | Pts           |
|---|----|----|----|----|----|------|------|----|---------------|
| Mon 1 [255]<br>Drain Life (8)<br><i>Special Rules: Cloak of Death, Crushing Strength(3), Strider, Temporal Ruptures</i> <b>Keywords: Enigma</b> | 6  | 3+ | -  | 5+ | 1  | D6+6 | -/18 | 5  | [225]<br>[30] |

| Abyssal Champion   | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts                  |
|--|----|----|----|----|----|-----|-------|----|----------------------|
| Hero (Inf) 1 Spellcaster 0 [160]<br>Wings<br>Ej Periscope<br><i>Special Rules: Crushing Strength(1), Fury, Individual, Inspiring, Mighty, Regeneration(5+), Fly</i> <b>Keywords: Abyssal</b> | 10 | 3+ | -  | 5+ | 0  | 5   | 13/15 | 3  | [110]<br>[45]<br>[5] |
| Hero (Inf) 1 Spellcaster 0 [145]<br>Lightning Bolt (5)<br><i>Special Rules: Crushing Strength(1), Fury, Individual, Inspiring, Mighty, Regeneration(5+)</i> <b>Keywords: Abyssal</b>         | 5  | 3+ | -  | 5+ | 0  | 5   | 13/15 | 2  | [110]<br>[35]        |

| Efreet   | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts          |
|--|----|----|----|----|----|-----|-------|----|--------------|
| Hero (Inf) 1 Spellcaster 0 [115]<br>Fireball (15)<br><i>Special Rules: Individual</i> <b>Keywords: Abyssal, Flamebound</b> | 7  | 5+ | -  | 4+ | 0  | 1   | 11/13 | 2  | [115]<br>[0] |

| Zaz'u'szu The Betrayer [1]  | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts                 |
|---|----|----|----|----|----|-----|-------|----|---------------------|
| Hero (Lrg Inf) 1 Spellcaster 2 [115]<br>Bane Chant (2)<br>Lightning Bolt (4)<br><i>Special Rules: Fury, Inspiring, Nimble, Regeneration(5+), Betrayal</i> <b>Keywords: Abyssal, Oathbreaker</b> | 6  | 4+ | -  | 4+ | 1  | 5   | 12/14 | 3  | [115]<br>[0]<br>[0] |

| Manifestation of Ba'el [1]  | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts          |
|---|----|----|----|----|----|-----|-------|----|--------------|
| Hero (Mon) 1 Spellcaster 0 [265]<br>Lightning Bolt (7)<br><i>Special Rules: Brutal, Crushing Strength(2), Fly, Fury, Inspiring, Nimble, Regeneration(5+), Stealthy, Vicious(Melee), From the Pit I Curse Thee!</i> <b>Keywords: Abyssal, Wicked One</b> | 10 | 3+ | -  | 5+ | 1  | 7   | 14/16 | 4  | [265]<br>[0] |

Total Units:

13

Total Unit Strength:

23

Total Primary Core Points:

2300 (100.0%)

| Custom Rule                | Description   |
|----------------------------|---|
| Temporal Ruptures          | For each point of damage the Chroneas causes in Melee, you may remove a point of damage from a single Core friendly unit within 6" of the Chroneas (other than the Chroneas itself) to a maximum of three per Turn.   |
| 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'el become Disordered.  |
| Betrayal                   | At the start of each of his shooting phases, Zaz'u'szu may select a single friendly Core unit within 6" to be his sacrifice. If he does so, Zaz'u'szu may increase the number of dice used to cast his Lighting Bolt or Bane Chant spells by up to 4. For each hit scored with Zaz'u'szu's spells this turn, the sacrificial unit suffers a point of damage. No Nerve tests are required for damage caused in this way. |

| Special Rule      | Description  |
|-------------------|--|
| Brutal            | When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (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 Brutal and Dread special rules, the attacking player must choose which to use.  |
| Cloak of Death    | In the Movement phase, after this 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 Cloak of Death per Turn. No Nerve test is required for damage taken from a Cloak of Death.   |
| Crushing Strength | All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.   |
| 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. This includes Difficult Terrain the unit started in. 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 Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered. |
| Fury              | While Wavering, this unit may still declare a Counter Charge.  |
| Individual        | See the Rules Chapter for Individuals  |
| Inspiring         | If this unit, or any Friendly Core unit within 6inches 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 Inspiring rule. In this case the unit will only Inspire itself and the unit(s) specified.  |
| Mighty            | Individuals with the Mighty special rule are no longer Yielding.   |
| 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. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.  |
| Rallying          | Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.   |
| 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.  |
| 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 Crushing Strength (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.   |

| Spell   | Description   | Special Rules |
|---|---|---------------|
| <b>Bane Chant</b><br>Range: 12"<br>Friendly, CC | If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect. |               |
| <b>Drain Life</b><br>Range: 6"                  | Roll to damage as normal. If one or more points of damage are scored, choose either the caster or a single Friendly Core unit within 6" of the caster. Remove one point of damage from          | Piercing(1)   |

Enemy, CC

the chosen unit for each point of damage dealt to the target. If this is cast into Melee, the target will not take a Nerve test at the end of the Ranged phase.

---

|  |                                     |   |
|--|-------------------------------------|---|
| <b>Fireball</b><br>Range: 12"<br>Enemy | Roll to damage the enemy as normal. | Shattering, Hits on a 5+ against units in Cover or with Stealthy. |
|--|-------------------------------------|---|

---

|  |                                     |   |
|--|-------------------------------------|---|
| <b>Lightning Bolt</b><br>Range: 24"<br>Enemy | Roll to damage the enemy as normal. | Piercing(1), Hits on a 5+ against units in Cover. |
|--|-------------------------------------|---|

---

---

| Artefact     | Description  |
|--------------|--|
| Ej Periscope | Infantry and Heavy Infantry only. This unit increases its Height by 1 when it draws Line of Sight. |

---