

# Adepticlash Abyssals - Henry Williams

2300 / 2300 VALID

## Forces of the Abyss [2300]

Abyssal Ghouls Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [90] <i>Special Rules: Fury Keywords: Abyssal, Cannibal, Expendable</i>	5	5+	-	4+	2	12	14/16	2	[90]
Regiment (20) [90] <i>Special Rules: Fury Keywords: Abyssal, Cannibal, Expendable</i>	5	5+	-	4+	2	12	14/16	2	[90]

Molochs Monstrous Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [245] Despoiler Champion <i>Special Rules: Crushing Strength(2),Fury, Regeneration(5+),Brutal, Vicious(Melee) Keywords: Abyssal, Moloch</i>	6	3+	-	4+	3	18	16/18	3	[225] [20]
Horde (6) [260] Despoiler Champion Sir Jesse's Boots of Striding <i>Special Rules: Crushing Strength(2),Fury, Regeneration(5+),Brutal, Vicious(Melee) Keywords: Abyssal, Moloch</i>	6	3+	-	4+	3	18	16/18	3	[225] [20] [15]

Tortured Souls Swarm	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [120] <i>Special Rules: Crushing Strength(1),Fly, Lifeleech(2),Thunderous Charge(1) Keywords: Phantasm</i>	8	4+	-	4+	2	9	-/14	2	[120]
Regiment (3) [120] <i>Special Rules: Crushing Strength(1),Fly, Lifeleech(2),Thunderous Charge(1) Keywords: Phantasm</i>	8	4+	-	4+	2	9	-/14	2	[120]
Regiment (3) [120] <i>Special Rules: Crushing Strength(1),Fly, Lifeleech(2),Thunderous Charge(1) Keywords: Phantasm</i>	8	4+	-	4+	2	9	-/14	2	[120]

Chronneas Monster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
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]
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]

Seductress Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [140] Gnome-Glass Shield <i>Special Rules: Crushing Strength(1),Duelist, Ensnare, Fly, Fury, Individual, Inspiring, Stealthy Keywords: Abyssal, Succubi</i>	10	3+	-	4+	0	5	11/13	2	[130] [10]

Abyssal Warlock Hero (Large Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [110] Firebolt (18", Piercing(1),Steady Aim) Scorched Earth(2) <i>Special Rules: Fury, Inspiring, Nimble, Regeneration(5+) Keywords: Abyssal</i>	6	4+	4+	4+	1	5	11/13	3	[90] [20]

Manifestation of Ba'el [1] Hero (Monster)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [265] Lightning Bolt (7) <i>Special Rules: Brutal, Crushing Strength(2),Fly, Fury, Inspiring, Nimble, Regeneration(5+),Stealthy, Vicious(Melee),From the Pit I Curse Thee! Keywords: Abyssal, Wicked One</i>	10	3+	-	5+	1	7	14/16	4	[265] [0]

The Well of Souls [1] Hero (Monster)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [290] <i>Special Rules: Crushing Strength(2),Fly, Inspiring, Lifeleech(5),Nimble, Strider, Soul Drain Keywords: Phantasm, Shrine, Well of Souls</i>	8	4+	-	5+	1	10	-/20	5	[290]

Total Units:

13

Total Unit Strength:

21

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.

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.
From the Pit I Curse Thee!	This ability is a ranged attack that can be used once per game. When this ranged attack is used, all enemy units within 6" of Ba'el become Disordered.
Special Rule	Description
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.
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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Duelist	While attacking enemy Individuals 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 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.
Fury	While Wavering, this unit may still declare a Counter Charge.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6inches 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.
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.
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.
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.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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 Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
<b>Lightning Bolt</b> Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
<b>Scorched Earth</b> Range: 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.	

Artefact	Description
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.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.