

# Richard Heath Abyssals Kings of the North 2023

2300 / 2300 VALID

## Forces of the Abyss [2300]

Succubi Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (10) [105]	6	3+	-	3+	1	15	10/12	2	[105]
<i>Special Rules: Ensnare, Fury, Stealthy Keywords: Abyssal, Succubi</i>									
Troop (10) [105]	6	3+	-	3+	1	15	10/12	2	[105]
<i>Special Rules: Ensnare, Fury, Stealthy Keywords: Abyssal, Succubi</i>									

Flamebearers Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [155]	5	5+	4+	3+	2	10	13/15	2	[155]
Firebolts (18", Piercing(1),Steady Aim) <i>Special Rules: Regeneration(5+) Keywords: Abyssal, Flamebound</i>									
Regiment (20) [155]	5	5+	4+	3+	2	10	13/15	2	[155]
Firebolts (18", Piercing(1),Steady Aim) <i>Special Rules: Regeneration(5+) Keywords: Abyssal, Flamebound</i>									
Regiment (20) [155]	5	5+	4+	3+	2	10	13/15	2	[155]
Firebolts (18", Piercing(1),Steady Aim) <i>Special Rules: Regeneration(5+) Keywords: Abyssal, Flamebound</i>									

Gargoyles* Heavy Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (10) [100]	10	4+	-	3+	1	10	8/10	2	[85]
Helm of the Drunken Ram <i>Special Rules: Fly, Nimble, Regeneration(4+),Thunderous Charge(1) Keywords: Gargoyle</i>									
Troop (10) [85]	10	4+	-	3+	1	10	8/10	2	[85]
<i>Special Rules: Fly, Nimble, Regeneration(4+) Keywords: Gargoyle</i>									

Abyssal Horsemen Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (5) [165]	8	3+	-	5+	1	9	11/13	3	[155]
Skirmisher's Boots <i>Special Rules: Crushing Strength(1),Fury, Regeneration(5+),Thunderous Charge(1),Nimble Keywords: Hellequin</i>									

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

Abyssal Fiend Titan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [175]	7	3+	-	5+	1	7	15/17	6	[175]
Fireball (10) <i>Special Rules: Brutal, Crushing Strength(2),Fury, Inspiring, Vicious(Melee) Keywords: Abyssal, Warmaster</i>									

Zaz'u'szu The Betrayer [1] Hero (Large Infantry)	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) <i>Special Rules: Fury, Inspiring, Nimble, Regeneration(5+),Betrayal Keywords: Abyssal, Oathbreaker</i>									

Manifestation of Ba'el [1] Hero (Monster)	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) <i>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</i>									

[F] Kah'za'ah's Maggots, Lower Abyssals (Kah'za'ah's Torment) Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [125]	5	4+	-	4+	3	12	13/15	2	[125]
<i>Special Rules: Fury, Regeneration(5+),Kah'za'ah's Torment Keywords: Abyssal</i>									

[F] Kah'za'ah's Maggots, Lower Abyssals (Kah'za'ah's Torment) Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [215] Sacrificial Imp <i>Special Rules: Fury, Regeneration(5+), Kah'za'ah's Torment, Sacrificial Imp</i> <b>Keywords: Abyssal</b>	5	4+	-	4+	4	25	20/22	2	[200] [15]

[F] Kah'za'ah the Putrid, Despoiler Champion (Kah'za'ah's Torment) Hero (Large Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [155] <i>Special Rules: Aura(Lifeleech (+2 - Infantry Only)), Brutal, Crushing Strength(2), Inspiring, Nimble, Regeneration(5+), Vicious(Melee)</i> <b>Keywords: Abomination, Abyssal</b>	6	3+	-	5+	1	5	-/14	4	[155]

**Total Units:** 15      **Total Unit Strength:** 23  
**Total Primary Core Points:** 2300 (100.0%)

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.
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
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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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.
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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.
Kah'za'ah's Torment	Whenever a unit of Kah'za'ah's Maggots suffer a Rout result, all units in base contact with that unit suffer D3+1 hits with Piercing (1) and gain the Frozen special rule. No Nerve tests are required for damage caused in this way.
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.
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 Regeneration, you can choose to reroll any of its failed Regeneration 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.
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
<b>Bane Chant</b> 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.	
<b>Fireball</b> Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
<b>Lightning Bolt</b> Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.

Artefact	Description
Skirmisher's Boots	Troops only. The unit gains the Nimble special rule.
Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from either the Strider or Pathfinder special rules when carrying out a Charge.