

Forces of the Abyss [2300]

Abyssal Ghouls Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [150]	5	5+	-	4+	3	25	21/23	2	[150]
<i>Special Rules: Fury Keywords: Abyssal, Cannibal, Expendable</i>									

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

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

Chronneas Monster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [225]	6	3+	-	5+	1	D6+6	-/18	5	[225]
<i>Special Rules: Cloak of Death, Crushing Strength(3), Strider, Temporal Ruptures Keywords: Enigma</i>									
1 [225]	6	3+	-	5+	1	D6+6	-/18	5	[225]
<i>Special Rules: Cloak of Death, Crushing Strength(3), Strider, Temporal Ruptures Keywords: Enigma</i>									

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

Abyssal Warlock Hero (Large Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [115]	6	4+	4+	4+	1	5	11/13	3	[90]
Firebolt (18", Piercing(1), Steady Aim)									
Veil of Shadows (2) [25]									
<i>Special Rules: Fury, Inspiring, Nimble, Regeneration(5+) Keywords: Abyssal</i>									
1 Spellcaster 2 [115]	6	4+	4+	4+	1	5	11/13	3	[90]
Firebolt (18", Piercing(1), Steady Aim)									
Barkskin[1](5) [25]									
<i>Special Rules: Fury, Inspiring, Nimble, Regeneration(5+) Keywords: Abyssal</i>									
1 Spellcaster 2 [110]	6	4+	4+	4+	1	5	11/13	3	[90]
Firebolt (18", Piercing(1), Steady Aim)									
Scorched Earth(2) [20]									
<i>Special Rules: Fury, Inspiring, Nimble, Regeneration(5+) Keywords: Abyssal</i>									

[F] Kah'za'ah's Maggots, Lower Abyssals (Kah'za'ah's Torment) Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [125]	5	4+	-	4+	3	12	13/15	2	[125]
<i>Special Rules: Fury, Regeneration(5+), Kah'za'ah's Torment Keywords: Abyssal</i>									

[F] Kah'za'ah's Maggots, Lower Abyssals (Kah'za'ah's Torment) Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [210]	5	4+	-	4+	4	25	20/22	2	[200]
Hann's Sanguinary Scripture [10]									
<i>Special Rules: Fury, Regeneration(5+), Kah'za'ah's Torment, Lifeleech(1) Keywords: Abyssal</i>									

[F] Kah'za'ah the Putrid, Despoiler Champion (Kah'za'ah's Torment) Hero (Large Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [155]	6	3+	-	5+	1	5	-/14	4	[155]
<i>Special Rules: Aura(Lifeleech (+2 - Infantry Only)), Brutal, Crushing Strength(2), Inspiring, Nimble, Regeneration(5+), Vicious(Melee) Keywords: Abomination, Abyssal</i>									

Total Units: 14 **Total Unit Strength:** 26
Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
Temporal Ruptures	For each point of damage the Chroneas causes in Melee, you may remove a point of damage from a single Core friendly unit within 6" of the Chroneas (other than the Chroneas itself) to a maximum of three per Turn.
Special Rule	Description
Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
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 6 inches 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.
Kah'za'ah's Torment	Whenever a unit of Kah'za'ah's Maggots suffer a Rout result, all units in base contact with that unit suffer D3+1 hits with Piercing (1) and gain the Frozen special rule. No Nerve tests are required for damage caused in this way.
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. Lifeleech 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
Veil of Shadows[1] Range: 0" 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.	
Barkskin[1] Range: 12" Friendly, Self, CC	Unlike most spells that always hit on a 4+, this spell rolls to hit on a result equal to the target's Defence value (e.g. when targeting a Defence 5 unit, the spell will hit on a 5+ before any other modifiers are applied). For each hit scored, place a Barkskin token on the target unit (use a different coloured die or suitable markers). Whenever a unit with one or more Barkskin tokens would suffer damage, it instead removes one Barkskin token per point of damage taken. Once all Barkskin tokens have been removed, excess damage is suffered by the unit as normal. Removing a Barkskin token does not count as taking damage for the purposes of requiring a Nerve test or other special rules, but will still Disorder the target if the token was removed in Melee. At the start of the caster's following Turn, all remaining Barkskin tokens on the target unit are removed from play.	
Scorched Earth 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.
Hann's Sanguinary Scripture	The unit gains the Lifeleech (+1) special rule.