

# Barry Joyner - Forces of a Baz- The Byssness

2300 / 2300 VALID

## Forces of the Abyss 2024 [2300]

Abyssal Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [90]	5	3+	-	5+	1	10	-/12	2	[90]
<i>Special Rules: Rallying(1 - Lesser Abyssal Only),Regeneration(5+) Keywords: Lesser Abyssal</i>									
Inf Troop [90]	5	3+	-	5+	1	10	-/12	2	[90]
<i>Special Rules: Rallying(1 - Lesser Abyssal Only),Regeneration(5+) Keywords: Lesser Abyssal</i>									
Inf Troop [90]	5	3+	-	5+	1	10	-/12	2	[90]
<i>Special Rules: Rallying(1 - Lesser Abyssal Only),Regeneration(5+) Keywords: Lesser Abyssal</i>									
Inf Regiment [165]	5	3+	-	4+	3	12	-/17	2	[150]
Two-handed Weapons The Oathbreakers									
<i>Special Rules: Rallying(1 - Lesser Abyssal Only),Regeneration(5+),Crushing Strength(1),Vicious Keywords: Lesser Abyssal</i>									

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

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									
<i>Special Rules: Crushing Strength(1),Fury, Nimble, Regeneration(5+),Sacrificial Imp Keywords: Berserker, Greater Abyssal</i>									

Molochs	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon Inf Horde [250]	6	3+	-	4+	3	18	16/18	3	[225]
Despoiler Champion Blade of Slashing									
<i>Special Rules: Crushing Strength(2),Fury, Regeneration(5+),Brutal, Vicious(Melee) Keywords: Greater Abyssal</i>									

Abyssal Horsemen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [240]	8	3+	-	5+	3	18	-/16	3	[225]
Blood of the Old King									
<i>Special Rules: Crushing Strength(1),Regeneration(5+),Thunderous Charge(1) Keywords: Hellequin</i>									
Cav Regiment [240]	8	3+	-	5+	3	18	-/16	3	[225]
Helm of the Drunken Ram									
<i>Special Rules: Crushing Strength(1),Regeneration(5+),Thunderous Charge(2) Keywords: Hellequin</i>									

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

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)									
<i>Special Rules: Aura(Rampage (Melee 3) - Infantry only),Command, Individual, Regeneration(5+),Very Inspiring Keywords: Abyssal</i>									

Mau'ti-bu-su [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [160]	10	3+	-	4+	0	5	12/14	2	[160]
<i>Special Rules: Brutal(D3),Command, Crushing Strength(1),Duelist, Ensnare, Fly, Fury, Individual, Inspiring, Stealthy Keywords: Abyssal, Succubi</i>									

Zaz'u'szu The Betrayer [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 Spellcaster 2 [115]	6	4+	-	4+	1	5	12/14	3	[115]
Bane Chant (2) Lightning Bolt (4)									
<i>Special Rules: Command, Fury, Inspiring, Nimble, Regeneration(5+),Betrayal Keywords: Abyssal, Oathbreaker</i>									

Manifestation of Ba'el [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Mon) 1 Spellcaster 0 [265] Lightning Bolt (7)	10	3+	-	5+	1	7	14/16	4	[265] [0]
<b>Special Rules:</b> Brutal, Command, Crushing Strength(2), Fly, Fury, Inspiring, Nimble, Regeneration(5+), Stealthy, Vicious(Melee), From the Pit / Curse Thee! <b>Keywords:</b> Abyssal, Wicked One									

**Total Units:**

14

**Total Unit Strength:**

23

**Total Primary Core Points:**

2300 (100.0%)