

## Abyssals Bill Harvat 2200

## Forces of the Abyss (Evil)

**Gargoyles\*** **Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	10	4+	-	3+	8	8/10	80	Base Size: (25x25mm), Fly, Regeneration (3+), Vicious
Troop(10)	10	4+	-	3+	8	8/10	80	Base Size: (25x25mm), Fly, Regeneration (3+), Vicious

**Lower Abyssals** **Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	4+	-	3+	25	21/23	200	Crushing Strength (1), Fury, Regeneration (5+)
- Exchange shields for two-handed weapons (lower Defence to 3+, gain Crushing Strength (1))							0	

**Tortured Souls** **Large Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	10	4+	-	4+	9	-/15	145	Crushing Strength (1), Fly, Fury, Lifeleech (2), Shambling, Thunderous Charge (1)

**Succubi Lurkers\*** **Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	7	3+	-	4+	25	14/16	225	Ensnare, Fury, Pathfinder, Stealthy
- Brew of Strength							30	
Regiment(20)	7	3+	-	4+	25	14/16	225	Ensnare, Fury, Pathfinder, Stealthy
- Blade of Slashing							5	

**Abyssal Horsemen** **Cavalry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	8	3+	-	5+	18	14/16	215	Crushing Strength (1), Fury, Thunderous Charge (1)
- Orcish Skullpole							5	

**Hellequins\*** **Cavalry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	8	3+	-	5+	20	16/18	265	Crushing Strength (1), Fury, Lifeleech (1), Thunderous Charge (2)
- Maccwar's Potion of the Caterpillar							20	

**Abyssal Harbinger** **Hero (Inf)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	8	5+	4+	4+	1	10/12	60	Hero (Cav), Firebolts, Fury, Individual, Inspiring, Piercing (1), Regeneration (5+)
- Can ride an abyssal mount, increasing Speed to 8 and changing to Hero (Cav)							15	
- Diadem of Dragon-kind							30	

**The Well of Souls[1]** **Hero (Mon)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	4+	-	5+	10	-/20	275	Hero (Mon), Crushing Strength (2),

								Fly, Fury, Inspiring, Lifeleech (5), Shambling, Soul Drain
Archfiend of the Abyss								Hero (Mon)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	9	16/18	250	Hero (Mon), Brutal, Crushing Strength (2), Fly, Fury, Inspiring, Lightning Bolt (5), Thunderous Charge (2), Vicious
- Can have wings (gaining Fly and increasing Speed to 10)							50	
- Lightning Bolt (5)							25	
							2200	

<b>Blade of Slashing</b>	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
<b>Brew of Strength</b>	The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
<b>Brutal</b>	When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.
<b>Crushing Strength</b>	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
<b>Diadem of Dragon-kind</b>	The unit has the Breath Attack (10) rule.
<b>Ensnare</b>	When attacking this unit in its front, enemies suffer an additional -1 to hit in melee.
<b>Firebolts</b>	Range 18".
<b>Fly</b>	The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.
<b>Fury</b>	While wavered, this unit may declare a Counter-Charge.
<b>Individual</b>	<p>Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.</p> <p>Move Individuals have the Nimble special rule.</p> <p>Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier.</p> <p>Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.</p>
<b>Inspiring</b>	If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
<b>Lifefeech</b>	In a melee, this unit regains one point of damage it has previously suffered for every point of damage it deals, up to a maximum of n.
<b>Lightning Bolt</b>	Spell. Range 24". Piercing (1) – roll to damage as normal. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.

<b>Maccwar's Potion of the Caterpillar</b>	The unit has the Pathfinder special rule.
<b>Orcish Skullpole</b>	The unit has the Brutal special rule. If the unit causes damage in melee, at the end of the Melee phase it must roll a single die. On 3 or less, the Skullpole is destroyed and provides no further benefit for the remainder of the game.
<b>Pathfinder</b>	The unit suffers no movement penalties for difficult terrain, simply treating it as open terrain. Pathfinder units are not Hindered for charging through difficult terrain.
<b>Piercing</b>	All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
<b>Regeneration (3+)</b>	Every time this unit receives an 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 3+, the unit recovers a point of damage.
<b>Regeneration (5+)</b>	Every time this unit receives an 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 5+, the unit recovers a point of damage.
<b>Shambling</b>	The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.
<b>Soul Drain</b>	The Well of Souls pulls the life force from the enemy and feeds the Abyssal army. When the Well of Souls is given an order, it may take 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 non-Allied unit within 9". The Well of Souls will not take a nerve test for damage taken in this way.
<b>Stealthy</b>	Enemies shooting against the unit suffer an additional -1 to hit modifier.
<b>Thunderous Charge</b>	All melee hits inflicted by the 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 1 when Hindered.
<b>Vicious</b>	Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.