

 Forces of the Abyss [2300]

Succubi	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment (20) [165]	6	3+	-	3+	3	20	14/16	2	[165]
<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>									
Inf Regiment (20) [165]	6	3+	-	3+	3	20	14/16	2	[165]
<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>									

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>									
Hv Inf Troop (10) [85]	10	4+	-	3+	1	10	8/10	2	[85]
<i>Special Rules: Fly, Nimble, Regeneration(4+) Keywords: Gargoyle</i>									

Abyssal Horsemen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment (10) [240]	8	3+	-	5+	3	18	14/16	3	[240]
<i>Special Rules: Crushing Strength(1), Fury, Regeneration(5+), Thunderous Charge(1) Keywords: Hellequin</i>									
Cav Regiment (10) [250]	8	3+	-	5+	3	18	14/16	3	[240]
<i>Special Rules: Crushing Strength(1), Fury, Regeneration(5+), Thunderous Charge(1), Wild Charge(1) Keywords: Hellequin</i>									
Mead of Madness [10]									

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

Seductress	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 1 [165]	10	3+	-	4+	0	5	11/13	2	[130]
Gnome-Glass Shield [10]									
Veil of Shadows[1](2) [25]									
<i>Special Rules: Crushing Strength(1), Duelist, Ensnare, Fly, Fury, Individual, Inspiring, Stealthy Keywords: Abyssal, Succubi</i>									

Mau'ti-bu-su [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [160]	10	3+	-	4+	0	5	12/14	2	[160]
<i>Special Rules: Brutal(D3), Crushing Strength(1), Duelist, Ensnare, Fly, Fury, Individual, Inspiring, Stealthy, Terrible Majesty Keywords: Abyssal, Succubi</i>									

Abyssal Warlock	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 Spellcaster 2 [140]	6	4+	4+	4+	1	5	11/13	3	[90]
Conjurer's Staff [10]									
Firebolt (18", Piercing(1), Steady Aim)									
Bane Chant (2) [20]									
Scorched Earth(2) [20]									
<i>Special Rules: Fury, Inspiring, Nimble, Regeneration(5+) Keywords: Abyssal</i>									

The Well of Souls [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Mon) 1 [290]	8	4+	-	5+	1	10	-/20	5	[290]
<i>Special Rules: Crushing Strength(2), Fly, Inspiring, Lifeleech(5), Nimble, Strider, Soul Drain Keywords: Phantasm, Shrine, Well of Souls</i>									

Total Units: 13 Total Unit Strength: 23
 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.
Terrible Majesty	The unit has Brutal (D3)
Soul Drain	When the Well of Souls is given an order, it may put up to 20 points of damage on itself. However, this cannot take it

to more than 20 damage in total. For each point of damage taken in this way, it may remove one point of damage from a Friendly Core unit within 9". The Well of Souls will not take a Nerve test for damage taken 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 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.
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.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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).
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away. - In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

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.	
Veil of Shadows [1] 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.	
Scorched Earth Range: 18"	If one or more hits are successfully scored, during the following Turn any charges made by the target unit will be Hindered. In addition, the target unit cannot use the Strider and Pathfinder	

Enemy

special rules for the duration of its next Turn.

Artefact	Description
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
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.
Mead of Madness	The unit gains the Wild Charge (+1) special rule.