

Target
2300
Points

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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 |
| Custom name: With banner Skirmisher's Boots | | | | | | | | | 10 |
| Lifeleech (1), Shambling, Thunderous Charge (2) Keywords: Revenant, Skeleton | | | | | | | | | [125] |
| Troop(5) | 8 | 4 | - | 5 | 3 | 1 | 8 | -/14 | [115] |
| Custom name: No banner Lifeleech (1), Shambling, Thunderous Charge (2) 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 |
| Sir Jesse's Boots of Striding | | | | | | | | | 15 |
| May purchase (Legions only) Cursebows (18", Att: [4/6/8/10], Shattering, Steady Aim) and gaining Ra5+ | | | | | | | | | 15 |
| Brutal, Lifeleech (1), Shambling, Thunderous Charge (2) Cursebows (18", Att: [4/6/8/10], Shattering, Steady Aim) Keywords: Revenant, Skeleton | | | | | | | | | [235] |

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 | | | | | | | | | | |
| Bone Giant | | | | | | | | | Monster | |
| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts | |
| 1 | 7 | 4 | - | 5 | 5 | 1 | D6+6 | -/18 | [190] | |
| Custom name: Werewolf on palanquin with steeds Brutal, Crushing Strength (3), Lifeleech (1), Shambling, Strider Keywords: Giant, 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 | | | | | | | | | | |
| 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] | |
| Custom name: Skeletons holding Ark Soul Snare, Stealthy Spells: Drain Life (9) Keywords: Construct, Miasma, Shrine | | | | | | | | | | |
| Revenant Champion | | | | | | | | | Hero (Cav) Spellcaster: 0 | |
| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts | |
| 1 | 8 | 4 | - | 5 | 3 | 0 | 4 | -/14 | 65 | |
| Conjurer's Staff | | | | | | | | | 10 | |
| Mount on an Undead Horse, increasing Speed to 8 and changing to Hero (Cav - Height: 3) | | | | | | | | | 25 | |
| Surge (5) | | | | | | | | | 10 | |
| | | | | | | | | | [110] | |
| Crushing Strength (1), Individual, Inspiring, Lifeleech (1) Spells: Surge (5) Keywords: Revenant, Skeleton | | | | | | | | | | |

| Revenant King on Undead Great Flying Wurm | | | | | | | | | Hero (Ttn) Spellcaster: 0 | |
|---|----|----|----|----|---|----|----|------|--------------------------------------|-------|
| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts | |
| 1 | 10 | 4 | - | 5 | 6 | 1 | 10 | -/18 | 265 | |
| Surge (8) | | | | | | | | | 15 | [280] |
| Crushing Strength (3), Fly, Inspiring, Lifeleech (1), Nimble | | | | | | | | | | |
| Spells: Surge (8) | | | | | | | | | | |
| Keywords: Draconic, Revenant, 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: 18

Total Units: 12

Total Core: 2300 (100%)

Army notes:

Ensorcelled Chrome Charioteer X (cht): Ht 3, Sp 7, Me 3+, De 5+, Att 5, US 1, Ne -/14, Crushing Strength (1), Inspiring (self), Nimble, Thunderous Charge (1), Lightning Bolt (5), Surge (5), Trick Driving



SPECIAL RULES AND SPELLS:

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| 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. |
| 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. |

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| 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(1)</i> |
| 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. |
| Lifeleech | 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>Lifeleech</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. |
| Shambling | The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move. |
| Sir Jesse's Boots of Striding | Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn. |
| Skirmisher's Boots | Troops only. The unit gains the <i>Nimble</i> special rule. |
| 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. |

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|--------------------------|---|
| 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 <i>Crushing Strength</i> (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 | <p>This is the same as the <i>Inspiring</i> special rule, except that it has a range of 9". Any rule that affects <i>Inspiring</i> also affects <i>Very Inspiring</i></p> <p>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.</p> |
