

Abyssal Guard										Infantry
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts	
Regiment (20)	5	3+	-	5+	3	12	-/16	2	[160]	
★ <b>Special Rules:</b> Regeneration(5+) <b>Keywords:</b> Abyssal										
Lower Abyssals										Infantry
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts	
Horde (40)	5	4+	-	4+	4	25	20/22	2	[210]	
☞ Hammer of Measured Force										20
★ <b>Special Rules:</b> Fury, Regeneration(5+) <b>Keywords:</b> Abyssal										
Succubi										Infantry
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts	
Troop (10)	6	3+	-	3+	1	15	10/12	2	[105]	
★ <b>Special Rules:</b> Ensnare, Fury, Stealthy <b>Keywords:</b> Abyssal, Succubi										
Regiment (20)	6	3+	-	3+	3	20	14/16	2	[185]	
☞ Blessing of the Gods										20
★ <b>Special Rules:</b> Ensnare, Fury, Stealthy, Elite <b>Keywords:</b> Abyssal, Succubi										
Flamebearers										Infantry
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts	
Regiment (20)	5	5+	4+	3+	2	10	13/15	2	[155]	
☉ Firebolts (18", Piercing(1), Steady Aim)										
★ <b>Special Rules:</b> Regeneration(5+) <b>Keywords:</b> Abyssal, Flamebound										
Regiment (20)	5	5+	4+	3+	2	10	13/15	2	[155]	
☉ Firebolts (18", Piercing(1), Steady Aim)										
★ <b>Special Rules:</b> Regeneration(5+) <b>Keywords:</b> Abyssal, Flamebound										
Gargoyles*										Heavy Infantry
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts	
Troop (10)	10	4+	-	3+	1	10	8/10	2	[85]	
★ <b>Special Rules:</b> Fly, Nimble, Regeneration(4+) <b>Keywords:</b> Gargoyle										
Molochs										Monstrous Infantry
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts	
Horde (6)	7	3+	-	4+	3	18	16/18	3	[265]	
Despoiler Champion										20
☞ Brew of Haste										20
★ <b>Special Rules:</b> Crushing Strength(2), Fury, Regeneration(5+), Brutal, Vicious(Melee) <b>Keywords:</b> Abyssal, Moloch										
Horde (6)	6	3+	-	4+	3	18	16/18	3	[225]	
★ <b>Special Rules:</b> Crushing Strength(2), Fury, Regeneration(5+) <b>Keywords:</b> Abyssal, Moloch										

Tortured Souls									Swarm
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Regiment (3)</b>	8	4+	-	4+	2	9	-/14	2	[120]
★ <b>Special Rules:</b> Crushing Strength(1), Fly, Lifeleech(2), Thunderous Charge(1) <b>Keywords:</b> Phantasm									
Abyssal Champion									Hero (Infantry)
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Spellcaster 0</b>	5	3+	-	5+	0	5	13/15	2	[150]
☞ Blade of Slashing									5
⚡ Lightning Bolt (5)									35
★ <b>Special Rules:</b> Crushing Strength(1), Fury, Individual, Inspiring, Mighty, Regeneration(5+)									
<b>Keywords: Abyssal</b>									
Efreet									Hero (Infantry)
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Spellcaster 0</b>	7	5+	-	4+	0	1	11/13	2	[145]
☞ Diadem of Dragonkind									30
⚡ Fireball (21)									0
★ <b>Special Rules:</b> Individual <b>Keywords: Abyssal, Flamebound</b>									
Seductress									Hero (Infantry)
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Spellcaster 1</b>	10	3+	-	4+	0	5	11/13	2	[145]
⚡ Bane Chant (2)									15
★ <b>Special Rules:</b> Crushing Strength(1), Duelist, Ensnare, Fly, Fury, Individual, Inspiring, Stealthy									
<b>Keywords: Abyssal, Succubi</b>									
Abyssal Warlock									Hero (Large Infantry)
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Spellcaster 2</b>	6	4+	4+	4+	1	5	11/13	3	[90]
☉ Firebolt (18", Piercing(1), Steady Aim)									
★ <b>Special Rules:</b> Fury, Inspiring, Nimble, Regeneration(5+) <b>Keywords: Abyssal</b>									
Archfiend of the Abyss									Hero (Titan)
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Spellcaster 0</b>	10	3+	-	5+	1	9	17/19	6	[305]
⚡ Fireball (10)									0
★ <b>Special Rules:</b> Brutal, Crushing Strength(3), Fly, Fury, Inspiring, Nimble, Vicious(Melee) <b>Keywords:</b> Abyssal, Warmaster									

<b>Total Units:</b>	15	<b>Total Unit Strength:</b>	26
<b>Total Primary Core Points:</b>	[2500] (100.0%)		
<b>Artefacts Points:</b>	[95]	<b>Inspiring Units:</b>	4
<b>Troops &amp; Irregulars:</b>	2		

<b>Regiments:</b>	4		
<b>Infantry Hordes &amp; Legions:</b>	1		
<b>Large Infantry Hordes:</b>	2		
<b>Heros:</b>	5		
<b>Slots:</b> Any(4), Hero Only(1), War Engine Only(1), Monster/Titan Only(1), Large+ Horde Unlocks(4), Large+ Legion Unlocks(0)			
<b>Average Defense:</b>	4.05	<b>Ranged Shots</b>	25

## Special & Custom Rules

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.
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.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
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 6 inches 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.
Lifefeech	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. Lifefeech has a maximum total of 3.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
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.
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 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).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

# Spells

Spell	Range	Targets	Description	★ Special Rules
Bane Chant	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.	
Fireball	12"	Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
Lightning Bolt	24"	Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.

# Artefacts

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Blessing of the Gods	The unit gains the Elite special rule.
Brew of Haste	This unit increases its Speed stat by +1.
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
Diadem of Dragonkind	The unit gains the Fireball (8) spell, or if the unit already has a Fireball spell, its value is increased by 6.