

 Forces of the Abyss 2024 [2345]

Lower Abyssals	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [70]	5	5+	-	4+	1	10	9/11	2	[65]
Sacrificial Imp									
Special Rules: Fury, Regeneration(5+), Sacrificial Imp Keywords: Lesser Abyssal									
Inf Troop [70]	5	5+	-	4+	1	10	9/11	2	[65]
Sacrificial Imp									
Special Rules: Fury, Regeneration(5+), Sacrificial Imp Keywords: Lesser Abyssal									

Gargoyles*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Troop [85]	10	4+	-	3+	1	10	8/10	2	[85]
Special Rules: Fly, Nimble, Regeneration(4+) Keywords: Gargoyle									
Hv Inf Troop [85]	10	4+	-	3+	1	10	8/10	2	[85]
Special Rules: Fly, Nimble, Regeneration(4+) Keywords: Gargoyle									

Abyssal Berserkers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [260]	9	4+	-	4+	3	30	16/18	3	[240]
Sacrificial Imp									
Sir Jesse's Boots of Striding									
Special Rules: Crushing Strength(1), Fury, Nimble, Regeneration(5+), Sacrificial Imp Keywords: Berserker, Greater Abyssal									

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

Abyssal Harbinger	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [90]	5	5+	4+	4+	0	2	10/12	2	[65]
Lute of Insatiable Darkness									
Firebolt (18", Piercing(1))									
Bane Chant (2)									
Special Rules: Aura(Rampage (Melee 3) - Infantry only), Command, Individual, Regeneration(5+), Very Inspiring Keywords: Abyssal									

Abyssal Champion	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 0 [170]	10	3+	-	5+	0	5	13/15	2	[110]
Wings									
Trickster's Wand									
Hex (2)									
Special Rules: Command, Crushing Strength(1), Fury, Individual, Inspiring, Mighty, Regeneration(5+), Fly Keywords: Abyssal									

Berserker Apostate	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [170]	9	4+	-	4+	1	8	13/15	3	[165]
Blade of Slashing									
Special Rules: Aura(Vicious - Berserker Only), Command, Crushing Strength(2), Fury, Inspiring, Nimble, Regeneration(5+) Keywords: Greater Abyssal									

Lord of Lies [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 Spellcaster 0 [350]	10	3+	-	5+	2	9	17/19	6	[325]
Gain Regeneration(5+)									
Fireball (10)									
Special Rules: Brutal, Command, Crushing Strength(3), Fly, Fury, Inspiring, Nimble, Slayer(3), Vicious(Melee), Seeds of Distrust, Regeneration(5+) Keywords: Greater Abyssal									

[F] Abyssal Berserkers (Cult of Ba'el)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment [160] Sacrificial Imp Fire-Oil	9	4+	-	4+	2	15	13/15	3	[150] [5] [5]
Special Rules: <i>Crushing Strength(1 / +1 vs. units with Regeneration), Fury, Nimble, Regeneration(5+), Thunderous Charge(1), Sacrificial Imp, Piercing(+1 vs. units with Regeneration)</i> Keywords: <i>Berserker, Greater Abyssal</i>									

[F] Abyssal Berserkers (Cult of Ba'el)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment [155] Sacrificial Imp	9	4+	-	4+	2	15	13/15	3	[150] [5]
Special Rules: <i>Crushing Strength(1), Fury, Nimble, Regeneration(5+), Thunderous Charge(1), Sacrificial Imp</i> Keywords: <i>Berserker, Greater Abyssal</i>									

[F] Abyssal Nagarra (Cult of Ba'el)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht Regiment [190] Sacrificial Imp Sacred Horn	6	4+	-	4+	2	12	13/15	4	[170] [5] [15]
Special Rules: <i>Aura(Regeneration (4+) - Units with the Regeneration (n) Special Rule only), Crushing Strength(1), Fury, Nimble, Regeneration(4+), Sacrificial Imp</i> Keywords: <i>Greater Abyssal</i>									

Total Units: 14 **Total Unit Strength:** 22
Total Primary Core Points: 2345 (100.0%)

Custom Rule	Description
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.
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.
Individual	See the Rules Chapter for Individuals
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.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
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, 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.
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.
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.
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).
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
Bane Chant 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.	
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
Hex Range: 30" Enemy	Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.	

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
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).
Sacred Horn	The unit gains as additional 3inch range to all of its Auras.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Trickster's Wand	The unit gains the Hex (2) spell. If this unit scores a hit with its Hex against an enemy Hero also carrying a Trickster's Wand, the enemy's Hex spell, granted by its Trickster's Wand, cannot be used for the remainder of the game.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.