

Abyssals - 2200 - Lady of the Lake

Forces of the Abyss (Evil)

Lower Abyssals Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	4+	-	4+	25	21/23	200	Fury, Regeneration (5+)
- Brew of Haste							15	

Succubi Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	6	3+	-	3+	20	10/12	135	Ensnare, Fury, Stealthy
Troop(10)	6	3+	-	3+	20	10/12	135	Ensnare, Fury, Stealthy
Regiment(20)	6	3+	-	3+	25	14/16	190	Ensnare, Fury, Stealthy
Regiment(20)	6	3+	-	3+	25	14/16	190	Ensnare, Fury, Stealthy

Molochs Large Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	5	4+	-	4+	24	15/18	200	Base Size: (50x50mm), Brutal, Crushing Strength (2), Fury, Regeneration (5+)
Horde(6)	5	4+	-	4+	24	15/18	200	Base Size: (50x50mm), Brutal, Crushing Strength (2), Fury, Regeneration (5+)

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)

Efreet Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	4+	-	4+	1	11/13	135	Hero (Inf), Fireball (16), Fury, Individual, Pathfinder
- Boots of Levitation							30	

Abyssal Temptress Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	3+	-	4+	5	11/13	90	Hero (Inf), Bane-chant (2), Ensnare, Fury, Individual, Inspiring (Succubi only), Stealthy
- Bane Chant (2)							15	

Archfiend of the Abyss Hero (Mon)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	3+	-	5+	9	16/18	250	Hero (Mon), Brutal, Crushing Strength (2), Fury, Inspiring, Thunderous Charge (2), Vicious

Ba'su'su the Vile[1] Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	8	14/16	220	Hero (Inf), Base Size: (25x25mm), Crushing Strength (2), Fly, Individual, Inspiring (Gargoyles only), Regeneration (5+), Vicious

The Great Arch Host[1]								Formation
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	15	Formation: The Great Arch Host
Fire Legion[1]								Formation
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	35	Formation: Fire Legion
								2200

Bane-chant	Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored (two or more for ranged attack/Piercing) from the same casting, for the rest of the turn all of the unit's melee and ranged attacks increase their Crushing Strength and Piercing by 1, or gain Crushing Strength(1) or Piercing(1) if they don't already have it. Note that multiple bane-chants hitting the same unit do not have cumulative effects.
Boots of Levitation	This artefact can only be used by Heroes. The Hero can Advance and then shoot as if it had Halted that turn. It can also move At the Double and shoot as if it had Advanced that turn.
Brew of Haste	The unit has +1 Speed.
Brutal	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.
Crushing Strength	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
Ensnare	When attacking this unit in its front, enemies suffer an additional -1 to hit in melee.
Fireball	Spell. Range 12". When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
Fly	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.
Formation: Fire Legion	Formation must contain: 2x Succubi Troops 2x Succubi Regiments 1x Abyssal Temptress Each unit in this formation is granted the Vicious special rule. The Abyssal Temptress has Very Inspiring (Succubi only) instead of Inspiring (Succubi only).
Formation: The Great Arch Host	Formation must contain: 2x Molochs Hordes 1x Lower Abyssals Horde 1x Archfiend of the Abyss Each unit of Molochs in this formation gains +1 Speed.
Fury	While wavered, this unit may declare a Counter-Charge.
Individual	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. Move Individuals have the Nimble special rule. 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. 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.

- Inspiring** 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.
- Lifefeech** 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.
- Pathfinder** 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.
- Regeneration (5+)** 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.
- Shambling** The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.
- Stealthy** Enemies shooting against the unit suffer an additional -1 to hit modifier.
- Thunderous Charge** 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.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.