



## 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]
Crushing Strength (2), Fury, Regeneration (5+) Keywords: Abyssal, Moloch									
Horde(6)	6	3	-	4	3	3	18	16/18	[225]
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]
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									

### Seductress

Hero (Inf)  
Spellcaster: 1

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	3	-	4	2	0	5	11/13	130 10 [140]
Pipes of Terror  Crushing Strength (1), Duelist, Ensnare, Fly, Fury, Individual, Inspiring (Succubi only), Stealthy Keywords: Abyssal, Succubi									

<b>Abyssal Warlock</b>										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										
<b>Manifestation of Ba'el[1]</b>										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:

<b>Blade of Slashing</b>	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
<b>Brutal</b>	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.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Drain Life</b>	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.
<b>Duelist</b>	While attacking enemy <i>Individuals</i> in Melee, this unit doubles its number of Attacks.
<b>Ensnare</b>	Melee attacks against the target unit's front suffer an additional -1 to hit.
<b>Fireball</b>	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
<b>Fly</b>	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.
<b>From the Pit I Curse Thee!</b>	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.
<b>Fury</b>	While Wavering, this unit may still declare a Counter Charge.
<b>Individual</b>	See page 34.
<b>Inspiring</b>	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.
<b>Lightning Bolt</b>	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
<b>Nimble</b>	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.
<b>Pipes of Terror</b>	This unit gains the <i>Brutal</i> special rule.
<b>Regeneration (4+)</b>	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.
<b>Regeneration (5+)</b>	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.

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**Stealthy**

Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.

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**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 *Crushing Strength* (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).

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**Vicious**

Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.