

## Forces of the Abyss [2300]

Abyssal Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [150] <i>Special Rules: Regeneration(5+) Keywords: Abyssal</i>	5	3+	-	5+	3	12	-/16	2	[150]
Inf Regiment [150] <i>Special Rules: Regeneration(5+) Keywords: Abyssal</i>	5	3+	-	5+	3	12	-/16	2	[150]

Succubi	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [170] Succubi Lurker <i>Special Rules: Ensnare, Fury, Stealthy, Pathfinder Keywords: Abyssal, Succubi</i>	6	3+	-	3+	3	20	14/16	2	[150] [20]
Inf Regiment [170] Succubi Lurker <i>Special Rules: Ensnare, Fury, Stealthy, Pathfinder Keywords: Abyssal, Succubi</i>	6	3+	-	3+	3	20	14/16	2	[150] [20]

Flamebearers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [115] Firebolts (18", Piercing(1),Steady Aim) <i>Special Rules: Regeneration(5+) Keywords: Abyssal, Flamebound</i>	5	5+	4+	3+	1	8	9/11	2	[115]
Inf Troop [115] Firebolts (18", Piercing(1),Steady Aim) <i>Special Rules: Regeneration(5+) Keywords: Abyssal, Flamebound</i>	5	5+	4+	3+	1	8	9/11	2	[115]

Molochs	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon Inf Horde [270] Sacrificial Imp Despoiler Champion Hann's Sanguinary Scripture <i>Special Rules: Crushing Strength(2),Fury, Regeneration(5+),Sacrificial Imp, Brutal, Vicious(Melee),Lifeleech(1) Keywords: Abyssal, Moloch</i>	6	3+	-	4+	3	18	16/18	3	[225] [15] [20] [10]

Imps*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Regiment [65] <i>Special Rules: Fury, Vicious(Melee) Keywords: Imp</i>	5	5+	-	3+	1	12	10/12	1	[65]

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

Efreet	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 0 [145] Diadem of Dragonkind Fireball (21) <i>Special Rules: Individual Keywords: Abyssal, Flamebound</i>	7	5+	-	4+	0	1	11/13	2	[115] [30] [0]
Hero (Inf) 1 Spellcaster 0 [145] Boots of Levitation Fireball (15) <i>Special Rules: Individual Keywords: Abyssal, Flamebound</i>	7	5+	-	4+	0	1	11/13	2	[115] [30] [0]

Abyssal Warlock	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 Spellcaster 2 [155] Wand of Borrowed Time Firebolt (18", Piercing(1),Steady Aim) Bane Chant (2) Drain Life (6) <i>Special Rules: Fury, Inspiring, Nimble, Regeneration(5+) Keywords: Abyssal</i>	6	4+	4+	4+	1	5	11/13	3	[90] [15] [20] [30]

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

Archfiend of the Abyss	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Titan) 1</b> Spellcaster 0 [310]	10	3+	-	5+	2	9	17/19	6	[300]
Mead of Madness									[10]
Fireball (10)									[0]
<b>Special Rules:</b> Brutal, Crushing Strength(3), Fly, Fury, Inspiring, Nimble, Vicious(Melee), Wild Charge(1) <b>Keywords:</b> Abyssal, Warmaster									

**Total Units:** 14      **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.

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.
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Special Rule	Description
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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.
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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.
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Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
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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.
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Fury	While Wavering, this unit may still declare a Counter Charge.
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Individual	See the Rules Chapter for Individuals
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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.
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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.
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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.
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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.
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Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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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.
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Sacrificial Imp	Once per game, before the unit rolls for Regeneration, you can choose to reroll any of its failed Regeneration dice. The unit's Sacrificial Imp is then destroyed and cannot be used again for the remainder of the game.
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Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
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
<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>Drain Life</b> Range: 6" Enemy, CC	Roll to damage as normal. If one or more points of damage are scored, choose either the caster or a single Friendly Core unit within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is cast into Melee, the target will not take a Nerve test at the end of the Ranged phase.	Piercing(1)
<b>Fireball</b> Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
<b>Lightning Bolt</b> Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.

Artefact	Description
Hann's Sanguinary Scripture	The unit gains the Lifeleech (+1) special rule.
Mead of Madness	The unit gains the Wild Charge (+1) special rule.
Wand of Borrowed Time	Immediately after casting a spell, the unit may cast a different spell, but must choose a different target unit. After resolving the second spell casting, this unit may not cast any spells during its following Turn.
Boots of Levitation	The unit may still make Ranged attacks even after receiving an At the Double Movement order. Infantry and Heavy Infantry Only
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.