

Forces of the Abyss

Forces of the Abyss (Evil)								
Flamebearers								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	5	5+	4+	3+	8	10/12	105	Firebolts, Fury, Piercing (1), Regeneration (5+)
Lower Abyssals								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	4+	-	4+	12	14/16	120	Fury, Regeneration (5+)
Regiment(20)	5	4+	-	4+	12	14/16	120	Fury, Regeneration (5+)
Succubi								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	6	3+	-	3+	25	14/16	190	Ensnare, Fury, Stealthy
Imps*								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	5	5+	-	3+	12	11/13	70	Fury, Height (0), Vicious
Molochs								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	5	4+	-	4+	12	12/15	130	Base Size: (50x50mm), Brutal, Crushing Strength (2), Fury, Regeneration (5+)
Regiment(3)	5	4+	-	4+	12	12/15	130	Base Size: (50x50mm), Brutal, Crushing Strength (2), Fury, Regeneration (5+)
Efreet								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	4+	-	4+	1	11/13	135	Hero (Inf), Fireball (20), Fury, Individual, Pathfinder
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- 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+.
- Firebolts** Range 18".
- 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.
- 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.
- Piercing** All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
- 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.
- Stealthy** Enemies shooting against the unit suffer an additional -1 to hit modifier.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.