

 Forces of the Abyss [2500]

Abyssal Ghouls	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [90]	5	5+	-	4+	2	12	14/16	2	[90]
<i>Special Rules: Fury Keywords: Abyssal, Cannibal, Expendable</i>									
Inf Regiment [90]	5	5+	-	4+	2	12	14/16	2	[90]
<i>Special Rules: Fury Keywords: Abyssal, Cannibal, Expendable</i>									
Inf Regiment [90]	5	5+	-	4+	2	12	14/16	2	[90]
<i>Special Rules: Fury Keywords: Abyssal, Cannibal, Expendable</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>									
Hv Inf Troop [85]	10	4+	-	3+	1	10	8/10	2	[85]
<i>Special Rules: Fly, Nimble, Regeneration(4+) Keywords: Gargoyle</i>									

Molochs	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon Inf Horde [260]	6	3+	-	4+	3	18	16/18	3	[225]
Despoiler Champion [20]									
Sir Jesse's Boots of Striding [15]									
<i>Special Rules: Crushing Strength(2),Fury, Regeneration(5+),Brutal, Vicious(Melee) Keywords: Abyssal, Moloch</i>									
Mon Inf Horde [250]	6	3+	-	4+	3	18	16/18	3	[225]
Despoiler Champion [20]									
Fire-Oil [5]									
<i>Special Rules: Crushing Strength(2 / +1 vs. units with Regeneration),Fury, Regeneration(5+),Brutal, Vicious(Melee),Piercing(+1 vs. units with Regeneration) Keywords: Abyssal, Moloch</i>									

Tortured Souls	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Regiment [120]	8	4+	-	4+	2	9	-/14	2	[120]
<i>Special Rules: Crushing Strength(1),Fly, Lifeleech(2),Thunderous Charge(1) Keywords: Phantasm</i>									
Swm Regiment [120]	8	4+	-	4+	2	9	-/14	2	[120]
<i>Special Rules: Crushing Strength(1),Fly, Lifeleech(2),Thunderous Charge(1) Keywords: Phantasm</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) [0]									
Lightning Bolt (4) [0]									
<i>Special Rules: Fury, Inspiring, Nimble, Regeneration(5+),Betrayal Keywords: Abyssal, Oathbreaker</i>									

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

Archfiend of the Abyss	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 Spellcaster 0 [305]	10	3+	-	5+	2	9	17/19	6	[300]
Blade of Slashing [5]									
Fireball (10) [0]									
<i>Special Rules: Brutal, Crushing Strength(3),Fly, Fury, Inspiring, Nimble, Vicious(Melee) Keywords: Abyssal, Warmaster</i>									
Hero (Titan) 1 Spellcaster 0 [300]	10	3+	-	5+	2	9	17/19	6	[300]
Fireball (10) [0]									
<i>Special Rules: Brutal, Crushing Strength(3),Fly, Fury, Inspiring, Nimble, Vicious(Melee) Keywords: Abyssal, Warmaster</i>									
Hero (Titan) 1 Spellcaster 0 [300]	10	3+	-	5+	2	9	17/19	6	[300]
Fireball (10) [0]									
<i>Special Rules: Brutal, Crushing Strength(3),Fly, Fury, Inspiring, Nimble, Vicious(Melee) Keywords: Abyssal, Warmaster</i>									

Total Units: 14 Total Unit Strength: 26  
 Total Primary Core Points: 2500 (100.0%)

Custom Rule	Description
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.

Betrayal	At the start of each of his shooting phases, Zaz'u'szu may select a single friendly Core unit within 6" to be his sacrifice. If he does so, Zaz'u'szu may increase the number of dice used to cast his Lighting Bolt or Bane Chant spells by up to 4. For each hit scored with Zaz'u'szu's spells this turn, the sacrificial unit suffers a point of damage. No Nerve tests are required for damage caused in this way.
----------	---

Special Rule	Description
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.
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.
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.
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>Lightning Bolt</b> Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.

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).
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.