

Target
1000
Points

FORCES OF THE ABYSS 1000

Target
995
Points



FORCES OF THE ABYSS

EVIL

Lower Abyssals

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	-	4	2	3	12	13/15	[115]
Fury, Regeneration (5+) Keywords: Abyssal									
Regiment(20)	5	4	-	4	2	3	12	13/15	[115]
Fury, Regeneration (5+) Keywords: Abyssal									

Succubi

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	3	-	3	2	3	20	14/16	[165]
Ensnare, Fury, Stealthy Keywords: Abyssal, Succubi									

Flamebearers*

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	5	5	4	3	2	1	8	9/11	[115]
Regeneration (5+) Firebolts (18", Piercing (1), Steady Aim) Keywords: Abyssal, Flamebound									

Molochs

Monstrous Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	6	3	-	4	3	2	9	13/15	135
Upgrade with a Despoiler Champion, gaining Fearless and Brutal									
									15
									[150]
Crushing Strength (2), Fury, Regeneration (5+), Brutal, Fearless Keywords: Abyssal, Moloch									

Imps*

Swarm

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	5	5	-	3	1	1	12	10/12	[65]
Fury, Vicious (Melee) Keywords: Imp									

Abyssal Champion

Hero (Inf)
Spellcaster: 0

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	3	-	5	2	0	5	13/15	110
Upgrade with Wings, increasing Speed to 10 and gaining Fly									
									45
									[155]
Crushing Strength (1), Fury, Individual, Inspiring, Mighty, Regeneration (5+), Fly Keywords: Abyssal									

Efreet

Hero (Inf)
Spellcaster: 0

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	5	-	4	2	0	1	11/13	[115]
Individual Spells: Fireball (15) Keywords: Abyssal, Flamebound									

Total Unit Strength: 13
Total Core: 995 (99.5%)

Total Units: 8





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 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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
Fearless	Unit has a value of "-" for their Wavering limit.
Fireball	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
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.
Individual	See page 34.
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.
Mighty	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
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.
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.