



## FORCES OF THE ABYSS

EVIL

### Lower Abyssals

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	4	-	4	2	4	25	20/22	190
Hammer of Measured Force									20
Fury, Regeneration (5+)									[210]
Keywords: Abyssal									

### Abyssal Guard

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	3	-	4	2	3	12	-/16	160
Exchange shields for two-handed weapons, lowering Defence to 4+ and gaining Crushing Strength (1)									0
Regeneration (5+), Crushing Strength (1)									[160]
Keywords: Abyssal									

### Succubi

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	6	3	-	3	2	1	15	10/12	[105]
Ensnare, Fury, Stealthy									
Keywords: Abyssal, Succubi									
Regiment(20)	6	3	-	3	2	3	20	14/16	[165]
Ensnare, Fury, Stealthy									
Keywords: Abyssal, Succubi									

### 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									

### Flamebearers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	5	4	3	2	2	10	13/15	[155]
Regeneration (5+)									
Firebolts (18", Piercing (1), Steady Aim)									
Keywords: Abyssal, Flamebound									
Regiment(20)	5	5	4	3	2	2	10	13/15	[155]
Regeneration (5+)									
Firebolts (18", Piercing (1), Steady Aim)									
Keywords: Abyssal, Flamebound									

### 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
Sir Jesse's Boots of Striding									15
Crushing Strength (2), Fury, Regeneration (5+)									[240]
Keywords: Abyssal, Moloch									
Horde(6)	6	3	-	4	3	3	18	16/18	225
Brew of Haste									20
Crushing Strength (2), Fury, Regeneration (5+)									[245]
Keywords: Abyssal, Moloch									

### Tortured Souls

Swarm

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	8	4	-	4	2	2	9	-/14	[120]
Crushing Strength (1), Fly, Lifeleech (2)									
Keywords: Phantasm									

Abyssal Champion										Hero (Inf) Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	-	5	2	0	5	13/15	110	
Blade of Slashing Lightning Bolt (5)									5 35	
Crushing Strength (1), Fury, Individual, Inspiring, Mighty, Regeneration (5+) Spells: Lightning Bolt (5) Keywords: Abyssal									[150]	

Archfiend of the Abyss										Hero (Ttn) Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	6	1	9	16/18	310	
Healing Brew									5	
Brutal, Crushing Strength (3), Fly, Fury, Inspiring, Nimble, Vicious (Melee) Spells: Fireball (10) Keywords: Abyssal, Warmaster									[315]	

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	
Conjurer's Staff Bane Chant (2)									10 20	
Fury, Inspiring, Nimble, Regeneration (5+) Firebolt (18", Piercing (1), Steady Aim) Spells: Bane Chant (2) Keywords: Abyssal									[120]	

Efreet										Hero (Inf) Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	5	-	4	2	0	1	11/13	[115]	
Individual Spells: Fireball (15) Keywords: Abyssal, Flamebound										

Mau'ti-bu-su[1]										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	4	2	0	5	12/14	[160]	
Crushing Strength (1), Duelist, Ensnare, Fly, Fury, Individual, Inspiring, Stealthy, Terrible Majesty Keywords: Abyssal, Succubi										

Total Unit Strength: 26

Total Units: 15

Total Core: 2500 (100%)

Army notes:

Battlemasters 2021



## SPECIAL RULES AND SPELLS:

<b>Bane Chant</b>	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
<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>Brew of Haste</b>	This unit increases its Speed stat 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 the highest <i>Brutal</i> (n) value to the total rolled. If no value is specified, the unit has Brutal (1). 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>Conjurer's Staff</b>	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<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>Fury</b>	While Wavering, this unit may still declare a Counter Charge.

<b>Hammer of Measured Force</b>	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
<b>Healing Brew</b>	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
<b>Individual</b>	See page 34 (page 30 in gamers edition)
<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>Lifeleech</b>	When this unit completes its to-hit and to-damage rolls in Melee combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of n. <i>Lifeleech</i> has a maximum total of 3.
<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>Mighty</b>	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
<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>Piercing</b>	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
<b>Regeneration</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>Sir Jesse's Boots of Striding</b>	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
<b>Steady Aim</b>	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
<b>Stealthy</b>	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
<b>Terrible Majesty</b>	The unit has Brutal (D3).
<b>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.