



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
Upgrade with a Succubi Lurker, gaining Pathfinder									20
Ensnare, Fury, Stealthy, Pathfinder									[185]
Keywords: Abyssal, Succubi									
Regiment(20)	6	3	-	3	2	3	20	14/16	165
Upgrade with a Succubi Lurker, gaining Pathfinder									20
Ensnare, Fury, Stealthy, Pathfinder									[185]
Keywords: Abyssal, Succubi									
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Upgrade with a Succubi Lurker, gaining Pathfinder									20
Ensnare, Fury, Stealthy, Pathfinder									[185]
Keywords: Abyssal, Succubi									

Gargoyles*

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									

Flamebearers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	5	4	3	2	2	10	13/15	155
Sacrificial Imp									10
Regeneration (5+)									[165]
Firebolts (18", Piercing (1), Steady Aim)									
Keywords: Abyssal, Flamebound									
Regiment(20)	5	5	4	3	2	2	10	13/15	155
Sacrificial Imp									10
Regeneration (5+)									[165]
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									

Abyssal Fiend										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										
1	7	3	-	5	6	1	7	15/17	[175]	
Brutal, Crushing Strength (2), Fury, Inspiring, Vicious (Melee) Spells: Fireball (10) Keywords: Abyssal, Warmaster										
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 Warlock										Hero (LrglInf) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	4	4	4	3	1	5	11/13	90 20 [110]	
Bane Chant (2) 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 20 [110]	
Bane Chant (2) 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: 25

Total Core: 2300 (100%)

Army notes:

shooty 1.1

Total Units: 15



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.
Brutal	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.
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.
Fireball	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
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.
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.
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, 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.
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).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.