

Abyssals (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+)
Troop(10)	5	5+	4+	3+	8	10/12	105	Firebolts, Fury, Piercing (1), Regeneration (5+)
Gargoyles*								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	10	4+	-	3+	8	9/11	80	Base Size: (25x25mm), Fly, Regeneration (3+), Vicious
Troop(10)	10	4+	-	3+	8	9/11	80	Base Size: (25x25mm), Fly, Regeneration (3+), Vicious
Lower Abyssals								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	4+	-	4+	25	21/23	200	Fury, Regeneration (5+)
- Fire-Oil							5	
Succubi								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	6	3+	-	3+	25	14/16	190	Ensnare, Fury, Stealthy
Abyssal Guard								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	3+	-	4+	12	15/17	160	Fury, Regeneration (5+)
- Exchange shields for two-handed weapons (lower Defence to 4+, gain Crushing Strength (1))							0	
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
Hellhounds								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(5)	9	4+	-	4+	15	10/12	125	Fury, Height (1), Nimble, Thunderous Charge (1)
Troop(5)	9	4+	-	4+	15	10/12	125	Fury, Height (1), Nimble, Thunderous Charge (1)
Abyssal Champion								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	3+	-	5+	5	13/15	135	Hero (Inf), Crushing Strength (1), Fury, Individual, Inspiring, Regeneration (5+)
(1)	8	3+	-	5+	5	13/15	135	Hero (Inf), Crushing Strength (1), Fury, Individual, Inspiring, Regeneration (5+)
- Can ride an abyssal mount, increasing Speed to 8 and changing to Hero (Cav)							20	
Abyssal Temptress								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	

(1)	6	3+	-	4+	5	11/13	90	Hero (Inf), Ensnare, Fury, Individual, Inspiring (Succubi only), Stealthy
- Bane Chant (2)							15	
<b>Archfiend of the Abyss</b>								<b>Hero (Mon)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	9	16/18	250	Hero (Mon), Brutal, Crushing Strength (2), Fury, Inspiring, Thunderous Charge (2), Vicious
- Can have wings (gaining Fly and increasing Speed to 10)							50	
							2000	

<b>Bane-chant</b>	Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored, for the rest of the turn all of the unit's melee and ranged attacks increase their Piercing and Crushing Strength
<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>Ensnare</b>	When attacking this unit in its front, enemies suffer an additional -1 to hit in melee.
<b>Fire-Oil</b>	Against units with the Regeneration rule this unit gains an additional Piercing (1) on 'normal' ranged attacks, and Crushing Strength (1) 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.
<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 (including against Individual War Engines). 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</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>Nimble</b>	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting.
<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.

**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 or during Hindered charges.

**Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.