



## Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	4	-	4	2	4	25	20/22	190
Sacrificial Imp									15
Fury, Regeneration (5+)									[205]
Keywords: Abyssal									

## Infantry

[illegible]

## Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	10	4	-	3	2	1	10	8/10	[85]
Fly, Nimble, Regeneration (4+) Keywords: Gargoyle									
Troop(10)	10	4	-	3	2	1	10	8/10	[85]
Fly, Nimble, Regeneration (4+) Keywords: Gargoyle									

## Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	5	4	3	2	2	10	13/15	[155]
Regeneration (5+)									
Firebolts (18", Piercing (1), Steady Aim)									
Keywords: Abyssal, Flamebound									
Regiment(20)	5	5	4	3	2	2	10	13/15	[155]
Regeneration (5+)									
Firebolts (18", Piercing (1), Steady Aim)									
Keywords: Abyssal, Flamebound									

## Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	3	-	5	3	3	18	14/16	[240]
Crushing Strength (1), Fury, Regeneration (5+), Thunderous Charge (1) Keywords: Hellequin									

## Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	9	4	-	4	2	3	24	13/15	[185]
Fury, Nimble, Thunderous Charge (1) Keywords: Beast									

**Titan**  
**Spellcaster: 0**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	3	-	5	6	1	7	15/17	[175]
Brutal, Crushing Strength (2), Fury, Inspiring, Vicious (Melee)									
Spells: Fireball (10)									
Keywords: Abyssal, Warmaster									

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	
Blade of Slashing Upgrade with Wings, increasing Speed to 10 and gaining Fly									5	
Crushing Strength (1), Fury, Individual, Inspiring, Mighty, Regeneration (5+), Fly Keywords: Abyssal									45	
									[160]	
Despoiler Champion										Hero (LrgCav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	5	4	1	5	-/14	[130]	
Brutal, Crushing Strength (2), Nimble, Regeneration (5+), Vicious (Melee) Keywords: Abomination, Abyssal										
Seductress										Hero (Inf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	4	2	0	5	11/13	130	
Gnome-Glass Shield Library Mindfog (2)									10	
Crushing Strength (1), Duelist, Ensnare, Fly, Fury, Individual, Inspiring, Stealthy Spells: Mind Fog (2) Keywords: Abyssal, Succubi									10	
									[150]	
The Well of Souls[1]										Hero (Mon)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	4	-	5	5	1	10	-/20	[290]	
Crushing Strength (2), Fly, Inspiring, Lifeleech (5), Nimble, Soul Drain, Strider Keywords: Phantasm, Shrine, Well of Souls										
Zaz'u'szu the Betrayer [1]										Hero (LrgInf) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	4	-	4	3	1	5	12/14	[115]	
Betrayal, Fury, Inspiring, Nimble, Regeneration (5+) Spells: Bane Chant (2), Lightning Bolt (4) Keywords: Abyssal, Oathbreaker										

Total Unit Strength: 23  
Total Core: 2300 (100%)

Total Units: 14



## SPECIAL RULES AND SPELLS:

<b>Bane Chant</b>	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
<b>Betrayal</b>	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 Lightning 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.
<b>Blade of Slashing</b>	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
<b>Brutal</b>	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 no value is specified, the unit has Brutal (1). 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.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Duelist</b>	While attacking enemy <i>Individuals</i> in Melee, this unit doubles its number of Attacks.
<b>Ensnare</b>	Melee attacks against the target unit's front suffer an additional -1 to hit.
<b>Fireball</b>	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Shattering, Hits on a 5+ against units in Cover or with <i>Stealthy</i> .

<b>Fly</b>	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.
<b>Fury</b>	While Wavering, this unit may still declare a Counter Charge.
<b>Gnome-Glass Shield</b>	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.
<b>Individual</b>	See page 34 (page 30 in gamers edition)
<b>Inspiring</b>	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.
<b>Lifeleech</b>	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. <i>Lifeleech</i> has a maximum total of 3.
<b>Lightning Bolt</b>	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
<b>Mighty</b>	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
<b>Mind Fog</b>	Spell: 36", Enemy - Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused. Modifiers: Shattering
<b>Nimble</b>	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.
<b>Piercing</b>	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
<b>Regeneration</b>	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.
<b>Sacrificial Imp</b>	Once per game, before the unit rolls for <i>Regeneration</i> , you can choose to reroll any of its failed <i>Regeneration</i> dice. The unit's Sacrificial Imp is then destroyed and cannot be used again for the remainder of the game.
<b>Soul Drain</b>	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.
<b>Steady Aim</b>	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
<b>Stealthy</b>	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
<b>Strider</b>	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
<b>Thunderous Charge</b>	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
<b>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.