

1st Battalion

Archfiend	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Ti)	10	3+	-	5+	2	9	19	5	[315]
Special Rules: Brutal(1),Crushing Strength(3),Fly, Inspiring, Iron Resolve(1),Regeneration(5+),Retaliate!, Vicious(Combat)									

Harbinger [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	5+	4+	1	2	12	2	[95]
Firebolt (18", Piercing (1))									
Special Rules: Individual, Regeneration(5+),Very Inspiring, Yielding									

Flame Bearers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	5+	5+	3+	2	10	15	2	[120]
Firebolts (18", Piercing (1))									
Special Rules: Regeneration(5+) Traits: Middle Circle									

Lower Abyssals	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	5+	-	4+	2	12	15	2	[100]
Special Rules: Regeneration(5+) Traits: Upper Circle									
Core Inf Regiment	5	5+	-	4+	2	12	15	2	[100]
Special Rules: Regeneration(5+) Traits: Upper Circle									

Gargoyles	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Hvy Inf Troop	10	4+	-	3+	1	10	10	2	[105]
Special Rules: Fly, Regeneration(4+) Traits: Upper Circle									
Core (Aux) Hvy Inf Troop	10	4+	-	3+	1	10	10	2	[105]
Special Rules: Fly, Regeneration(4+) Traits: Upper Circle									

Hellhounds	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Cav Regiment	9	4+	-	4+	2	24	16	3	[175]
Special Rules: Nimble, Thunderous Charge(1) Traits: Upper Circle									

The Well of Souls [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon	8	4+	-	5+	2	10	20	5	[275]
Special Rules: Crushing Strength(2), Fearless, Fly, Lifeleech(5), Demonic Life-force Traits: Lower Circle									

2nd Battalion

Seductress	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Inf)	10	3+	-	4+	2	7	14	2	[195]
Special Rules: Crushing Strength(1),Duellist(D3),Ensnare, Fly, Individual, Inspiring, Stealthy									

Succubi	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	6	3+	-	3+	2	20	17	2	[150]
Special Rules: Ensnare, Stealthy Traits: Upper Circle									
Core Inf Regiment	6	3+	-	3+	2	20	17	2	[150]
Special Rules: Ensnare, Stealthy Traits: Upper Circle									

Berserkers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	7	4+	-	4+	2	30	18	3	[220]
Special Rules: Crushing Strength(1),Regeneration(5+),Retaliate!, Wild Charge(1) Traits: Middle Circle									

Nagarri	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Cht Regiment	7	3+	-	4+	2	12	15	4	[175]
Special Rules: Crushing Strength(2),Pathfinder, Rallying, Retaliate!, Thunderous Charge(1) Traits: Lower Circle									

Total Units: 14
Total Points: 2280

Total Unit Strength: 25

Command Order	Target	Description
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Unholy Shield	5	Units with the Upper Circle Trait only. Until the start of its next Turn, the unit increases its De by one (e.g. 4+ becomes 5+) while being targeting by ranged attacks in its front facing.
Burn the sinners	4	The unit gains the Fireball (n+2) ranged spell attack this turn, where n is the number of successful dice rolled to issue this order.
Special Rule	Description	
Brutal (n)	When testing the Nerve of an enemy unit in Combat with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use. Both cannot be applied against the same unit at the same time.	
Crushing Strength (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1), a roll of 4 would become a roll of 5.	
Demonic Life-force	When the Well of Souls receives an order, it may put up to 20 points of damage on itself - however, this cannot mean it then has suffered more than 20 damage in total. For each point of damage it suffers in this way, immediately remove one point of damage from any friendly unit within 9". No Nerve test is taken for suffering this damage.	
Duellist (n)	When attacking an enemy Hero in Combat, a unit with this special rule gains (n) additional attacks. If Engaged with several qualifying units, choose which one unit the bonus attacks are allocated to. If the allocated target also has the Duellist special rule, no additional attacks are granted.	
Ensnare	In Combat, attacks against this unit's front suffer an additional -1 to hit.	
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.	
Fly	When executing an order other than Withdraw!, the unit can move and pivot over anything (Blocking Terrain, enemy units, friendly units when charging, etc.), as long as the flying unit's entire Movement Order ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it starts or ends the move within or touching them.	
Individual	This rule is explained on page 42.	
Inspiring	If this unit, or any friendly unit within 6" of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!), that Nerve test must be rerolled. 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.	
Iron Resolve (n)	If this unit is Steady as a result of a Nerve test, it regains (n) points of damage previously suffered to a maximum of 3.	
Lifeleech (n)	When this unit completes its to-hit and to-damage rolls in 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).	
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre-point while executing a Charge! order.	
Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.	
Piercing (n)	All hits caused by Ranged attacks from a unit or weapon with this special rule have a (+n) modifier when rolling to damage. For example: when rolling to damage with a Ranged attack that has Piercing (1), a roll of 4 would become a roll of 5.	
Rallying	Friendly units within 6" of this unit have +1 to their Nerve value. This is not cumulative if multiple units with Rallying are in range.	
Regeneration (n)	Once per Turn, immediately before resolving the unit's Movement order, 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.	
Retaliate!	If a unit starts its Turn Engaged with two or more enemy units, in the Combat Phase, it gains Crushing Strength (+1) on any attacks it allocates to one of those enemy units. A unit with this special rule can never be ordered to Withdraw!	
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.	
Thunderous Charge (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat 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 Hindered.	
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.	
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.	
Wild Charge (n)	Units with this special rule add (n) to their charge range. This is added after Sp is doubled. For example, a unit with a	

Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, roll a separate D3 for the unit after issuing a Charge order to it. If the number rolled means that the target unit is not in range to complete the charge, your unit must be given a different order, but cannot select an alternative unit to Charge!

Yielding

Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.