

Target

2300

Points

KRIS DEGROW - 2300 EMPIRE OF DUST

Current

2300

Points



EMPIRE OF DUST

EVIL

Revenant Cavalry

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	8	4	-	5	3	1	8	-/14	115
Skirmisher's Boots									10
Lifeleech (1), Shambling, Thunderous Charge (2)									[125]
Keywords: Revenant, Skeleton									

Revenant Chariots

Chariot

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Legion(6)	8	4	5	4	3	4	20	-/21	205
Brew of Strength									40
May purchase (Legions only) Cursebows (18", Att: 4/6/8/10 , Shattering, Steady Aim) and gaining Ra5+									15
									[260]
Brutal, Lifeleech (1), Shambling, Thunderous Charge (2)									
Cursebows (18", Att: 4/6/8/10 , Shattering, Steady Aim)									
Keywords: Revenant, Skeleton									

Enslaved Guardians

Large Infantry
Spellcaster: 0

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	3	-	5	3	3	18	-/17	[225]
Crushing Strength (2), Lifeleech (1), Shambling Keywords: Airbound, Construct, Djinn									
Horde(6)	6	3	-	5	3	3	18	-/17	[225]
Crushing Strength (2), Lifeleech (1), Shambling Keywords: Airbound, Construct, Djinn									

Enslaved Guardians Archers*								Large Infantry	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	4	5	4	3	2	18	-/17	[235]
Crushing Strength (1), Lifeleech (1), Shambling Heavy Crossbows (30", Piercing (2), Pot Shot) Keywords: Airbound, Construct, Djinn									
Reanimated Behemoth								Monster (Cht) Spellcaster: 0	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	3	-	6	5	1	9	-/16	[190]
Crushing Strength (2), Lifeleech (1), Shambling, Slayer (Melee - D6), Strider Keywords: Construct, Skeleton									
Monolith[1]								Titan Spellcaster: 0	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	-	-	5	6	1	-	-/17	[120]
Inspiring, Monolith Keywords: Construct, Shrine									
Undead Wyrn								Titan	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	4	-	4	6	1	10	-/18	[215]
Crushing Strength (3), Fly, Lifeleech (1), Nimble, Shambling Keywords: Draconic, Skeleton									
Soul Snare[1]								War Engine Spellcaster: 1	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	-	-	4	2	0	-	-/15	[150]
Soul Snare, Stealthy Spells: Drain Life (9) Keywords: Construct, Miasma, Shrine									

Revenant Champion									Hero (Inf) Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	4	-	5	2	0	4	-/14	65
Conjurer's Staff									10
Surge (5)									10
									[85]
Crushing Strength (1), Individual, Inspiring, Lifeleech (1)									
Spells: Surge (5)									
Keywords: Revenant, Skeleton									
Cursed High Priest									Hero (Cav) Spellcaster: 3
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	8	5	-	4	3	0	1	-/13	85
Amulet of the Fireheart									10
Mount on an Undead Horse, increasing Speed to 8 and changing to Hero (Cav - Height: 3)									25
Surge (8)									30
Drain Life (6)									30
									[180]
Individual, Inspiring, Reanimator									
Spells: Surge (8), Drain Life (6)									
Keywords: Skeleton									
Idol of Shobik[1]									Hero (Mon) Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	3	-	6	5	1	10	-/18	[290]
Aura (Iron Resolve), Crushing Strength (3), Lifeleech (1), Shambling, Strider, Very Inspiring									
Spells: Heal (5)									
Keywords: Construct, Giant, Old God									

Total Unit Strength: 17

Total Units: 12

Total Core: 2300 (100%)

Army notes:

Adepticon Clash of Kings, 2022!



SPECIAL RULES AND SPELLS:

Amulet of the Fireheart	Once per game, immediately after casting a spell, the unit may cast a second, different spell. The unit cannot use this artefact to cast more than two spells in a single turn.
Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself.
Brew of Strength	The unit gains the <i>Crushing Strength</i> (+1) special rule.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Drain Life	Spell: 6", Enemy, CC - Roll to damage as normal. If one or more points of damage are scored, choose either the caster or a single Friendly Core unit within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is cast into Melee, the target will not take a Nerve test at the end of the Ranged phase. Modifier: <i>Piercing</i> (1)
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
Individual	See page 34 (page 30 in gamers edition)
Inspiring	If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previous suffered.
Lifefeech	When this unit completes its to-hit and to-damage rolls in Melee combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of n. <i>Lifefeech</i> has a maximum total of 3.

Monolith	As long as this unit is alive and in play on the table, at the start of each of your ranged phases you may immediately cast Surge (8) on a single Friendly Core unit anywhere within 24" of this unit regardless of line of sight. Note: The Monolith cannot be disordered and its Base size cannot be increased beyond 75x75mm.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Pot Shot	If this unit is given any order other than Halt in the Movement phase, any Ranged attacks with this rule that it makes are resolved with a -2 Moving modifier rather than the normal -1 Moving modifier.
Reanimator	For each other Friendly Core Skeleton unit within 6", you may re-roll one dice that failed to hit with Drain Life, Fireball, Heal, Hex, Surge, Weakness and Wind Blast to a maximum of two re-rolls.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
Skirmisher's Boots	Troops only. The unit gains the Nimble special rule.
Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks.
Soul Snare	This unit's Drain Life spell has a Range of 18". You may also target friendly units within 12" instead of 6" for its damage removal component.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
Surge	<p>Spell: 12", Friendly Shambling only - For each hit, the target unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the <i>Fly</i> special rule is not in effect for this movement.</p> <p>If this movement brings it into contact with an Enemy unit, treat this as a successful Charge against the enemy facing that has been contacted. However, the charged unit will not take any Nerve tests for any damage it might have taken in the previous Ranged phase.</p> <p>If, and only if, the surged unit contacts a corner of the Enemy unit and not the edge, determine which arc of the target unit the Leader Point of the surging unit is in before it moves and align to that side to attack.</p> <p>If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged.</p> <p>If the Surge move took the unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing combat as normal.</p> <p>This spell has no effect on units with Speed 0.</p>

Thunderous Charge All Melee hits inflicted by this 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 one when Hindered (to a minimum of zero).

Very Inspiring This is the same as the *Inspiring* special rule, except that it has a range of 9". Any rule that affects *Inspiring* also affects *Very Inspiring*
Inspiring: If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its *Inspiring* rule. In this case, the unit will only Inspire itself and the unit(s) specified.
