# FORCES OF THE ABYSS 2026: CLASH OF KINGS 2026

**2300 / 2300 (Valid)**

1st BATTALION

**Lord of Lies [U]**

| | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|---|---|---|---|---|---|---|---|---|
| **[Leonard] Warlord Hero (Ti)** | 10 | 3+ | - | 5+ | 2 | 9 | 19+ | 5 | **[350]** |
| ★ **Special Rules:** Brutal (1), Crushing Strength (3), Fly, Inspiring, Iron Resolve (1), Regeneration (5+), Slayer (3), Vicious (Combat), Seeds of Distrust | | | | | | | | | |

**Efreet [2]** — **Spellcaster**

| | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|---|---|---|---|---|---|---|---|---|
| **Champion Hero (Inf)** | 7 | 5+ | - | 4+ | 1 | 1 | 11+ | 2 | **[110]** |
| ϟ Fireball (7) | | | | | | | | | 0 |
| ★ **Special Rules:** Individual, Yielding | | | | | | | | | |

**Lower Abyssals**

| | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|---|---|---|---|---|---|---|---|---|
| **Core Inf Horde** | 5 | 5+ | - | **3**+ | 4 | 25 | 22+ | 2 | **[170]** |
| Two-handed Weapons | | | | | | | | | 0 |
| 🏆 Chalice of Wrath | | | | | | | | | 15 |
| ★ **Special Rules:** Regeneration (5+), Crushing Strength (1), Retaliate! **Traits: Upper Circle** | | | | | | | | | |
| **Core Inf Horde** | 5 | 5+ | - | **3**+ | 4 | 25 | 22+ | 2 | **[160]** |
| Two-handed Weapons | | | | | | | | | 0 |
| 🏆 Blade of Slashing | | | | | | | | | 5 |
| ★ **Special Rules:** Regeneration (5+), Crushing Strength (1) **Traits: Upper Circle** | | | | | | | | | |

**Succubi**

| | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|---|---|---|---|---|---|---|---|---|
| **Core Inf Regiment** | 6 | 3+ | - | 3+ | 2 | 20 | 17+ | 2 | **[160]** |
| ★ **Special Rules:** Ensnare, Regeneration (6+), 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 | **[175]** |
| ★ **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]** |
| ★ **Special Rules:** Crushing Strength (1), Fearless, Regeneration (5+), Wild Charge (1) **Traits: Middle Circle** | | | | | | | | | |
| **Specialist Lrg Inf Troop** | 7 | 4+ | - | 4+ | 1 | 15 | 15+ | 3 | **[155]** |
| ★ **Special Rules:** Crushing Strength (1), Fearless, Regeneration (5+), Wild Charge (1) **Traits: Middle Circle** | | | | | | | | | |

**Nagarri**

| | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|---|---|---|---|---|---|---|---|---|
| **Support Cht Regiment** | 7 | 3+ | - | 4+ | 2 | 12 | 15+ | 4 | **[175]** |
| ★ **Special Rules:** Crushing Strength (2), Pathfinder, Rallying, Retaliate!, Thunderous Charge (1) **Traits: Lower Circle** | | | | | | | | | |
| **Support Cht Regiment** | 7 | 3+ | - | 4+ | 2 | 12 | 15+ | 4 | **[175]** |
| ★ **Special Rules:** Crushing Strength (2), Pathfinder, Rallying, Retaliate!, Thunderous Charge (1) **Traits: Lower Circle** | | | | | | | | | |

**Chroneas**

| | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|---|---|---|---|---|---|---|---|---|
| **Support Mon** | 6 | 3+ | - | 5+ | 2 | D6+6 | 18+ | 5 | **[235]** |
| ★ **Special Rules:** Cloak of Death, Crushing Strength (3), Fearless, Strider, Temporal Ruptures **Traits: Upper Circle** | | | | | | | | | |

Slots: Aux 2/4 | Specialist 2/4 | Support 3/3 | Commanders 2/3

| | | | |
|---|---|---|---|
| **Total Units:** | 13 | **Total Unit Strength:** | 26 |
| **Total Points:** | [2300] | | |
| **Artefacts Points:** | [20] | **Inspiring Units:** | 1 |
| **Average Defense:** | 3.93 | **Ranged Shots** | 0 |

## Command Orders

| Rule | Target | Description |
|---|---|---|
| Tenacity! | 3+ | The unit may re-roll a single failed to hit roll in Combat this Turn. It cannot be used to re-roll a dice for an attack that has the Blast special rule. |

| | | |
|---|---|---|
| Tactical Retreat! | 4+ | If the unit performs a Back! order, it may move up to its Sp value, but may not make any pivots. This order may not be issued to a unit carrying a Loot Counter. |
| Fleshknit | 4+ | Units with the Regeneration special rule only. The unit gains Regeneration (+1). |
| Hellfire | 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. |
| Blessing of the Dark Gods | 5+ | Units charging this Turn only. The unit gains the Elite (Combat) and Vicious (Combat) special rules. However, if the unit attacks in Combat this Turn, before it rolls any dice, it takes (nD3)+2 damage, where n is the number of successful dice rolled to issue this order. Damage suffered in this way does not cause a Nerve test. |
| Ultimate Betrayal | 5+ | Units with the Upper Circle Trait only. Until the start of its next Turn, an enemy unit that attacks this unit in Combat, uses the Me, and Crushing Strength values of this unit. Any magical artefacts the enemy unit has are still applied after the stats are changed. Only one enemy unit can be affected in this way, with the attacking player choosing which unit before any dice are rolled for the Combat. |

## Special & Custom Rules

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## Artefacts

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