

# KINGS OF WAR®



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FORCES OF THE ABYSS



mantic

# WHO ARE THE FORCES OF THE ABYSS?

Far to the northeast of the Infant Sea, amidst the shattered, soot-stained remnants of Winter's glaciers lies the Abyss – the greatest wound inflicted upon the world in the God War. Here, the last of the wicked gods reside, 27 in number, their dark magic spewing ceaselessly into the world, twisting men and nobler creatures still into dark images of themselves.

A great rent in the ground, the Abyss is many miles deep and countless leagues across. A pall of smoke hangs above the Abyss, so that it and all the lands about it are shrouded in unnatural, perpetual night. The empires of the Abyssal Dwarfs as well as countless orcs, goblins and other wretched creatures all exist there. Further down this hellish crevasse, the taint of the malevolent energies of the Wicked Ones becomes stronger, and things far worse than orcs dwell.

When the constellations are in alignment and the power of the Wicked Ones waxes strong, their infernal legions march forth. Cackling,

spiteful devils march alongside muscled behemoths. They are the Forces of the Abyss and the world screams in their wake.

The Abyss is a chasm, both literal and metaphorical, in the skin of the world. It is thought by many to be a vast, physical cleft in the earth, leading to some cyclopean, volcanic depth far below. This is only partly true, for mortals must

ever reconcile that which they cannot understand with absolutes. The deeper one ventures into this dizzying realm

of darkness, the more it becomes obvious that the Abyss and all its denizens are anathema to natural law. The veil

between planes of existence is thin, a dark parody of the power of the old Celestians to walk between worlds. Bare rock breathes with bilious life; black smoke coils with dark sentience, corrupting all that breathe it; measureless caverns convulse and twist into labyrinths that would take a lifetime to traverse. Countless tortured souls gibber as they suffer exquisite pain in the endless dark, their fevered imaginings giving form to new realities, new monstrosities, and new

sorceries. Deep down in the shadows and billowing fumes, perpetually lit by the glow of hellish red fires, fouler creatures reside – beings of unfettered evil, whose very existence is an abomination against the natural order of things, living in a twisted mirror of the celestial orders above.

These are the Abyssals, immortal servants of the Father of Lies. The Abyssals are emanations of their lord's mind – pure Evil incarnate. They are organised into a strict hierarchy, which perversely mirrors that of



the celestial hosts of the Shining Ones, and is related to which level, or 'circle' of the Abyss in which they reside. Each Circle of the Abyss increases in size to accommodate the burgeoning hordes that dwell there, and yet diminishes in power the farther from the sight of the Wicked Ones they are cast.

Many times, champions of the Abyss have risen to threaten the mortal worlds. Time and again, they have been turned back. For most champions of the Abyss, defeat signals an end to their brush with greater glories. But for some, a taste of the greater prize to be had beyond the Abyss consumes them, driving them to greatness. These singular lords of the Abyss are favoured by the Wicked Ones, and given every advantage in order to once again take the fight to the mortal realms. The greatest lords of the age are Ba'el and Drech'nok, whose many misdeeds have made their names rightly feared across Pannithor.

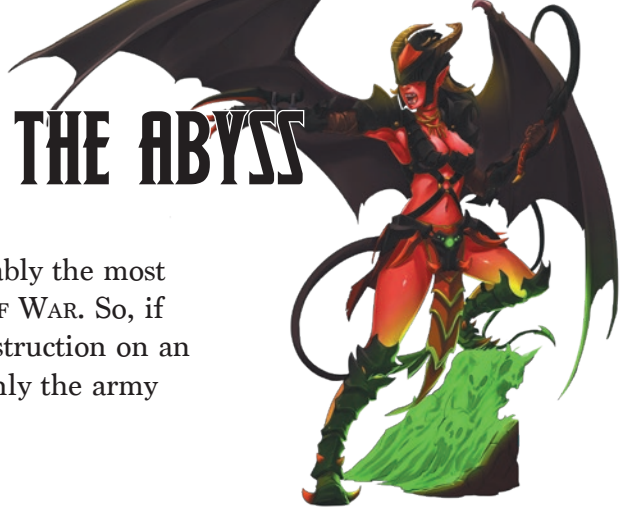
Mass incursions of the forces of the Abyss are thankfully rare, for when they do happen, the suffering is terrible. Pouring forth in waves of demonic creatures on foot and in the air, an Abyssal horde may only ever be stopped at great cost and after much bloodshed.

