

# Forces of the Abyss 2024

2300 / 2300 VALID

## Forces of the Abyss 2024 [2300]

Abyssal Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [165] The Oathbreakers	5	3+	-	5+	3	12	-/17	2	[150] [15]
<b>Special Rules:</b> Rallying(1 - Lesser Abyssal Only),Regeneration(5+),Vicious <b>Keywords:</b> Lesser Abyssal									

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

Succubi	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [170] Hammer of Measured Force	6	3+	-	3+	3	20	14/16	2	[150] [20]
<b>Special Rules:</b> Ensnare, Fury, Stealthy <b>Keywords:</b> Lesser Abyssal, Succubi									

Flamebearers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [150] Firebolts (18", Piercing(1),Steady Aim)	5	5+	4+	3+	2	10	13/15	2	[150]
<b>Special Rules:</b> Regeneration(5+) <b>Keywords:</b> 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]
<b>Special Rules:</b> Fly, Nimble, Regeneration(4+) <b>Keywords:</b> Gargoyle									

Abyssal Berserkers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment [145] Sacrificial Imp	9	4+	-	4+	2	15	13/15	3	[140] [5]
<b>Special Rules:</b> Crushing Strength(1),Fury, Nimble, Regeneration(5+),Sacrificial Imp <b>Keywords:</b> Berserker, Greater Abyssal									

Molochs	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon Inf Horde [275] Despoiler Champion	6	3+	-	4+	3	18	16/18	3	[225] [20]
<b>Special Rules:</b> Blessing of the Gods <b>Special Rules:</b> Crushing Strength(2),Fury, Regeneration(5+),Brutal, Vicious(Melee),Elite <b>Keywords:</b> Greater Abyssal									

Abyssal Horsemen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [240] Sir Jesse's Boots of Striding	8	3+	-	5+	3	18	-/16	3	[225] [15]
<b>Special Rules:</b> Crushing Strength(1),Regeneration(5+),Thunderous Charge(1) <b>Keywords:</b> Hellequin									

Hellhounds*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [120]	9	4+	-	4+	1	12	10/12	2	[120]
<b>Special Rules:</b> Ferocious Charge, Fury, Nimble, Thunderous Charge(1) <b>Keywords:</b> Beast									

Abyssal Champion	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 0 [115] Blade of Slashing	5	3+	-	5+	0	5	13/15	2	[110] [5]
<b>Special Rules:</b> Command, Crushing Strength(1),Fury, Individual, Inspiring, Mighty, Regeneration(5+) <b>Keywords:</b> Abyssal									

Efreet	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 0 [115] Fireball (15)	7	5+	-	4+	0	1	11/13	2	[115] [0]
<b>Special Rules:</b> Individual <b>Keywords:</b> Abyssal, Flamebound									

Seductress	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 1 [140] Gnome-Glass Shield	10	3+	-	4+	0	5	11/13	2	[130] [10]
<b>Special Rules:</b> Command, Crushing Strength(1),Duelist, Ensnare, Fly, Fury, Individual, Inspiring, Stealthy <b>Keywords:</b> Abyssal, Succubi									

<b>Abyssal Warlock</b>	<b>Sp</b>	<b>Me</b>	<b>Ra</b>	<b>De</b>	<b>US</b>	<b>Att</b>	<b>Ne</b>	<b>Ht</b>	<b>Pts</b>
<b>Hero (Lrg Inf) 1 Spellcaster 2 [130]</b>	6	4+	4+	4+	1	5	11/13	3	[85]
Firebolt (18", Piercing(1),Steady Aim)									[20]
Bane Chant (2)									[25]
Wither and Perish(2)									[25]
<b>Special Rules:</b> Command, Fury, Inspiring, Nimble, Regeneration(5+) <b>Keywords:</b> Abyssal									

<b>The Well of Souls [1]</b>	<b>Sp</b>	<b>Me</b>	<b>Ra</b>	<b>De</b>	<b>US</b>	<b>Att</b>	<b>Ne</b>	<b>Ht</b>	<b>Pts</b>
<b>Hero (Mon) 1 [290]</b>	8	4+	-	5+	1	10	-/20	5	[290]
<b>Special Rules:</b> Command, Crushing Strength(2),Fly, Inspiring, Lifeleech(5),Nimble, Strider, Soul Drain <b>Keywords:</b> Phantasm, Shrine, Well of Souls									

**Total Units:** 14 **Total Unit Strength:** 24  
**Total Primary Core Points:** 2300 (100.0%)

<b>Custom Rule</b>	<b>Description</b>
Soul Drain	When the Well of Souls is given an order, it may put up to 20 points of damage on itself. However, this cannot take it to more than 20 damage in total. For each point of damage taken in this way, it may remove one point of damage from a Friendly Core unit within 9". The Well of Souls will not take a Nerve test for damage taken in this way.

<b>Special Rule</b>	<b>Description</b>
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.
Duelist	While attacking enemy Individuals in Melee, this unit triples its number of Attacks.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
Ferocious Charge	Unless Disordered, on a Turn in which this unit makes an Unhindered Charge it receives a +1 To Hit modifier in combat. This unit may not benefit from the effects of Pathfinder or Strider.
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 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.
Lifeleech	When this unit completes its to-hit and to-damage rolls in Melee combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of n. Lifeleech has a maximum total of 3.
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.
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.
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>Wither and Perish</b> Range: 12" Enemy, CC	If one or more hits are scored, the target unit has a -1 modifier when rolling to damage enemy units during their next Turn (any rolls the unit makes of a natural 6 will still cause damage, however). Multiple castings of this spell, or combining it with Weakness, do not cause additional modifiers. Additionally, for each hit scored, roll a single D3 and total the results. This total is the amount of attacks to roll for damaging the target.	

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.
Gnome-Glass Shield	Individuals only. The unit's Defence is increased by 2 to a maximum of 6. Immediately after the unit suffers damage for the first time (from any source) the Gnome-Glass Shield shatters and its Defence returns to normal for the rest of the game.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Blessing of the Gods	The unit gains the Elite special rule.
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.