

Jon Gunns Abyssals BattleMasters

Goblins (Evil)

Fleabag Rider Sniffs **Cavalry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	10	5+	5+	3+	14	12/14	145	Bows (Range 24"), Nimble, Yellow-Bellied

Fleabag Chariots **Large Cavalry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	9	4+	5+	4+	16	14/16	170	Base Size: (50x100mm), Bows (Range 24"), Thunderous Charge (2), Yellow-Bellied

King **Hero (Inf)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1) Allied Commander	10	4+	4+	4+	5	11/13	90	Hero (Cav), Bows (Range 24"), Individual, Inspiring, Yellow-Bellied
- Mount on a Fleabag, increasing Speed to 10 and changing to Hero (Cav)							20	

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
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	
Horde(40) 13th Horde	5	4+	-	4+	25	21/23	200	Fury, Regeneration (5+)
- Brew of Strength							30	

Tortured Souls **Large Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3) Graves	10	4+	-	4+	9	-/15	145	Crushing Strength (1), Fly, Fury, Lifeleech (2), Shambling, Thunderous Charge (1)
- Kaba's Holy Hand Grenades							25	
Regiment(3) Chalice	10	4+	-	4+	9	-/15	145	Crushing Strength (1), Fly, Fury, Lifeleech (2), Shambling, Thunderous Charge (1)
- Whip of Celerity							10	

Hellequins* **Cavalry**

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)
- Wine of Elvenkind							40	

Abyssal Despoilers **Large Cavalry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
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Horde(6)	Climbing out of Abys	7	4+	-	5+	18	16/18	255	Brutal, Crushing Strength (2), Fury, Regeneration (5+), Thunderous Charge (1), Vicious
	- Maccwar's Potion of the Caterpillar							20	
Horde(6)	Not Chewing Arm	7	4+	-	5+	18	16/18	255	Brutal, Crushing Strength (2), Fury, Regeneration (5+), Thunderous Charge (1), Vicious
	- Brew of Sharpness							45	

Abyssal Harbinger **Hero (Inf)**

Unit Size		Sp	Me	Ra	De	At	Ne	Pts	
(1)	Plain Banner	8	5+	4+	4+	1	10/12	60	Hero (Cav), Firebolts, Fury, Individual, Inspiring, Piercing (1), Regeneration (5+)
	- Can ride an abyssal mount, increasing Speed to 8 and changing to Hero (Cav)							15	
	- Lute of Insatiable Darkness							25	
(1)	Griffin Banner	8	5+	4+	4+	1	10/12	60	Hero (Cav), Firebolts, Fury, Individual, Inspiring, Piercing (1), Regeneration (5+)
	- Can ride an abyssal mount, increasing Speed to 8 and changing to Hero (Cav)							15	
	- Banner of the Griffin							25	
(1)		5	5+	4+	4+	1	10/12	60	Hero (Inf), Firebolts, Fury, Individual, Inspiring, Piercing (1), Regeneration (5+)

Ba'su'su the Vile[1] **Hero (Inf)**

Unit Size		Sp	Me	Ra	De	At	Ne	Pts	
(1)	Army General	10	3+	-	5+	8	14/16	220	Hero (Inf), Base Size: (25x25mm), Crushing Strength (2), Fly, Individual, Inspiring (Gargoyles only), Regeneration (5+), Vicious

2500

Banner of the Griffin	This unit gains the Rallying! (1) Special rule, or Increases the value of its Rallying! by 1, to a maximum of 2.
Brew of Sharpness	The unit has +1 to hit in melee.
Brew of Strength	The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
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.
Crushing Strength	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
Firebolts	Range 18".
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.
Fury	While wavered, this unit may declare a Counter-Charge.
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.
Kaba's Holy Hand Grenades	The unit has a ranged attack for which you roll a single die, regardless of the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of modifiers. The attack also has the Blast (D6) and Piercing (2) special rule.
Lifleech	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.
Lute of Insatiable	This artefact can only be used by Heroes. The Hero has the Bane-Chant (2) spell.

Darkness

**Maccwar's
Potion of
the
Caterpillar** The unit has the Pathfinder special rule.

Nimble The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting. 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.

Piercing All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.

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".

**Wine of
Elvenkind** The unit has the Nimble special rule.

**Yellow-
Bellied** When this unit wishes to charge an enemy unit's front facing, roll a die. If the result is a 1 then the unit 'misunderstands' the order and carries out a Halt! order instead. This does not apply if the unit wishes to charge the flank or rear of an enemy unit, an individual or war engine, or if it is carrying out a Counter-Charge