



## FORCES OF THE ABYSS

EVIL

### Gargoyles\*

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	10	4	-	3	2	1	10	8/10	[85]
Fly, Nimble, Regeneration (4+) Keywords: Gargoyle									
Troop(10)	10	4	-	3	2	1	10	8/10	[85]
Fly, Nimble, Regeneration (4+) Keywords: Gargoyle									

### Tortured Souls

Swarm

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	8	4	-	4	2	2	9	-/14	[120]
Crushing Strength (1), Fly, Lifeleech (2), Thunderous Charge (1) Keywords: Phantasm									
Regiment(3)	8	4	-	4	2	2	9	-/14	[120]
Crushing Strength (1), Fly, Lifeleech (2), Thunderous Charge (1) Keywords: Phantasm									
Regiment(3)	8	4	-	4	2	2	9	-/14	[120]
Crushing Strength (1), Fly, Lifeleech (2), Thunderous Charge (1) Keywords: Phantasm									
Regiment(3)	8	4	-	4	2	2	9	-/14	120 10 [130]
Mead of Madness									
Crushing Strength (1), Fly, Lifeleech (2), Thunderous Charge (1) Keywords: Phantasm									
Horde(6)	8	4	-	4	2	3	18	-/17	200 30 [230]
Blessing of the Gods									
Crushing Strength (1), Fly, Lifeleech (2), Thunderous Charge (1) Keywords: Phantasm									
Horde(6)	8	4	-	4	2	3	18	-/17	200 45 [245]
Brew of Sharpness									
Crushing Strength (1), Fly, Lifeleech (2), Thunderous Charge (1) Keywords: Phantasm									
Horde(6)	8	4	-	4	2	3	18	-/17	200 20 [220]
Maccwar's Potion of the Caterpillar									
Crushing Strength (1), Fly, Lifeleech (2), Thunderous Charge (1) Keywords: Phantasm									

### Abyssal Champion

Hero (Inf)  
Spellcaster: 0

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	3	-	5	2	0	5	13/15	110 20 45 [175]
Blade of the Beast Slayer									
Upgrade with Wings, increasing Speed to 10 and gaining Fly									
Crushing Strength (1), Fury, Individual, Inspiring, Mighty, Regeneration (5+), Fly Keywords: Abyssal									

<b>Seductress</b>										Hero (Inf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	4	2	0	5	11/13	130	
Scythe of the Harvester Bane Chant (2) Library Hex (2)									15	
Crushing Strength (1), Duelist, Ensnare, Fly, Fury, Individual, Inspiring, Stealthy Spells: Bane Chant (2), Hex (2) Keywords: Abyssal, Succubi									15	
									[175]	

  

<b>The Well of Souls[1]</b>										Hero (Mon)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	4	-	5	5	1	10	-/20	[290]	
Crushing Strength (2), Fly, Inspiring, Lifeleech (5), Nimble, Soul Drain, Strider Keywords: Phantasm, Shrine, Well of Souls										

Total Unit Strength: 20

Total Core: 1995 (99.8%)

Total Units: 12



## SPECIAL RULES AND SPELLS:

<b>Bane Chant</b>	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
<b>Blade of the Beast Slayer</b>	The unit gains the <i>Crushing Strength</i> (+2 - vs. Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans) special rule.
<b>Blessing of the Gods</b>	The unit gains the <i>Elite</i> special rule.
<b>Brew of Sharpness</b>	The unit has a +1 to hit modifier with Melee attacks.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Duelist</b>	While attacking enemy <i>Individuals</i> in Melee, this unit doubles its number of Attacks.
<b>Ensnare</b>	Melee attacks against the target unit's front suffer an additional -1 to hit.
<b>Fly</b>	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. 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 <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
<b>Fury</b>	While Wavering, this unit may still declare a Counter Charge.
<b>Hex</b>	Spell: 30", Enemy - Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.
<b>Individual</b>	See page 34 (page 30 in gamers edition)
<b>Inspiring</b>	If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
<b>Lifeleech</b>	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. <i>Lifeleech</i> has a maximum total of 3.
<b>Maccwar's Potion of the Caterpillar</b>	This unit gains the <i>Pathfinder</i> special rule.
<b>Mead of Madness</b>	The unit gains the <i>Wild Charge</i> (+1) special rule.
<b>Mighty</b>	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
<b>Nimble</b>	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.
<b>Regeneration</b>	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.
<b>Scythe of the Harvester</b>	Individuals only. The unit gains the Rampage (D3) special rule.
<b>Soul Drain</b>	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.
<b>Stealthy</b>	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.

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<b>Strider</b>	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
<b>Thunderous Charge</b>	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).

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