

Jon Gunns - Court of the Crimson King - Abyssals - CoK 2019

**Forces of the Abyss (Evil)**

**Gargoyles\*** **Infantry**

Unit Size		Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	Trees	10	4+	-	3+	8	8/10	80	Base Size: (25x25mm), Fly, Regeneration (3+), Vicious
	- Fire-Oil							5	
Troop(10)	Dead Body	10	4+	-	3+	8	8/10	80	Base Size: (25x25mm), Fly, Regeneration (3+), Vicious
	- Staying Stone							5	

**Tortured Souls** **Large Infantry**

Unit Size		Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	Chalice	10	4+	-	4+	18	-/18	220	Crushing Strength (1), Fly, Fury, Lifeleech (2), Shambling, Thunderous Charge (1)
	- Brew of Strength							30	

**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	
Horde(6)	Abyss/Arm	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)	Pool	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)	No 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)	10	3+	-	5+	8	14/16	220	Hero (Inf), Base Size: (25x25mm), Crushing Strength (2), Fly, Individual, Inspiring (Gargoyles only), Regeneration (5+), Vicious

**Twisted Victims[1]****Large Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)      Horses	10	4+	-	4+	18	-/18	220	Crushing Strength (1), Fly, Lifeleech (2)

2000

<b>Banner of the Griffin</b>	This unit gains the Rallying! (1) Special rule, or Increases the value of its Rallying! by 1, to a maximum of 2.
<b>Brew of Sharpness</b>	The unit has +1 to hit in melee.
<b>Brew of Strength</b>	The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
<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>Crushing Strength</b>	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
<b>Fire-Oil</b>	Against units with the Regeneration rule this unit gains an additional Piercing (1) on 'normal' ranged attacks, and Crushing Strength (1) in melee.
<b>Firebolts</b>	Range 18".
<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>Lute of Insatiable Darkness</b>	This artefact can only be used by Heroes. The Hero has the Bane-Chant (2) spell.

- Maccwar's Potion of the Caterpillar** The unit has the Pathfinder special rule.
- 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.
- Staying Stone** The unit has +1 to its Waver/Nerve value.
- 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.
- Wine of Elvenkind** The unit has the Nimble special rule.