

Forces of the Abyss 2024 [2300]

Abyssal Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [90] Two-handed Weapons Special Rules: Rallying(1 - Lesser Abyssal Only),Regeneration(5+),Crushing Strength(1) Keywords: Lesser Abyssal	5	3+	-	4+	1	10	-/12	2	[90] [0]
Inf Troop [90] Two-handed Weapons Special Rules: Rallying(1 - Lesser Abyssal Only),Regeneration(5+),Crushing Strength(1) Keywords: Lesser Abyssal	5	3+	-	4+	1	10	-/12	2	[90] [0]

Lower Abyssals	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [170] Sacrificial Imp Special Rules: Fury, Regeneration(5+),Sacrificial Imp Keywords: Lesser Abyssal	5	5+	-	4+	4	25	20/22	2	[160] [10]
Inf Horde [170] Sacrificial Imp Special Rules: Fury, Regeneration(5+),Sacrificial Imp Keywords: Lesser Abyssal	5	5+	-	4+	4	25	20/22	2	[160] [10]

Abyssal Berserkers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [250] Sacrificial Imp Fire-Oil Special Rules: Crushing Strength(1 / +1 vs. units with Regeneration),Fury, Nimble, Regeneration(5+),Sacrificial Imp, Piercing(+1 vs. units with Regeneration) Keywords: Berserker, Greater Abyssal	9	4+	-	4+	3	30	16/18	3	[240] [5] [5]
Lrg Inf Horde [245] Sacrificial Imp Special Rules: Crushing Strength(1),Fury, Nimble, Regeneration(5+),Sacrificial Imp Keywords: Berserker, Greater Abyssal	9	4+	-	4+	3	30	16/18	3	[240] [5]

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

Abyssal Nagarri	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht Regiment [160] Special Rules: Aura(Regeneration (4+) - Units with the Regeneration (n) Special Rule only),Crushing Strength(1),Fury, Regeneration(4+) Keywords: Greater Abyssal	6	4+	-	4+	2	12	13/15	4	[160]

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

Abyssal Warlock	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 Spellcaster 2 [85] Firebolt (18", Piercing(1),Steady Aim) Special Rules: Command, Fury, Inspiring, Nimble, Regeneration(5+) Keywords: Abyssal	6	4+	4+	4+	1	5	11/13	3	[85]

Lord of Lies [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 Spellcaster 0 [325] Fireball (10) Special Rules: Brutal, Command, Crushing Strength(3),Fly, Fury, Inspiring, Nimble, Slayer(3),Vicious(Melee),Seeds of Distrust Keywords: Greater Abyssal	10	3+	-	5+	2	9	17/19	6	[325] [0]

Total Units:12Total Unit Strength:28

Total Primary Core Points:2300 (100.0%)

Order	Cost	Phase	Description
Accuracy	1	Any	When the unit rolls to hit in Melee or at Range, it can re-roll one of the dice that failed to hit. A unit

given this Order may not use the Blast Special Rule for this Turn.

Strength	1	Any	When the unit rolls to damage in Melee or at Range, it can re-roll one of the dice that failed to damage.
Endurance	2	Movement	The unit regains one point of damage it previously suffered.
Reposition	3	Movement	When issuing a Sidestep Order, this unit may instead use its full Speed. The unit may not use a ranged attack or be targeted by the Surge Spell this Turn.
Tactical Retreat	3	Movement	When issuing a Back Order, this unit may instead use its full Speed. The unit may not use a ranged attack or be targeted by the Surge Spell this Turn.
Channel Power	3	Ranged	Increase the (n) value of one non-Unique Spell by +1 until the end of the Turn
Far Spell	3	Ranged	Add 3" of Range to a single non Unique spell ranged attack until the end of the Turn.
Stubborn	5	Movement	The Unit loses its Wavered Status but remains disordered and cannot issue a charge or countercharge order this Turn.
Vigilance	6	Melee	The unit may, after rolling to hit and to damage in the Melee phase, discard all damage caused and start again. Roll to hit and to damage again. The second result stands. Rerolling in this way must take place before testing for Nerve or rolling any other attacks from other units in the same Melee
Hellfire	4	Ranged	This unit gains the Fireball (8) spell until the end of the player's Turn.
Abyssal Mutations	4	Movement	Unit with the Regeneration Special Rule only. The Unit may reroll all failed Regeneration rolls until the end of the Turn.

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.
Seeds of Distrust	While within 6" of this unit, enemy units cannot gain Special Rules from the Aura Special Rule.

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.
Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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. This includes Difficult Terrain the unit started in. 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.
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.

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.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
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.
Sacrificial Imp	Once per game, after resolving a movement order, a unit carrying a Sacrificial Imp may destroy it to have all ranged attacks against the unit's front facing treat its defense as 6+ until the start of the controlling player's next Turn.
Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.

Artefact	Description
Fire-Oil	The unit gains both the Crushing Strength special rule (+1 - vs. units with Regeneration and the Piercing special rule (+1 - vs. units with Regeneration).