

Forces of the Abyss (Evil)								
Tortured Souls								Large Infantry
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)
Regiment(3)	10	4+	-	4+	9	-/15	145	Crushing Strength (1), Fly, Fury, Lifeleech (2), Shambling, Thunderous Charge (1)
(Kin) (Evil)								
Crossbowmen								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	6	5+	4+	4+	20	21/23	250	Light crossbows, Vicious
- Heart-seeking Chant							30	
Reaper Guard								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	6	3+	-	4+	12	15/17	150	Crushing Strength (1), Vicious
Dark Knights								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	8	3+	-	5+	18	14/16	210	Thunderous Charge (2), Vicious
Regiment(10)	8	3+	-	5+	18	14/16	210	Thunderous Charge (2), Vicious
- Maccwar's Potion of the Caterpillar							20	
Twilight Bolt Thrower								War Engine
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	-	4+	4+	2	10/12	90	Blast (D3), Piercing (2), Reload!, Vicious
(1)	6	-	4+	4+	2	10/12	90	Blast (D3), Piercing (2), Reload!, Vicious
ArchFiend of the Abyss								Hero (Mon)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	9	16/18	250	Hero (Mon), Brutal, Crushing Strength (2), Fly, Fury, Inspiring, Thunderous Charge (2), Vicious
- Can have wings (gaining Fly and increasing Speed to 10)							50	
Dark Lord on Black Dragon								Hero (Mon)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	10	17/19	310	Hero (Mon), Crushing Strength (3), Fly, Inspiring, Lightning Bolt (5), Vicious
Army Standard Bearer								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	5+	-	4+	1	10/12	50	Hero (Inf), Individual, Inspiring, Vicious

Blast	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single 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.
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.
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.
Light crossbows	Treat as bow. Range 24".
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+.
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.
- Reload!** The unit can fire only if it received a Halt order that turn.
- 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.