Ian Davies FFS 1995pts 23/02/19

Forces of the Abyss (Evil)

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

Lower Abyssals — Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	4+	-	3+	12	14/16	120	Crushing Strength (1), Fury, Regeneration (5+)
- Exchange shields for two-handed weapons (lower Defence to 3+, gain Crushing Strength (1)							0	
Horde(40)	5	4+	-	4+	25	21/23	200	Fury, Regeneration (5+)

Succubi — Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	6	3+	-	3+	20	10/12	135	Ensnare, Fury, Stealthy
Troop(10)	6	3+	-	3+	20	10/12	135	Ensnare, Fury, Stealthy
Regiment(20)	6	3+	-	3+	25	14/16	190	Ensnare, Fury, Stealthy

Molochs — Large Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	5	4+	-	4+	12	12/15	130	Base Size: (50x50mm), Brutal, Crushing Strength (2), Fury, Regeneration (5+)

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 Champion — Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	3+	-	5+	5	13/15	135	Hero (Inf), Crushing Strength (1), Fury, Individual, Inspiring, Lightning Bolt (5), Regeneration (5+)
- Lightning Bolt (5)							40	
- Blade of Slashing							5	

Efreet — Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	4+	-	4+	1	11/13	135	Hero (Inf), Fireball (16), Fury, Individual, Pathfinder
- Heart-seeking Chant							30	

Abyssal Temptress — Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	4+	5	11/13	90	Hero (Inf), Bane-chant (2), Critter's Call (8), Ensnare, Fly, Fury, Individual, Inspiring (Succubi only), Stealthy

- Bane Chant (2)						15	
- Can have wings (gaining Fly and increasing Speed to 10)						30	
- Critter's Call (8) (L)						20	

Demon Lord Ba'el, Bane of the Mortal Kingdoms[1] — Hero (LrgInf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	9	17/19	360	Hero (LrgInf), Brutal, Crushing Strength (2), Fly, From the Pit I Curse Thee!, Fury, Inspiring, Lightning Bolt (5), Regeneration (5+), Thunderous Charge (2), Vicious

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Bane-chant Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored (two or more for ranged attack/Piercing) from the same casting, for the rest of the turn all of the unit's melee and ranged attacks increase their Crushing Strength and Piercing by 1, or gain Crushing Strength(1) or Piercing(1) if they don't already have it.   Note that multiple bane-chants hitting the same unit do not have cumulative effects.

Blade of Slashing Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.

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.

Critter's Call 24" Range. Roll to damage as normal. If one or more points of damage are scored, the target unit is Disordered. Once a hit is scored by this spell it may not be used again by this caster for the remainder of the game.

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.

Fireball Spell. Range 12". When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.

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.

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.

Fury While wavered, this unit may declare a Counter-Charge.

Heart-seeking Chant The unit's ranged attacks and spells have the Piercing (1) special rule, or if the unit already has Piercing, it is increased by 1.

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 additionals -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.
Lightning Bolt	Spell. Range 24". Piercing (1) – roll to damage as normal. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
Pathfinder	The unit suffers no movement penalties for difficult terrain, simply treating it as open terrain. Pathfinder units are not Hindered for charging through difficult terrain.
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.
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.