*If you'd like to know more about the Forces of the Abyss, hear the history of the Fenulian Mirror and the God-War that followed its destruction, or learn about the many other peoples and creatures that inhabit the world of Pannithor, you can read all the lore for free online! Just scan the QR code opposite, or visit the Mantic website at*

**[www.manticgames.com](http://www.manticgames.com)**



# WHY YOU SHOULD COLLECT THE FORCES OF THE ABYSS



The Forces of the Abyss are arguably the most truly Evil army in all of **KINGS OF WAR**. So, if you like the idea of death and destruction on an unimaginable scale, this is certainly the army for you!

From the chattering imps, to the cackling Lower Abyssals, the infantry of the Forces of the Abyss swarm across the battlefield, eager for slaughter. The Lower Abyssals are brought to life with a versatile hard plastic kit that can be used to build melee-focused demons, armed with a range of wicked-looking torture equipment, or the Flamebearers with a nasty, flaming ranged attack.

Also in hard plastic you'll find the Succubi – a beautiful, but deadly addition to **KINGS OF WAR**. If the Lower Abyssals represent the worst nightmares of mortals, the Succubi represent their basest desires. Their outward form is tailored to be aesthetically pleasing, luring their enemies close so that they may be torn apart at the Succubi's leisure.

If hordes of infantry aren't your thing, then there are plenty of monstrous options in the Forces of the Abyss – well, what did you expect from an army of demons? The Molochs are larger and more powerful cousins to the Lower Abyssals, these rage-filled creatures tend, thankfully, to lead a more solitary life. Occasionally though, they will band together to fight a common foe. With their size and power, combined with their unnatural resilience, they are a force to be reckoned with, particularly if you choose to run them as a Horde!

You'll also find that a lot of the units across the army have access to the Fury special rule. This allows them to Counter Charge, even when Wavered. This is perfect for keeping up a relentless torrent of melee attacks against your foe.

To accompany the Lower Abyssals and Succubi we're introducing two brand-new hard plastic kits to the Forces of the Abyss range. Berserkers were once Abyssal Champions, but centuries spent fighting endless wars against their kin in the gladiator pits of the Fifth Circle has warped and twisted their bodies. They grow into towering beasts that stalk the battlefield and hunt their foes with a ruthless ferocity that even the most hardened soldier would find fearsome. Even if the enemy does manage a successful strike, the regenerative powers of the Berserkers heal wounds that would kill other less brutal creatures. Many



a soul has despaired to see what should have been a mortal blow, knit back together thanks to the foul magic of the Abyss.

Meanwhile, the Nagarri are an unholy mix of demon and serpent. In the dreadful depths of the Sixth Circle, the Nagarri slither among the Despoilers, Molochs and Archfiends, plotting to overthrow the Archfiends that act as lords of the Sixth Circle. These abominations are thought to be Archfiends that have fallen foul of the Wicked Ones and are cursed with a hideous new form to mirror their betrayal. However, when the arcane energies of the Abyss are in the ascendancy, they will group together to form savage regiments that tear across the battlefield. They spur each other on, challenging the other Nagarri to greater acts of violence to earn the favour of the Wicked Ones, break their curse and return to their rightful place as despotic lords of the Abyss.

These fantastic hard plastic kits can be bolstered with monstrous resin miniatures like the mighty Chronneas – a creature that defies time itself – and hideous Archfiend.

No matter what units you choose, creating a Forces of the Abyss army is an opportunity to make a demonic tide that has the potential to sweep the enemy aside, ready to be sent screaming to the torturous pits of the Abyss.



# TO HELL AND BACK

The Forces of the Abyss were introduced into **KINGS OF WAR** as part of Second Edition. They were the antithesis to the brave Basileans: a faction that revelled in torture and destruction.

The backbone of the Forces of the Abyss saw the creation of two key hard plastic kits: the Lower Abyssals (which could also be used to create Flamebearers) and Succubi. These initial models were joined by a number of metal miniatures, like the mighty (and weighty) Molochs.

The Forces of the Abyss also took a starring role in **VANGUARD**, as part of the first wave of warbands. Their introduction into Vanguard also saw the creation of new units like the cackling Warlock, sultry Seductress and hideous Despoiler.

However, perhaps their finest moment came in 2017 when the Forces of the Abyss went to war as part of the Edge of the Abyss campaign. This was an opportunity for players to decide the fate of Pannithor based on the outcome of their battles. The insidious spread of the Abyss was only just halted by the alliance of Good and the Abyss was temporarily flooded in a desperate attempt to halt their incursion.

Skip forward to 2024 and the Forces of the Abyss are one of the most established factions in **KINGS OF WAR**. They have made an appearance as antagonists in *Dungeon Saga* and even featured in novels, like Mark Barber's *Faith Aligned*.

