

# Andy Patton - War Dogs - Michigan GT - Ensorcelled Chrome

2300 / 2300 VALID



## Empire of Dust [2300]

Skeleton Spearmen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Inf Horde (40) [195]</b>	5	5+	-	4+	4	30	-/22	2	[175]
Dragonshard Shield									[20]
<i>Special Rules: Lifeleech(1), Phalanx, Shambling Keywords: Skeleton</i>									
<b>Inf Horde (40) [195]</b>	5	5+	-	4+	4	30	-/22	2	[175]
Hammer of Measured Force									[20]
<i>Special Rules: Lifeleech(1), Phalanx, Shambling Keywords: Skeleton</i>									

  

Skeleton Deadeye Crossbows	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Inf Regiment (20) [140]</b>	5	6+	5+	3+	2	10	-/15	2	[120]
Chant of Hate									[20]
Crossbows (24", Piercing(1), Pot Shot)									
<i>Special Rules: Elite(Ranged), Lifeleech(1), Shambling, Vicious Keywords: Skeleton</i>									
<b>Inf Regiment (20) [130]</b>	5	6+	5+	3+	2	10	-/15	2	[120]
Piercing Arrow									[10]
Crossbows (24", Piercing(1), Pot Shot)									
<i>Special Rules: Elite(Ranged), Lifeleech(1), Shambling Keywords: Skeleton</i>									

  

Scavengers*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Swm Regiment (3) [115]</b>	10	5+	-	4+	1	9	11/13	3	[90]
The Scrying Gem									[25]
<i>Special Rules: Fly, Lifeleech(2), Nimble Keywords: Carrion</i>									
<b>Swm Regiment (3) [105]</b>	10	5+	-	4+	1	9	11/13	3	[90]
Helm of the Drunken Ram									[15]
<i>Special Rules: Fly, Lifeleech(2), Nimble, Thunderous Charge(1) Keywords: Carrion</i>									

  

Desert Swarm*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Swm Regiment (3) [60]</b>	6	5+	-	2+	1	9	-/12	1	[60]
<i>Special Rules: Lifeleech(1), Scout, Shambling Keywords: Carrion</i>									

  

Soul Snare [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>WE 1 Spellcaster 1 [150]</b>	5	0+	-	4+	0	0	-/15	2	[150]
Drain Life (9)									[0]
<i>Special Rules: Stealthy, Soul Snare Keywords: Construct, Miasma, Shrine</i>									

  

Monolith [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Titan 1 Spellcaster 0 [120]</b>	5	0+	-	5+	1	0	-/17	6	[120]
<i>Special Rules: Inspiring, Monolith Keywords: Construct, Shrine</i>									

  

Ahmunite Pharaoh	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Inf) 1 Spellcaster 3 [235]</b>	10	3+	-	5+	0	5	-/16	2	[160]
Wings of Honeymaze									[40]
Knowledgeable[1]									[10]
Surge (8)									[0]
Host Shadowbeast(4)									[25]
<i>Special Rules: Crushing Strength(2), Individual, Inspiring, Lifeleech(1), Mighty, Regeneration(5+), Fly Keywords: Mummy, Royal Court</i>									

  

Cursed High Priest	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Cav) 1 Spellcaster 3 [190]</b>	8	5+	-	4+	0	1	-/13	3	[70]
Undead Horse									[25]
Boots of Levitation									[30]
Surge (8)									[30]
Alchemist's Curse[1](4)									[35]
<i>Special Rules: Individual, Inspiring, Reanimator Keywords: Skeleton</i>									

Ahmunite Pharaoh on Royal Chariot	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Cht) 1 Spellcaster 2 [285]</b> Rahs The Undying Veil of Shadows[1](3) <b>Special Rules:</b> <i>Crushing Strength(2), Lifeleech(1), Nimble, Regeneration(5+), Thunderous Charge(1), Restore Ancient Glory, Very Inspiring</i> <b>Keywords:</b> <i>Mummy, Royal Court</i>	8	3+	-	5+	1	7	-/17	3	[205] [50] [30]

