

2300 / 2300 VALID

Lower Abyssals									Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40)[240]	5	4+	-	4+	4	25	20/22	2	[190]
Crystal Pendent of Retribution									[50]
Special Rules: Fury, Regeneration(5+)									
Keywords: Abyssal									

Succubi									Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20)[165]	6	3+	-	3+	3	20	14/16	2	[165]
Special Rules: Ensnare, Fury, Stealthy									
Keywords: Abyssal, Succubi									

Gargoyles*									Heavy Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (10)[85]	10	4+	-	3+	1	10	8/10	2	[85]
Special Rules: Fly, Nimble, Regeneration(4+)									
Keywords: Gargoyle									

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

Abyssal Horsemen									Cavalry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10)[260]	8	3+	-	5+	3	18	14/16	3	[240]
Maccwar's Potion of the Caterpillar									[20]
Special Rules: Crushing Strength(1),Fury, Regeneration(5+),Thunderous Charge(1),Pathfinder									
Keywords: Hellequin									

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

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

Seductress								Hero (Infantry)	
Unit Size	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									
Special Rules: Crushing Strength(1),Duelist, Ensnare, Fly, Fury, Individual, Inspiring, Stealthy									
Keywords: Abyssal, Succubi									

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

Manifestation of Ba'el [1]								Hero (Monster)	
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [265]	10	3+	-	5+	1	7	14/16	4	[265]
Lightning Bolt (7)									
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									

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

Total Units:	12	Total Unit Strength:	22
Total Primary Core Points:	2300		
	(100.0%)		
Artefacts Points:	95		
Troops & Irregulars:	1		
Regiments:	2		
Infantry Hordes & Legions:	1		
Large Infantry Hordes:	1		
Monsters:	1		
Heros:	4		
Slots: Any(2),Hero Only(1),War Engine Only(1),Monster/Titan Only(1),Large+ Horde Unlocks(2),Large+ Legion Unlocks(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.
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.
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 page 34 (page 30 in gamers edition)
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.
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.
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.
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
Bane Chant 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.	
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.

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 the Strider special rule until the end of the Turn.
Maccwar's Potion of the Caterpillar	This unit gains the Pathfinder special rule.
Crystal Pendent of Retribution	When the unit suffers a Rout result, all units in base contact with it suffer 2D6 hits at Piercing (3). These hits are resolved by the player that Routed the unit with the Crystal, which now has to resolve the hits against their own unit(s). After the damage has been resolved, no Nerve test is taken by the damaged units - they proceed to Regroup, but cannot move directly forward D6inches for their Regroup action, because they are deterred by the huge explosion.