



FORCES OF THE ABYSS

EVIL

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) Keywords: Abyssal									[160]
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) Keywords: Abyssal									[160]

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									

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
Brew of Sharpness									35
Crushing Strength (1), Fury, Regeneration (5+), Thunderous Charge (1) Keywords: Hellequin									[275]

Hellhounds*

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	9	4	-	4	2	1	12	10/12	[120]
Fury, Nimble, Thunderous Charge (1) Keywords: Beast									
Troop(5)	9	4	-	4	2	1	12	10/12	[120]
Fury, Nimble, Thunderous Charge (1) Keywords: Beast									
Regiment(10)	9	4	-	4	2	3	24	13/15	185
Healing Brew									5
Fury, Nimble, Thunderous Charge (1) Keywords: Beast									[190]

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	17/19	305
Brew of Haste									20
Brutal, Crushing Strength (3), Fly, Fury, Inspiring, Nimble, Vicious (Melee) Spells: Fireball (10) Keywords: Abyssal, Warmaster									[325]

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										
1	7	5	-	4	2	0	1	11/13	[115]	
Individual Spells: Fireball (15) Keywords: Abyssal, Flamebound										

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: 18
Total Core: 2000 (100%)

Total Units: 11



SPECIAL RULES AND SPELLS:

Brew of Haste	This unit increases its Speed stat by +1.
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 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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Fireball	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Shattering, Hits on a 5+ against units in Cover or with <i>Stealthy</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.
Healing Brew	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.
Individual	See page 34 (page 30 in gamers edition)
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.
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.