

OrcTownBalanced2

Forces of the Abyss (Evil)								
Flamebearers							Infantry	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	5+	4+	3+	10	14/16	140	Firebolts, Fury, Piercing (1), Regeneration (5+)
- Heart-seeking Chant							30	
Regiment(20)	5	5+	4+	3+	10	14/16	140	Firebolts, Fury, Piercing (1), Regeneration (5+)
- Fire-Oil							5	
Regiment(20)	5	5+	4+	3+	10	14/16	140	Firebolts, Fury, Piercing (1), Regeneration (5+)
- Jar of the Four Winds							35	
Gargoyles*							Infantry	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	10	4+	-	3+	8	8/10	80	Base Size: (25x25mm), Fly, Regeneration (3+), Vicious
Troop(10)	10	4+	-	3+	8	8/10	80	Base Size: (25x25mm), Fly, Regeneration (3+), Vicious
Lower Abyssals							Infantry	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	4+	-	3+	25	21/23	200	Fury, Regeneration (5+)
- Exchange shields for two-handed weapons (lower Defence to 3+, gain Crushing Strength (1)							0	
- Brew of Strength							30	
The Well of Souls[1]							Hero (Mon)	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	4+	-	5+	10	-/20	275	Hero (Mon), Crushing Strength (2), Fly, Fury, Inspiring, Lifeleech (5), Shambling, Soul Drain
Archfiend of the Abyss							Hero (Mon)	
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	
- Lightning Bolt (5)							25	
- Blade of Slashing							5	
(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	
- Lightning Bolt (5)							25	
- Blessing of the Gods							25	
Ba'su'su the Vile[1]							Hero (Inf)	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	

(1)	10	3+	-	5+	8	14/16	220	Hero (Inf), Base Size: (25x25mm), Crushing Strength (2), Fly, Individual, Inspiring (Gargoyles only), Regeneration (5+), Vicious
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### Empire of Dust (Evil)

#### Skeleton Archers Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	6+	5+	3+	10	-/16	100	Bows (Range 24"), Lifeleech (1), Shambling

#### Enslaved Guardians Archers Large Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	5+	5+	4+	18	-/17	245	Crushing Strength (1), Heavy Crossbows (Range 36"), Lifeleech (1), Piercing (2), Reload!, Shambling

#### Balefire Catapult War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	-	5+	4+	1	-/11	100	Blast (D6+2), Indirect Fire, Lifeleech (1), Piercing (2), Reload!, Shambling, Vicious

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<b>Blade of Slashing</b>	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
<b>Blast</b>	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit.
<b>Blessing of the Gods</b>	The unit has the Elite special rule.
<b>Brew of Strength</b>	The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
<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>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. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.
<b>Fury</b>	While wavered, this unit may declare a Counter-Charge.
<b>Heart-seeking Chant</b>	The unit's ranged attacks and spells have the Piercing (1) special rule, or if the unit already has Piercing, it is increased by 1.
<b>Indirect Fire</b>	The unit fires in high arcs, hitting the target from the top, which means it does not suffer the -1 to hit modifier for cover. On the other hand, the unit cannot shoot targets that are within 12". Note that the firing unit does still need to see its target to fire at it.
<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. 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.</p>

- 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.
- Jar of the Four Winds** The unit's 'normal' ranged attacks gain 12" to their range.
- Lifeleech** 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.
- Lightning Bolt** Spell. Range 24". Piercing (1) – roll to damage as normal. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- Piercing** All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Regeneration (3+)** 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.
- 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.
- Reload!** The unit can fire only if it received a Halt order that turn.
- 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.
- 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 and reduces this bonus by 1 (to a minimum of zero) when Hindered.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.