

## 2.3k FoTA Mr Pete SW Clash

2300 / 2300 VALID



### Forces of the Abyss [2300]

Succubi Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [185] Succubi Lurker <i>Special Rules: Ensnare, Fury, Stealthy, Pathfinder</i> <b>Keywords: Abyssal, Succubi</b>	6	3+	-	3+	3	20	14/16	2	[165] [20]
Regiment (20) [165] <i>Special Rules: Ensnare, Fury, Stealthy</i> <b>Keywords: Abyssal, Succubi</b>	6	3+	-	3+	3	20	14/16	2	[165]

Succubi Larvae* Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [200] Crystal Pendant of Retribution <i>Special Rules: Ensnare</i> <b>Keywords: Expendable, Succubi</b>	5	6+	-	4+	3	25	-/21	2	[150] [50]
Horde (40) [150] <i>Special Rules: Ensnare</i> <b>Keywords: Expendable, Succubi</b>	5	6+	-	4+	3	25	-/21	2	[150]

Molochs Monstrous Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [245] Despoiler Champion <i>Special Rules: Crushing Strength(2), Fury, Regeneration(5+), Brutal, Vicious(Melee)</i> <b>Keywords: Abyssal, Moloch</b>	6	3+	-	4+	3	18	16/18	3	[225] [20]
Horde (6) [245] Despoiler Champion <i>Special Rules: Crushing Strength(2), Fury, Regeneration(5+), Brutal, Vicious(Melee)</i> <b>Keywords: Abyssal, Moloch</b>	6	3+	-	4+	3	18	16/18	3	[225] [20]
Horde (6) [245] Despoiler Champion <i>Special Rules: Crushing Strength(2), Fury, Regeneration(5+), Brutal, Vicious(Melee)</i> <b>Keywords: Abyssal, Moloch</b>	6	3+	-	4+	3	18	16/18	3	[225] [20]
Horde (6) [245] Despoiler Champion <i>Special Rules: Crushing Strength(2), Fury, Regeneration(5+), Brutal, Vicious(Melee)</i> <b>Keywords: Abyssal, Moloch</b>	6	3+	-	4+	3	18	16/18	3	[225] [20]

Chronneas Monster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [225] <i>Special Rules: Cloak of Death, Crushing Strength(3), Strider, Temporal Ruptures</i> <b>Keywords: Enigma</b>	6	3+	-	5+	1	D6+6	-/18	5	[225]

Seductress Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [140] Gnome-Glass Shield <i>Special Rules: Crushing Strength(1), Duelist, Ensnare, Fly, Fury, Individual, Inspiring, Stealthy</i> <b>Keywords: Abyssal, Succubi</b>	10	3+	-	4+	0	5	11/13	2	[130] [10]

Abyssal Warlock Hero (Large Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [140] Firebolt (18", Piercing(1), Steady Aim) Bane Chant (2) Veil of Shadows[1](3) <i>Special Rules: Fury, Inspiring, Nimble, Regeneration(5+)</i> <b>Keywords: Abyssal</b>	6	4+	4+	4+	1	5	11/13	3	[90] [20] [30]

Zaz'u'szu The Betrayer [1] Hero (Large Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [115] Bane Chant (2) Lightning Bolt (4) <i>Special Rules: Fury, Inspiring, Nimble, Regeneration(5+), Betrayal</i> <b>Keywords: Abyssal, Oathbreaker</b>	6	4+	-	4+	1	5	12/14	3	[115] [0] [0]

Total Units:

12

Total Unit Strength:

27

Total Primary Core Points:

2300 (100.0%)

Custom Rule	Description
Temporal Ruptures	For each point of damage the Chronneas causes in Melee, you may remove a point of damage from a single Core friendly unit within 6" of the Chronneas (other than the Chronneas itself) to a maximum of three per Turn.
Betrayal	At the start of each of his shooting phases, Zaz'u'szu may select a single friendly Core unit within 6" to be his

sacrifice. If he does so, Zaz'u'szu may increase the number of dice used to cast his Lighting Bolt or Bane Chant spells by up to 4. For each hit scored with Zaz'u'szu's spells this turn, the sacrificial unit suffers a point of damage. No Nerve tests are required for damage caused in this way.

Special Rule	Description
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (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 Brutal and Dread special rules, the attacking player must choose which to use.
Cloak of Death	In the Movement phase, after this unit has completed its order, all Enemy units within 6" of this unit take an immediate point of damage. Units can only be damaged by a single source of Cloak of Death per Turn. No Nerve test is required for damage taken from a Cloak of Death.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Duelist	While attacking enemy Individuals in Melee, this unit doubles its number of Attacks.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
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. This includes Difficult Terrain the unit started in. 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 Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Fury	While Wavering, this unit may still declare a Counter Charge.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6inches 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 Inspiring rule. In this case the unit will only Inspire itself and the unit(s) specified.
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. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Pathfinder	The unit may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, Difficult Terrain.
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.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
<b>Bane Chant</b> Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	
<b>Lightning Bolt</b> Range: 24" Enemy	Roll to damage the enemy as normal.	
<b>Veil of Shadows[1]</b> Range: 0" Self	If one or more hits are scored, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.	

Artefact	Description
Gnome-Glass Shield	Individuals only. The unit's Defence is increased by 2 to a maximum of 6. Immediately after the unit suffers damage for the first time (from any source) the Gnome-Glass Shield shatters and its Defence returns to normal for the rest of

the game.

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Crystal Pendent of  
Retribution

When the unit suffers a Rout result, all units in base contact with it suffer 2D6 hits at Piercing (3). These hits are resolved by the player that Routed the unit with the Crystal, which now has to resolve the hits against their own unit(s). After the damage has been resolved, no Nerve test is taken by the damaged units - they proceed to Regroup, but cannot move directly forward D6 inches for their Regroup action, because they are deterred by the huge explosion.