new abs

2300 / 2300 VALID

1st Battalion

Seductress	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Inf)	10	3+	-	4+	2	7	14	2	[210]
Scythe of the Harvester									[15]

Special Rules: *Crushing Strength(1),Duellist(D3),Ensnare, Fly, Individual, Inspiring, Stealthy, Rampage(D3)*

The Bloody Cardinal [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf)	5	3+	-	4+	1	6	14	3	[140]

Special Rules: *Crushing Strength(2),Dread, Inspiring, Lifeleech(3),Base(50mm)*

Warlock [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf)	6	4+	5+	4+	1	5	13	3	[180]
Diadem of Dragonkind									[30]
Firebolt (18", Piercing (1))									
Fireball (4)									
Bane Chant (2)									[20]

Special Rules: *Inspiring, Regeneration(5+)* ***Traits:*** *Spellcaster*

Lower Abyssals	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	5+	-	4+	2	12	15	2	[100]

Special Rules: *Regeneration(5+)* ***Traits:*** *Upper Circle*

Core Inf Regiment	5	5+	-	4+	2	12	15	2	[100]

Special Rules: *Regeneration(5+)* ***Traits:*** *Upper Circle*

Succubi	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	6	3+	-	3+	2	20	17	2	[150]

Special Rules: *Ensnare, Stealthy* ***Traits:*** *Upper Circle*

Core Inf Regiment	6	3+	-	3+	2	20	17	2	[150]

Special Rules: *Ensnare, Stealthy* ***Traits:*** *Upper Circle*

Gargoyles	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Hvy Inf Troop	10	4+	-	3+	1	10	10	2	[105]

Special Rules: *Fly, Regeneration(4+)* ***Traits:*** *Upper Circle*

Core (Aux) Hvy Inf Troop	10	4+	-	3+	1	10	10	2	[105]

Special Rules: *Fly, Regeneration(4+)* ***Traits:*** *Upper Circle*

Hellhounds	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Cav Regiment	9	4+	-	4+	2	24	16	3	[180]
Healing Brew									[5]

Special Rules: *Nimble, Thunderous Charge(1)* ***Traits:*** *Upper Circle*

Berserkers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	7	4+	-	4+	2	30	18	3	[225]
Blade of Slashing									[5]

Special Rules: *Crushing Strength(1),Regeneration(5+),Retaliate!, Wild Charge(1)* ***Traits:*** *Middle Circle*

Tortured Souls	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	8	4+	-	4+	2	16	17	2	[190]

Special Rules: *Crushing Strength(1),Fearless, Fly, Height(2),Lifeleech(2),Thunderous Charge(1)* ***Traits:*** *Upper Circle*

Nagarri	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Cht Regiment	7	3+	-	4+	2	12	15	4	[190]
Helm of Confidence									[15]

Special Rules: *Crushing Strength(2),Pathfinder, Rallying, Retaliate!, Thunderous Charge(1),Inspiring(Self)* ***Traits:*** *Lower Circle*

The Well of Souls [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon	8	4+	-	5+	2	10	20	5	[275]

Special Rules: *Crushing Strength(2),Fearless, Fly, Lifeleech(5),Demonic Life-force* ***Traits:*** *Lower Circle*

Total Units:	14	**Total Unit Strength:**	24
Total Points:	2300		

Command Order	Target	Description
Unholy Shield	5	Units with the Upper Circle Trait only. Until the start of its next Turn, the unit increases its De by one (e.g. 4+ becomes 5+) while being targeting by ranged attacks in its front facing.
Burn the sinners	4	The unit gains the Fireball (n+2) ranged spell attack this turn, where n is the number of successful dice rolled to issue this order.

Special Rule	Description
Base (n)	This unit must be on the base size specified by n.
Crushing Strength (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1),a roll of 4 would become a roll of 5.
Demonic Life-force	When the Well of Souls receives an order, it may put up to 20 points of damage on itself - however, this cannot mean it then has suffered more than 20 damage in total. For each point of damage it suffers in this way, immediately remove one point of damage from any friendly unit within 9". No Nerve test is taken for suffering this damage.
Dread	While within 6” of this unit, enemy units have -1 to their Nerve value, in addition to any other modifiers that may apply. A unit can only be affected by a single source of Dread – multiple sources are not cumulative. If an enemy unit is subject to both the Brutal and Dread special rules or the Shattering and Dread special rules, the attacking player must choose to use either the Brutal/Shattering or the Dread modifiers. Both cannot be applied against the same unit.
Duellist (n)	When attacking an enemy Hero in Combat, a unit with this special rule gains (n) additional attacks. If Engaged with several qualifying units, choose which one unit the bonus attacks are allocated to. If the allocated target also has the Duellist special rule, no additional attacks are granted.
Ensnare	In Combat, attacks against this unit’s front suffer an additional -1 to hit.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Fly	When executing an order other than Withdraw!, the unit can move and pivot over anything (Blocking Terrain, enemy units, friendly units when charging, etc.),as long as the flying unit’s entire Movement Order ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it starts or ends the move within or touching them.
Height (n)	If a unit is a different height from the standard of its unit type (see chart on page 12),its height is the number given in this special rule as (n).
Individual	This rule is explained on page 42.
Inspiring	If this unit, or any friendly unit within 6” of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!),that Nerve test must be rerolled. 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.
Lifeleech (n)	When this unit completes its to-hit and to-damage rolls in 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).
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre-point while executing a Charge! order.
Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.
Piercing (n)	All hits caused by Ranged attacks from a unit or weapon with this special rule have a (+n) modifier when rolling to damage. For example: when rolling to damage with a Ranged attack that has Piercing (1),a roll of 4 would become a roll of 5.
Rallying	Friendly units within 6” of this unit have +1 to their Nerve value. This is not cumulative if multiple units with Rallying are in range.
Rampage (n)	When attacking an enemy unit with the Infantry, Heavy Infantry, Cavalry or War Engine unit type, a unit with this special rule gains (n) additional attacks. If Engaged with several qualifying units, choose which one unit the bonus attacks are allocated to.
Regeneration (n)	Once per Turn, immediately before resolving the unit’s Movement order, 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.
Retaliate!	If a unit starts its Turn Engaged with two or more enemy units, in the Combat Phase, it gains Crushing Strength (+1)

	on any attacks it allocates to one of those enemy units. A unit with this special rule can never be ordered to Withdraw!
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
Thunderous Charge (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat 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 Hindered.
Wild Charge (n)	Units with this special rule add (n) to their charge range. This is added after Sp is doubled. For example, 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, roll a separate D3 for the unit after issuing a Charge order to it. If the number rolled means that the target unit is not in range to complete the charge, your unit must be given a different order, but cannot select an alternative unit to Charge!

Spell	**Description**
Bane Chant Range: 12" Friendly, CC	If any hits are scored, instead of causing damage, 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" Magical Missile	Blast (D3),Shattering (1).

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Combat, it can re-roll one of the dice that failed to hit.
Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
Helm of Confidence	The unit gains the Inspiring (Self) special rule.
Diadem of Dragonkind	The unit gains the Fireball (4) spell, or if the unit already has a Fireball spell, its value is increased by 2.
Scythe of the Harvester	Infantry and Cavalry only. The hero gains the Rampage (D3) special rule in Combat.