

## Altibash Abyssals

<b>Forces of the Abyss (Evil)</b>								
<b>Gargoyles*</b>								<b>Infantry</b>
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
<b>Tortured Souls</b>								<b>Large Infantry</b>
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)
- Orcish Skullpole							5	
Regiment(3)	10	4+	-	4+	9	-/15	145	Crushing Strength (1), Fly, Fury, Lifeleech (2), Shambling, Thunderous Charge (1)
- Whip of Celerity							10	
<b>Hellequins*</b>								<b>Cavalry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	8	3+	-	5+	20	16/18	265	Crushing Strength (1), Fury, Lifeleech (1), Thunderous Charge (2)
- Maccwar's Potion of the Caterpillar							20	
<b>Archfiend of the Abyss</b>								<b>Hero (Mon)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	9	16/18	250	Hero (Mon), Brutal, Critter's Call (8), Crushing Strength (2), Fly, Fury, Inspiring, Lightning Bolt (5), Thunderous Charge (2), Vicious
- Can have wings (gaining Fly and increasing Speed to 10)							50	
- Lightning Bolt (5)							25	
- Critter's Call (8) (L)							20	
- Brew of Haste							15	
<b>Ba'su'su the Vile[1]</b>								<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	8	14/16	220	Hero (Inf), Base Size: (25x25mm), Crushing Strength (2), Fly, Individual, Inspiring (Gargoyles only), Regeneration (5+), Vicious
							1250	

<b>Brew of Haste</b>	The unit has +1 Speed.
<b>Brutal</b>	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.
<b>Critter's Call</b>	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.
<b>Crushing Strength</b>	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
<b>Fly</b>	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.
<b>Fury</b>	While wavered, this unit may declare a Counter-Charge.
<b>Individual</b>	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. 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.
<b>Inspiring</b>	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.
<b>Lifeleech</b>	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.
<b>Lightning Bolt</b>	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+.
<b>Maccwar's Potion of the Caterpillar</b>	The unit has the Pathfinder special rule.
<b>Orcish Skullpole</b>	The unit has the Brutal special rule. If the unit causes damage in melee, at the end of the Melee phase it must roll a single die. On 3 or less, the Skullpole is destroyed and provides no further benefit for the remainder of the game.

**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.

**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.

**Whip of Celerity** While declaring and measuring a charge, the unit has an additional 1" added onto their maximum charge distance. For example, a unit with Speed 5 has a maximum charge distance of 11".