



FORCES OF THE ABYSS

EVIL

Abyssal Ghouls

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	5	-	4	2	2	12	14/16	[90]
Fury Keywords: Abyssal, Cannibal, Expendable									
Regiment(20)	5	5	-	4	2	2	12	14/16	[90]
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Gargoyles*

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	10	4	-	3	2	1	10	8/10	[85]
Fly, Nimble, Regeneration (4+) Keywords: Gargoyle									

Molochs

Monstrous Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	3	-	4	3	3	18	16/18	225 5 [230]
Fire-Oil Crushing Strength (2), Fury, Regeneration (5+) Keywords: Abyssal, Moloch									
Horde(6)	6	3	-	4	3	3	18	16/18	225 5 [230]
Liliana's Tear Crushing Strength (2), Fury, Regeneration (5+) Keywords: Abyssal, Moloch									

Abyssal Horsemen

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	3	-	5	3	3	18	14/16	240 35 [275]
Brew of Sharpness Crushing Strength (1), Fury, Regeneration (5+), Thunderous Charge (1) Keywords: Hellequin									

Abyssal Fiend

Titan
Spellcaster: 0

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	3	-	5	6	1	7	15/17	[175]
Brutal, Crushing Strength (2), Fury, Inspiring, Vicious (Melee) Spells: Fireball (10) Keywords: Abyssal, Warmaster									

Despoiler Champion

Hero (LrgCav)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	3	-	5	4	1	5	-/14	130 5 [135]
Blade of Slashing Brutal, Crushing Strength (2), Nimble, Regeneration (5+), Vicious (Melee) Keywords: Abomination, Abyssal									

Abyssal Warlock										Hero (LrgInf) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	4	4	4	3	1	5	11/13	90 30 [120]	
Drain Life (6) Fury, Inspiring, Nimble, Regeneration (5+) Firebolt (18", Piercing (1), Steady Aim) Spells: Drain Life (6) Keywords: Abyssal										
1	6	4	4	4	3	1	5	11/13	90 30 [120]	
Drain Life (6) Fury, Inspiring, Nimble, Regeneration (5+) Firebolt (18", Piercing (1), Steady Aim) Spells: Drain Life (6) Keywords: Abyssal										
Hellequin-Blood-masque										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	5	3	0	3	11/13	85 10 [95]	
Mead of Madness Crushing Strength (1), Fury, Individual, Regeneration (5+), Thunderous Charge (1) Keywords: Hellequin										
Manifestation of Ba'el[1]										Hero (Mon) Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	4	1	7	14/16	[265]	
Brutal, Crushing Strength (2), Fly, From the Pit I Curse Thee!, Fury, Inspiring, Nimble, Regeneration (5+), Stealthy, Vicious (Melee) Spells: Lightning Bolt (7) Keywords: Abyssal, Wicked One										

Total Unit Strength: 21
Total Core: 2000 (100%)

Total Units: 13



SPECIAL RULES AND SPELLS:

Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Drain Life	Spell: 6", Enemy, CC - Roll to damage as normal. If one or more points of damage are scored, choose either the caster or a single Friendly Core unit within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is case into Melee, the target will not take a Nerve test at the end of the Ranged phase.
Fireball	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
Fire-Oil	The unit gains both the <i>Crushing Strength</i> special rule (+1 - vs. units with <i>Regeneration</i> and the <i>Piercing</i> special rule (+1 - vs. units with <i>Regeneration</i>).
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is 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 Wavering, this unit may still declare a Counter Charge.
Individual	See page 34.

Inspiring	If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
Liliana's Tear	The unit is not affected by the <i>Dread</i> , <i>Shattering</i> or <i>Brutal</i> special rules on enemy units.
Mead of Madness	The unit gains the <i>Wild Charge</i> (+1) special rule.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Regeneration	Every time this unit receives a Movement 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 (n) or higher, the unit recovers one point of damage previously suffered.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.