

# Abyssals Hoosier Storm - Henry Williams

2300 / 2300 VALID



## Forces of the Abyss [2300]

Lower Abyssals Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [190] <i>Special Rules: Fury, Regeneration(5+)</i> <b>Keywords: Abyssal</b>	5	4+	-	4+	4	25	20/22	2	[190]

Succubi Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [185] Succubi Lurker <i>Special Rules: Ensnare, Fury, Stealthy, Pathfinder</i> <b>Keywords: Abyssal, Succubi</b>	6	3+	-	3+	3	20	14/16	2	[165] [20]

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)</i> <b>Keywords: Abyssal, Moloch</b>	6	3+	-	4+	3	18	16/18	3	[225] [20]
Horde (6) [245] Despoiler Champion <i>Special Rules: Crushing Strength(2),Fury, Regeneration(5+),Brutal, Vicious(Melee)</i> <b>Keywords: Abyssal, Moloch</b>	6	3+	-	4+	3	18	16/18	3	[225] [20]

Abyssal Horsemen Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [240] <i>Special Rules: Crushing Strength(1),Fury, Regeneration(5+),Thunderous Charge(1)</i> <b>Keywords: Hellequin</b>	8	3+	-	5+	3	18	14/16	3	[240]

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)</i> <b>Keywords: Phantasm</b>	8	4+	-	4+	2	9	-/14	2	[120]
Regiment (3) [120] <i>Special Rules: Crushing Strength(1),Fly, Lifeleech(2),Thunderous Charge(1)</i> <b>Keywords: Phantasm</b>	8	4+	-	4+	2	9	-/14	2	[120]

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</i> <b>Keywords: Abyssal, Succubi</b>	10	3+	-	4+	0	5	11/13	2	[130] [10]

Zaz'u'szu The Betrayer [1] Hero (Large Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [115] Bane Chant (2) Lightning Bolt (4) <i>Special Rules: Fury, Inspiring, Nimble, Regeneration(5+),Betrayal</i> <b>Keywords: Abyssal, Oathbreaker</b>	6	4+	-	4+	1	5	12/14	3	[115] [0] [0]

Despoiler Champion Hero (Large Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [130] <i>Special Rules: Brutal, Crushing Strength(2),Nimble, Regeneration(5+),Vicious(Melee)</i> <b>Keywords: Abomination, Abyssal</b>	6	3+	-	5+	1	5	-/14	4	[130]

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!</i> <b>Keywords: Abyssal, Wicked One</b>	10	3+	-	5+	1	7	14/16	4	[265] [0]

Archfiend of the Abyss Hero (Titan)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [305] Fireball (10) <i>Special Rules: Brutal, Crushing Strength(3),Fly, Fury, Inspiring, Nimble, Vicious(Melee)</i> <b>Keywords: Abyssal, Warmaster</b>	10	3+	-	5+	1	9	17/19	6	[305] [0]

Total Units:

12

Total Unit Strength:

24

Total Primary Core Points:

2300 (100.0%)

Custom Rule	Description
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.
Betrayal	At the start of each of his shooting phases, Zaz'u'szu may select a single friendly Core unit within 6" to be his sacrifice. If he does so, Zaz'u'szu may increase the number of dice used to cast his Lighting Bolt or Bane Chant spells by up to 4. For each hit scored with Zaz'u'szu's spells this turn, the sacrificial unit suffers a point of damage. No Nerve tests are required for damage caused in this way.

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.
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.
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.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. Pathfinder units are not Hindered when making a Charge through Difficult Terrain.
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.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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>Bane Chant</b> Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	
<b>Fireball</b> Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
<b>Lightning Bolt</b> Range: 24"	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against

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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.