

Forces of the Abyss 2024 [2300]

Lower Abyssals	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [65] <i>Special Rules:</i> Fury, Regeneration(5+) <i>Keywords:</i> Lesser Abyssal	5	5+	-	4+	1	10	9/11	2	[65]
Inf Horde [180] Two-handed Weapons Dragonshard Shield <i>Special Rules:</i> Fury, Regeneration(5+),Crushing Strength(1) <i>Keywords:</i> Lesser Abyssal	5	5+	-	3+	4	25	20/22	2	[160] [0] [20]

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

Abyssal Berserkers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [265] Blood of the Old King <i>Special Rules:</i> Crushing Strength(1),Fury, Nimble, Regeneration(5+) <i>Keywords:</i> Berserker, Greater Abyssal	9	4+	-	4+	3	30	16/18	3	[240] [25]

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

Abyssal Horsemen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [225] <i>Special Rules:</i> Crushing Strength(1),Regeneration(5+),Thunderous Charge(1) <i>Keywords:</i> Hellequin	8	3+	-	5+	3	18	-/16	3	[225]

Tortured Souls	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Regiment [120] <i>Special Rules:</i> Crushing Strength(1),Fly, Lifeleech(2),Thunderous Charge(1) <i>Keywords:</i> Phantasm	8	4+	-	4+	2	9	-/14	2	[120]
Swm Regiment [120] <i>Special Rules:</i> Crushing Strength(1),Fly, Lifeleech(2),Thunderous Charge(1) <i>Keywords:</i> Phantasm	8	4+	-	4+	2	9	-/14	2	[120]
Swm Regiment [120] <i>Special Rules:</i> Crushing Strength(1),Fly, Lifeleech(2),Thunderous Charge(1) <i>Keywords:</i> Phantasm	8	4+	-	4+	2	9	-/14	2	[120]

Abyssal Nagarri	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht Regiment [160] <i>Special Rules:</i> Aura(Regeneration (4+) - Units with the Regeneration (n) Special Rule only),Crushing Strength(1),Fury, Regeneration(4+) <i>Keywords:</i> Greater Abyssal	6	3+	-	4+	2	12	13/15	4	[160]

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

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

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

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

Abyssal Warlock	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 Spellcaster 2 [135]	6	4+	4+	4+	1	5	11/13	3	[85]
Firebolt (18", Piercing(1), Steady Aim)									[30]
Drain Life (6)									[20]
Scorched Earth(2)									[20]
Special Rules: Command, Fury, Inspiring, Nimble, Regeneration(5+) Keywords: Abyssal									

Total Units: 15 **Total Unit Strength:** 27
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.

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.
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.
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.
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. 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.
Lifefeech	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. Lifefeech has a maximum total of 3.
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.
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).
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).

Spell	Description	Special Rules
Drain Life Range: 6" Enemy, CC	Roll to damage as normal. If one or more points of damage are scored, choose either the caster or a single Friendly Core unit within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is cast into Melee, the target will not take a Nerve test at the end of the Ranged phase.	Piercing(1)
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
Scorched Earth Range: 18" Enemy	If one or more hits are successfully scored, during the following Turn any charges made by the target unit will be Hindered. In addition, the target unit cannot use the Strider and Pathfinder special rules for the duration of its next Turn.	

Artefact	Description
Blood of the Old King	Once per game, the unit gains Elite (Melee) and Vicious (Melee) for one Turn. This must be declared before the unit rolls any attacks.
Dragonshard Shield	Once per game, when this unit carries out a Halt or Charge Facing order, it may choose to increase its Defence by +2 to a maximum of 6+ until the start of its next Turn.