

Abyssal Warlock										Hero (LrgInf) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	4	4	4	3	1	5	11/13	90	
Conjurer's Staff Library Scorched Earth (2)									10	
Fury, Inspiring, Nimble, Regeneration (5+) Firebolt (18", Piercing (1), Steady Aim) Spells: Scorched Earth (2) Keywords: Abyssal									20	
									[120]	
1	6	4	4	4	3	1	5	11/13	90	
Sacred Horn Veil of Shadows (2) [1]									15	
Fury, Inspiring, Nimble, Regeneration (5+) Firebolt (18", Piercing (1), Steady Aim) Spells: Veil of Shadows [1] (2) Keywords: Abyssal									25	
									[130]	
The Well of Souls[1]										Hero (Mon)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	4	-	5	5	1	10	-/20	[290]	
Crushing Strength (2), Fly, Inspiring, Lifeleech (5), Nimble, Soul Drain, Strider Keywords: Phantasm, Shrine, Well of Souls										

Total Unit Strength: 22
 Total Core: 2300 (100%)

Total Units: 13



SPECIAL RULES AND SPELLS:

Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If no value is specified, the unit has <i>Brutal</i> (1). If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
Cloak of Death	In the Movement phase, after the 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 <i>Cloak of Death</i> per Turn. No Nerve test is required for damage taken from a <i>Cloak of Death</i> .
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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Duelist	While attacking enemy <i>Individuals</i> 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. 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 <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
Fury	While Wavering, this unit may still declare a Counter Charge.
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.
Individual	See page 34 (page 30 in gamers edition)
Inspiring	If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Lifeleech	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. <i>Lifeleech</i> 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.
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.
Sacred Horn	The unit gains as additional 3" range to all of its Auras.

Scorched Earth	Spell: 18", Enemy - 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 loses the Strider and Pathfinder special rules for the duration of its next Turn.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
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.
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.
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.
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 <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Veil of Shadows [1]	Unique spell: 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.
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.