

Fleshlings

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
Troop	5	5	-	4	10	10 / 12	65	-
Special Rules:		Fury						

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Special Rules:		Fury						

Archfiend of the Abyss

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
1	7	3	-	5	9	16 / 18	250	-
Special Rules:		Brutal, Crushing Strength (2), Fury, Inspiring, Thunderous Charge (2), Vicious						

The Well of Souls

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
1	10	4	-	5	10	- / 20	275	-
Special Rules:		Crushing Strength (2), Fly, Fury, Inspiring, Lifeleech (5), Shambling, Soul Drain						

Abyssal Champion

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
1	5	3	-	5	5	13 / 15	135	-
Special Rules:		Crushing Strength (1), Fury, Individual, Inspiring, Regeneration (5+)						

Hellhounds

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
Troop	9	4	-	4	15	10 / 12	125	-
Special Rules:		Fury, Height (1), Nimble, Thunderous Charge (1)						

Molochs

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
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Regiment 5 4 - 4 12 12 / 15 130 -

Special Rules: Base Size (50x50mm), Brutal, Crushing Strength (2), Fury

Molochs

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
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Regiment 5 4 - 4 12 12 / 15 130 -

Special Rules: Base Size (50x50mm), Brutal, Crushing Strength (2), Fury

Imps

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
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Regiment 5 5 - 3 12 11 / 13 70 -

Special Rules: Fury, Height (0), Vicious

Lower Abyssals

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
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Regiment 5 4 - 4 12 14 / 16 120 -

Special Rules: Fury, Regeneration (5+)

Lower Abyssals

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
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Troop 5 4 - 4 10 10 / 12 85 -

Special Rules: Fury, Regeneration (5+)

Abyssal Temptress

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
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1 6 3 - 4 5 11 / 13 90 -

Special Rules: Ensnare, Fury, Individual, Inspiring (Succubi only), Stealthy

Succubi

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
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Regiment 6 3 - 3 25 14 / 16 190 -

Special Rules: Ensnare, Fury, Stealthy

Flamebearers

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
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Regiment 5 5 4 3 10 14 / 16 140 -

Special Rules: Firebolt, Fury, Piercing (1), Regeneration (5+)

Flamebearers

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
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Regiment 5 5 4 3 10 14 / 16 140 -

Special Rules: Firebolt, Fury, Piercing (1), Regeneration (5+)

Flamebearers

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
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Special Rules: Firebolt, Fury, Piercing (1), Regeneration (5+)

Flamebearers

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
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Regiment 5 5 4 3 10 14 / 16 140 -

Special Rules: Firebolt, Fury, Piercing (1), Regeneration (5+)

Flamebearers

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
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Regiment 5 5 4 3 10 14 / 16 140 -

Special Rules: Firebolt, Fury, Piercing (1), Regeneration (5+)

Chrones

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
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1 5 - - 5 - 16 / 18 210 -

Special Rules: Breath Attack (20), Fury, Pathfinder, Piercing (1), Tempus

Efreet

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
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1 7 4 - 4 1 11 / 13 135 -

Special Rules: Fireball (20), Fury, Individual, Pathfinder

Efreet

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
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1	7	4	-	4	1	11 / 13	135	-
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Special Rules: Fireball (20), Fury, Individual, Pathfinder

Army Special Rules

Breath Attack	The unit has a ranged attack for which you roll (n) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier.
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"
Firebolt	Range 18".
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.
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 (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
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.
Nimble	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.
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

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.

Soul Drain

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.

Stealthy

Enemies shooting against the unit suffer an additional -1 to hit modifier.

Tempus

This unit cannot be disordered.

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.