

## Ian Davies BDM 18 May 19

Forces of the Abyss (Evil)							
<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>Lower Abyssals</b>							<b>Infantry</b>
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))							
Horde(40)	5	4+	-	4+	25	21/23	200
Fury, Regeneration (5+)							
<b>Succubi</b>							<b>Infantry</b>
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							
<b>Molochs</b>							<b>Large Infantry</b>
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+)							
<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)							
- Mace of Crushing							
5							
<b>Abyssal Champion</b>							<b>Hero (Inf)</b>
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							
<b>Efreet</b>							<b>Hero (Inf)</b>
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							
<b>Abyssal Temptress</b>							<b>Hero (Inf)</b>
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),							



- 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 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.

- 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+.
- Mace of Crushing** Whenever the unit rolls to damage in melee, it can re-roll one of the dice that failed to damage.
- 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.