

Ian Davies Abyssals list

2300 / 2300 VALID



Forces of the Abyss [2300]

Lower Abyssals	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde (40) [210]	5	4+	-	4+	4	25	20/22	2	[190]
Hammer of Measured Force									
<i>Special Rules: Fury, Regeneration(5+) Keywords: Abyssal</i>									

Succubi	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop (10) [105]	6	3+	-	3+	1	15	10/12	2	[105]
<i>Special Rules: Ensnare, Fury, Stealthy Keywords: Abyssal, Succubi</i>									
Inf Regiment (20) [165]	6	3+	-	3+	3	20	14/16	2	[165]
<i>Special Rules: Ensnare, Fury, Stealthy Keywords: Abyssal, Succubi</i>									

Flamebearers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment (20) [155]	5	5+	4+	3+	2	10	13/15	2	[155]
Firebolts (18", Piercing(1),Steady Aim)									
<i>Special Rules: Regeneration(5+) Keywords: Abyssal, Flamebound</i>									
Inf Regiment (20) [155]	5	5+	4+	3+	2	10	13/15	2	[155]
Firebolts (18", Piercing(1),Steady Aim)									
<i>Special Rules: Regeneration(5+) Keywords: Abyssal, Flamebound</i>									

Gargoyles*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Troop (10) [85]	10	4+	-	3+	1	10	8/10	2	[85]
<i>Special Rules: Fly, Nimble, Regeneration(4+) Keywords: Gargoyle</i>									

Molochs	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon Inf Horde (6) [225]	6	3+	-	4+	3	18	16/18	3	[225]
<i>Special Rules: Crushing Strength(2),Fury, Regeneration(5+) Keywords: Abyssal, Moloch</i>									
Mon Inf Horde (6) [225]	6	3+	-	4+	3	18	16/18	3	[225]
<i>Special Rules: Crushing Strength(2),Fury, Regeneration(5+) Keywords: Abyssal, Moloch</i>									

Tortured Souls	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Regiment (3) [120]	8	4+	-	4+	2	9	-/14	2	[120]
<i>Special Rules: Crushing Strength(1),Fly, Lifeleech(2),Thunderous Charge(1) Keywords: Phantasm</i>									

Abyssal Champion	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 0 [150]	5	3+	-	5+	0	5	13/15	2	[110]
Blade of Slashing									
Lightning Bolt (5)									
<i>Special Rules: Crushing Strength(1),Fury, Individual, Inspiring, Mighty, Regeneration(5+) Keywords: Abyssal</i>									

Efreet	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 0 [145]	7	5+	-	4+	0	1	11/13	2	[115]
Diadem of Dragonkind									
Fireball (21)									
<i>Special Rules: Individual Keywords: Abyssal, Flamebound</i>									

Seductress	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 1 [145]	10	3+	-	4+	0	5	11/13	2	[130]
Bane Chant (2)									
<i>Special Rules: Crushing Strength(1),Duelist, Ensnare, Fly, Fury, Individual, Inspiring, Stealthy Keywords: Abyssal, Succubi</i>									

Abyssal Warlock	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 Spellcaster 2 [90]	6	4+	4+	4+	1	5	11/13	3	[90]
Firebolt (18", Piercing(1),Steady Aim)									
<i>Special Rules: Fury, Inspiring, Nimble, Regeneration(5+) Keywords: Abyssal</i>									

Archfiend of the Abyss	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 Spellcaster 0 [325]	10	3+	-	5+	1	9	17/19	6	[305]
Zephyr Crown									[20]
Wind Blast (5)									
Fireball (10)									[0]
Special Rules: Brutal, Crushing Strength(3), Fly, Fury, Inspiring, Nimble, Vicious(Melee) Keywords: Abyssal, Warmaster									

Total Units: 14 **Total Unit Strength:** 23
Total Primary Core Points: 2300 (100.0%)

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.
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 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.

Spell	Description	Special Rules
Bane Chant 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.	
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.

Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
Wind Blast Range: 18" Enemy	For each hit the target enemy unit is pushed 1inch directly backward if the spellcaster is in the target unit's front arc, directly sideways and away from the spellcaster if the spellcaster is in either of the target unit's flank arcs, or directly forward if the spellcaster is in the target unit's rear arc. The target stops 1inch away from enemy units or just out of contact with blocking terrain and friends. This spell has no effect on Speed 0 units.	

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.
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
Zephyr Crown	The unit gains the Wind Blast (5) spell, or if the unit already has a Wind Blast spell, its value is increased by 3.
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.