With some of the best hard plastics in the **KINGS OF WAR** range and units that specialise in brutal close combat, the Forces of the Abyss are a faction be respected... and feared.

# FORCES OF THE ABYSS GALLERY



*Warlock*



*Lord of Lies*



*Succubi*



*Abyssal Berserkers*



*Abyssal Fiend*



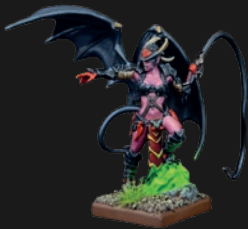
*Seductress*



*Chronneas*



*Hellequin*



*Mau'ti-bu-su*



*Abyssal Nagarri*



*Tortured Souls*

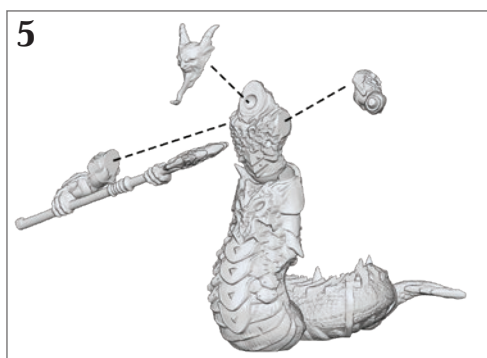
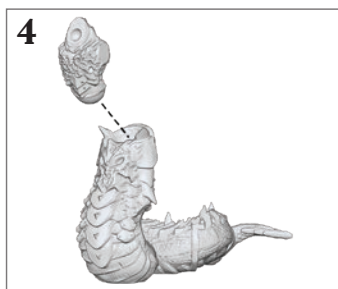
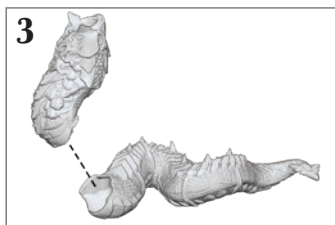
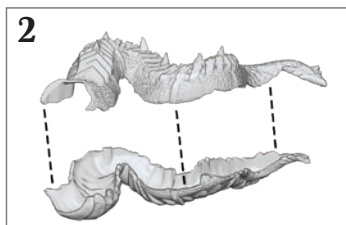
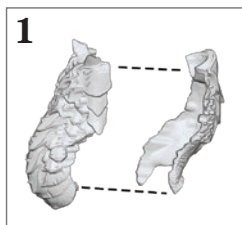


*Abyssal Champion*

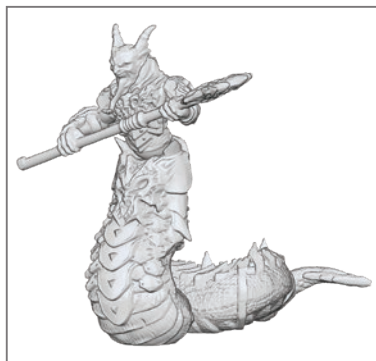
## ASSEMBLING THE FORCES OF THE ABYSS

# BERSERKERS AND ABYSSAL NAGARRI

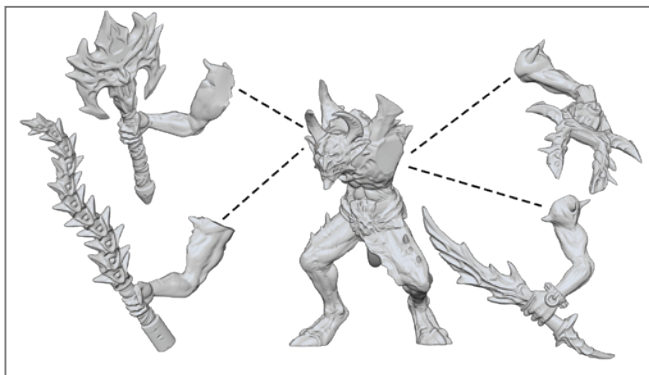
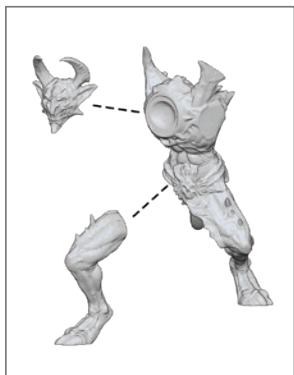
For the Forces of the Abyss we're introducing Two brand-new, terrifying units: the Berserkers and the Abyssal Nagarri. The guides on these pages will help you build these terrifying additions to the demonic hordes.



