

JOHN GREEN, JR. CLASH



FORCES OF THE ABYSS

EVIL

Succubi										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	6	3	-	3	2	3	20	14/16	165	
Brew of Strength										30
Upgrade with a Succubi Lurker, gaining Pathfinder										20
										[215]
Ensnare, Fury, Stealthy, Pathfinder										
Keywords: Abyssal, Succubi										
Regiment(20)	6	3	-	3	2	3	20	14/16	165	
Chant of Hate										20
Upgrade with a Succubi Lurker, gaining Pathfinder										20
										[205]
Ensnare, Fury, Stealthy, Pathfinder										
Keywords: Abyssal, Succubi										
Regiment(20)	6	3	-	3	2	3	20	14/16	165	
Blessing of the Gods										20
Upgrade with a Succubi Lurker, gaining Pathfinder										20
										[205]
Ensnare, Fury, Stealthy, Pathfinder										
Keywords: Abyssal, Succubi										
Regiment(20)	6	3	-	3	2	3	20	14/16	165	
Upgrade with a Succubi Lurker, gaining Pathfinder										20
										[185]
Ensnare, Fury, Stealthy, Pathfinder										
Keywords: Abyssal, Succubi										

Abyssal Ghouls										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	5	5	-	4	2	2	12	14/16	[90]	
Fury										
Keywords: Abyssal, Cannibal, Expendable										
Regiment(20)	5	5	-	4	2	2	12	14/16	[90]	
Fury										
Keywords: Abyssal, Cannibal, Expendable										

Molochs										Monstrous Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(6)	6	3	-	4	3	3	18	16/18	225	
Sir Jesse's Boots of Striding										15
										[240]
Crushing Strength (2), Fury, Regeneration (5+)										
Keywords: Abyssal, Moloch										
Horde(6)	6	3	-	4	3	3	18	16/18	225	
Maccwar's Potion of the Caterpillar										20
										[245]
Crushing Strength (2), Fury, Regeneration (5+)										
Keywords: Abyssal, Moloch										

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	
Boots of the Seven Leagues										30
Crushing Strength (1), Duelist, Ensnare, Fly, Fury, Individual, Inspiring (Succubi only), Stealthy										[160]
Keywords: Abyssal, Succubi										
1	10	3	-	4	2	0	5	11/13	130	
Blade of Slashing										5
Crushing Strength (1), Duelist, Ensnare, Fly, Fury, Individual, Inspiring (Succubi only), Stealthy										[135]
Keywords: Abyssal, Succubi										
1	10	3	-	4	2	0	5	11/13	130	
Pipes of Terror										10
Crushing Strength (1), Duelist, Ensnare, Fly, Fury, Individual, Inspiring (Succubi only), Stealthy										[140]
Keywords: Abyssal, Succubi										
Abyssal Warlock										Hero (LrgInf) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	4	4	4	3	1	5	11/13	90	
Conjurer's Staff										10
Bane Chant (2)										20
										[120]
Fury, Inspiring, Nimble, Regeneration (5+)										
Firebolt (18", Piercing (1), Steady Aim)										
Spells: Bane Chant (2)										
Keywords: Abyssal										
1	6	4	4	4	3	1	5	11/13	90	
Bane Chant (2)										20
										[110]
Fury, Inspiring, Nimble, Regeneration (5+)										
Firebolt (18", Piercing (1), Steady Aim)										
Spells: Bane Chant (2)										
Keywords: Abyssal										
Mau'ti-bu-su[1]										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	4	2	0	5	12/14	[160]	
Crushing Strength (1), Duelist, Ensnare, Fly, Fury, Individual, Inspiring, Stealthy, Terrible Majesty										
Keywords: Abyssal, Succubi										

Total Unit Strength: 24
Total Core: 2300 (100%)

Total Units: 14



SPECIAL RULES AND SPELLS:

Bane Chant	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.
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Blessing of the Gods	The unit gains the <i>Elite</i> special rule.
Boots of the Seven Leagues	Individuals only. The unit gains the <i>Scout</i> special rule.
Brew of Strength	The unit gains the <i>Crushing Strength</i> (+1) special rule.
Chant of Hate	The unit gains the <i>Vicious</i> special rule.
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Duelist	While attacking enemy <i>Individuals</i> 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 <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.
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 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.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
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. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Pipes of Terror	This unit gains the <i>Brutal</i> special rule.
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.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
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.
Terrible Majesty	The unit has Brutal (D3).