

FORCES OF THE ABYSS

Forces of the Abyss Special Rules

Alignment: Evil

Abyssal Vengeance

All units in this list have Fury, unless specified otherwise.

Abyssal Guard Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	3+	-	5+	10	11/13	110
Regiment (20)	5	3+	-	5+	12	15/17	160

Special

Regeneration (5+)

Options

- Exchange shields for two-handed weapons for free (lower Defence to 4+, gain Crushing Strength (1))

Larvae* Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Horde (40)	5	6+	-	4+	25	-/22	130
Legion (60)	5	6+	-	4+	30	-/28	190

Special

Ensnare, Shambling

Flamebearers Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	5+	4+	3+	8	10/12	105
Regiment (20)	5	5+	4+	3+	10	14/16	140

Special

Firebolts, Piercing (1), Regeneration (5+)

Lower Abyssals Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	85
Regiment (20)	5	4+	-	4+	12	14/16	120
Horde (40)	5	4+	-	4+	25	21/23	200

Special

Regeneration (5+)

Options

- Exchange shields for two-handed weapons for free (lower Defence to 3+, gain Crushing Strength (1))

Gargoyles* Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	10	4+	-	3+	8	9/11	80

Special

Base Sizes: 25x25mm, Fly, Regeneration (3+), Vicious

Note: this unit does not have the Fury special rule.

Succubi Infantry

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

Special

Ensnare, Stealthy.

Fleshlings Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	5+	-	4+	10	10/12	65
Regiment (20)	5	5+	-	4+	12	14/16	90
Horde (40)	5	5+	-	4+	25	21/23	150

Options

- Exchange shields for two-handed weapons for free (lower Defence to 3+, gain Crushing Strength (1))

Hellhounds

Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	9	4+	-	4+	15	10/12	125

Special

Height 1, Nimble, Thunderous Charge (1)

Abyssal Horsemen

Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	8	3+	-	5+	9	11/13	140
Regiment (10)	8	3+	-	5+	18	14/16	215

Special

Crushing Strength (1), Thunderous Charge (1)

Imps*

Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	5	5+	-	3+	12	11/13	70
Horde (6)	5	5+	-	3+	24	14/16	105

Special

Height 0, Vicious

Tortured Souls

Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	10	4+	-	4+	9	-/15	145
Horde (6)	10	4+	-	4+	18	-/18	220

Special

Crushing Strength (2), Fly, Lifeleech (2), Shambling

Molochs

Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	5	4+	-	4+	12	12/15	130
Horde (6)	5	4+	-	4+	24	15/18	200

Special

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

Chroneas

Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	-	-	5+	-	16/18	210

Special

Breath Attack (20), Pathfinder, Piercing (1), Tempus (this unit cannot be Disordered)

Abyssal Champion

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	3+	-	5+	5	13/15	135

Special

Crushing Strength (1), Individual, Inspiring, Regeneration (5+).

Options

- Can have wings for +40 pts (gaining Fly and increasing Speed to 10)
- Lightning Bolt (5), for +40pts
- Can ride an abyssal mount, increasing Speed to 8, for +20 pts and changing to Hero (Cav)

Abyssal Temptress

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	3+	-	4+	5	11/13	90

Special

Ensnare, Individual, Inspiring (Succubi only), Stealthy

Options

- Bane Chant (2) for +15 pts
- Wind Blast (6) for +30 pts
- Can have wings for +30 pts (gaining Fly and increasing Speed to 10)

Efreet

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	7	4+	-	4+	1	11/13	135

Special

Fireball (20), Individual, Pathfinder

Abyssal Harbinger Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	5+	4+	4+	1	10/12	60

Special

Firebolt, Individual, Inspiring, Piercing (1), Regeneration (5+).

Options

- Can ride an abyssal mount, increasing Speed to 8, for +15 pts and changing to Hero (Cav)

Archfiend of the Abyss Hero (Mon)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	7	3+	-	5+	9	16/18	250

Special

Brutal, Crushing Strength (2), Inspiring, Thunderous Charge (2), Vicious

Options

- Can have wings, gaining Fly and increasing Speed to 10 for +50 pts
- Lightning Bolt (5), for +25pts

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

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	10	3+	-	5+	8	15/17	220

Special

Base Size: 25x25mm, Crushing Strength (2), Fly, Individual, Inspiring (Gargoyles only), Regeneration (5+), Vicious

Vile Spawn

If your army includes Ba'su'su, for +20 pts you may upgrade a single unit of Gargoyles to represent his flock of elder Gargoyles. This unit has Defence 4+ and Crushing Strength (1).

The Lord of Lies [1] Hero (Lrg Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	10	3+	-	5+	5	15/20	300

Special

Crushing Strength (2), Ensnare, Fly, Inspiring, Lightning Bolt (7), Stealthy, Thunderous Charge (2)

The Well of Souls [1] Hero (Mon)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	10	4+	-	5+	10	-/20	275

Special

Crushing Strength (2), Fly, Inspiring, Lifeleech (5), Shambling, Soul Drain

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.

Starter Force Lists

These are a selection of army stats. For the full listings pick up your copy of the *Kings of War Second Edition Rulebook*.

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