## ABYSSAL NAGARRI







## BERSERKER



## BASING

Since **KINGS OF WAR** doesn't remove individual models as casualties, it's possible to mount your units on a single large base that matches that unit's 'footprint' - a technique called Multibasing. This allows you to build your miniatures in dynamic poses that would normally prevent them from arranging into neat ranks if they were based individually. You can even turn the multibase into an eye-catching diorama!



## FORCES OF THE ABYSS

# BATTLE TACTICS

Playing a new army can sometimes be a daunting prospect, but don't worry because we've got some tips and tricks for your first few battles with the devilish Forces of the Abyss.

### INTO THE ABYSS

Forces of the Abyss are an incredibly versatile army with plenty of options to suit different play styles. They also have some fairly cheap units, like the Lower Abyssals, that can be used to grab objectives, while your other, more expensive monsters and large infantry can smash the opposition!

They are quite melee-focused, however, so the introduction of a reworked Sacrificial Imp special rule, will hopefully keep them safe for a little bit longer while marching across the battlefield. Once per battle, you can declare this rule and all front-facing ranged attacks against the unit treat its defence as 6+. Great when you're facing off against pesky elves!

Don't forget that many units also have the Fury special rule, so your close combat units will still be effective right up until your opponent removes them completely from the table. As a result, you can charge across the battlefield without worrying too much about blocking up other units behind them because they're Wavered.

Meanwhile, Berserkers are an exciting new unit for Forces of Abyss players. Similar to werewolves and other fast large infantry, Berserkers give the army a fast-flanking unit capable of tearing across the battlefield before smashing into the enemy. While fragile, they can regenerate on a 5+, so there's the possibility to remove some of that 'chip damage' before engaging with a foe. Hitting on a 4+ with plenty of attacks for a horde, these have the potential to wipe out weaker units.

### THE ENEMY IS HISSTORY

The snake-like Nagarri are another new unit for the Abyss. While they are decent in melee, their biggest strength is being able to further increase the already formidable regenerative powers of their demonic brethren by increasing the number on any dice rolled by +1 when trying to regenerate wounds. This will really help make Lower Abyssal hordes an even more effective tar pit because they'll be regenerating on 4+. Oh, and don't forget, the Berserkers also benefit from this aura too.

Abyssal horsemen are a longstanding Forces of the Abyss unit that have been given a boost for this new update, thanks to an increased Nerve value. With some additional Nerve they can reclaim their place as one of the premier cavalry units in **KINGS OF WAR**. Hitting on a 3+ with Thunderous Charge (1) and Crushing Strength (1), combined with speed 8, they're perfect for early strikes against your opponent or lying in wait, ready for an opportune moment to strike against an exposed flank.

Talking of speed, the Succubi have always been one of the faster infantry options in the Forces of the Abyss army list, thanks to a standard speed 6, compared to speed 5 for the rest of their demonic comrades. Well, this has been improved even further with the ability to upgrade the unit with a Succubi Lurker to gain Wild Charge (D3) and Pathfinder. This will give themselves a real presence on the table and ensure their enemies have few places to hide.

The Forces of the Abyss army has a plethora of big units for you to choose from too. Whether it's the Chronneas, Abyssal Fiend or Well of Souls. The latter is another great way to help keep your infantry fighting for longer. This infernal portal to the Abyss put damage on itself and, in return, remove damage from friendly Forces of the Abyss units within 9". Stick this behind a horde of Lower Abyssals and they can hold even the trickiest objectives



## LIAR, LIAR

The Lord of Lies had a brief run in the Forces of Abyss army list during Second Edition, before his rules evolved into the current Ba'el. But for the latest release, The Lord of Lies is making a stunning comeback, both as an amazing resin miniature and as a unique upgrade to the existing Archfiend.

Being the cunning foe that he is, the Lord of Lies brings some unique tricks to the table, including the ability to counter the buffs of his enemies. The Lord of Lies gets the Seeds of Distrust special rule, which means enemy units cannot gain special rules from any auras. This is incredibly disruptive and will cause your opponent to rethink their normal battle tactics.

## COLLECTING FORCES OF THE ABYSS

# NEXT STEPS



### WARLOCK

Another stunning miniature for the Forces of the Abyss that's backed up by some essential rules. Thanks to its chunky mount, the Warlock is Height 3, which means it can see over your infantry, then blast away with its Firebolt spell.



### CHRONEAS

You're certainly not spoilt for choice for Titans in the Forces of the Abyss list, but the Chroneas is an awesome miniature with some unique rules. It's a fantastic, flaming centrepiece for your army.



### GARGOYLES

Gargoyles are a good screening unit and, thanks to their speed and the fact they're flying, you can quickly get behind the enemy lines to take out frustrating war engines or potentially even get some rear charges.



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