

Forces of the Abyss (Evil)								
Flamebearers								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	5	5+	4+	3+	8	10/12	105	Firebolts, Fury, Piercing (1), Regeneration (5+)
Troop(10)	5	5+	4+	3+	8	10/12	105	Firebolts, Fury, Piercing (1), Regeneration (5+)
Troop(10)	5	5+	4+	3+	8	10/12	105	Firebolts, Fury, Piercing (1), Regeneration (5+)
Troop(10)	5	5+	4+	3+	8	10/12	105	Firebolts, Fury, Piercing (1), Regeneration (5+)
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	
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+)
Abyssal Horsemen								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	8	3+	-	5+	18	14/16	215	Crushing Strength (1), Fury, Thunderous Charge (1)
Regiment(10)	8	3+	-	5+	18	14/16	215	Crushing Strength (1), Fury, Thunderous Charge (1)
Abyssal Harbinger								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	5+	4+	4+	1	10/12	60	Hero (Inf), Firebolts, Fury, Individual, Inspiring, Piercing (1), Regeneration (5+)
(1)	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	
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	
Archfiend of the Abyss								Hero (Mon)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	

(1)

10	3+	-	5+	9	16/18	250
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Hero (Mon), Brutal, 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
- Blade of Slashing	5

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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.
Crushing Strength	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
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+.
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.
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.
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.
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.

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.