Reanimated Behemoth	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Mon (Cht) 1 [190]</b> <b>Special Rules:</b> <i>Crushing Strength(2), Lifeleech(1), Shambling, Slayer(Melee D6), Strider</i> <b>Keywords:</b> <i>Construct, Skeleton</i>	6	3+	-	6+	1	9	-/17	5	[190]
<b>Mon (Cht) 1 [190]</b> <b>Special Rules:</b> <i>Crushing Strength(2), Lifeleech(1), Shambling, Slayer(Melee D6), Strider</i> <b>Keywords:</b> <i>Construct, Skeleton</i>	6	3+	-	6+	1	9	-/17	5	[190]

**Total Units:** 14      **Total Unit Strength:** 19  
**Total Primary Core Points:** 2300 (100.0%)

Custom Rule	Description
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 or Arc. Note: The Monolith cannot be disordered and its Base size cannot be increased beyond 75x75mm.
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.
Restore Ancient Glory	While attacking the same enemy unit as Rahs the Undying in Melee, Core friendly units with the Skeleton keyword may replace their own Melee value with Rahs' Melee value - apply any subsequent modifiers as normal. Cannot be taken with magical artefact.
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.

Special Rule	Description
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 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. This includes Difficult Terrain the unit started in. 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 Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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.
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. Lifeleech has a maximum total of 3.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
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. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
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.
Regeneration	Every time this unit receives a Movement 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 (n) or higher, the unit recovers one point of damage previously suffered.

Scout	The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the Scout movement. If both armies have units with this rule, both players roll a single die each. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn in Round one as normal.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.
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 on its profile until the end of the Turn.
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.
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. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Arcane Ability	Description
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<b>Knowledgable [1]</b>	Spellcaster Tier +1
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Spell	Description	Special Rules
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<b>Drain Life</b> Range: 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.	Piercing(1)
<b>Surge</b> Range: 12" Friendly – Shambling Only	For each hit, the target friendly Shambling unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this movement. 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. 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. If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged. 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. This spell has no effect on units with Speed 0.	
<b>Veil of Shadows [1]</b> Range: 0" Self	If one or more hits are scored, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.	
<b>Alchemist's Curse [1]</b> Range: 12" Enemy	Add the target's Defence value to the (n) value of this spell. e.g. Casting Alchemist's Curse [1] (2) against a Defence 4+ unit, will result in Alchemist's Curse [1] (6), rolling 6 dice for the spell.	Piercing(4), Hits on a 5+ against units in Cover
<b>Host Shadowbeast</b> Range: 12" Friendly Individuals or Self (individuals only), CC	If any successes are rolled, until the start of your following Turn, when attacking in melee, the target may make a number of additional attacks equal to the casters Spellcaster tier plus 2. These attacks are rolled separately to their normal attacks and always hit on a 3+, with the Crushing Strength (3) Special Rule. These attacks are never doubled, tripled or affected by artefacts, spells or any other special rules. A spellcaster may cast host shadowbeast onto themselves and can do so even when engaged with an enemy unit. Multiple castings on the same target have no additional effect.	

Artefact	Description
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Piercing Arrow	Whenever the unit rolls to damage with a Ranged attack, it can re-roll one of the dice that failed to damage.
Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from either the Strider or Pathfinder

special rules when carrying out a Charge.

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Chant of Hate	The unit gains the Vicious special rule.
Dragonshard Shield	Once per game, when this unit carries out a Halt or Charge Facing order, it may choose to increase its Defence by +2 to a maximum of 6+ until the start of its next Turn.
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
The Scrying Gem	When starting to deploy their units, your opponent must deploy D3+1 units instead of a single one.
Boots of Levitation	The unit may still make Ranged attacks even after receiving an At the Double Movement order.
Wings of Honeymaze	Individuals only. The unit gains the Fly special rule and increases its Speed stat to 10, but decreases its Defence stat by -1 to a minimum of 2.

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