

Hoosier Storm 2024 - Paul Cravo - Three Card Monty

2300 / 2300 VALID



Empire of Dust [2300]

Skeleton Warriors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [145] Two-handed Weapons Casket of the Damned <i>Special Rules:</i> Lifeleech(1), Shambling, Crushing Strength(1), Casket of the Damned <i>Keywords:</i> Expendable, Skeleton	5	5+	-	3+	3	25	-/22	2	[140] [0] [5]
Inf Horde [145] Two-handed Weapons Casket of the Damned <i>Special Rules:</i> Lifeleech(1), Shambling, Crushing Strength(1), Casket of the Damned <i>Keywords:</i> Expendable, Skeleton	5	5+	-	3+	3	25	-/22	2	[140] [0] [5]
Inf Horde [145] Two-handed Weapons Casket of the Damned <i>Special Rules:</i> Lifeleech(1), Shambling, Crushing Strength(1), Casket of the Damned <i>Keywords:</i> Expendable, Skeleton	5	5+	-	3+	3	25	-/22	2	[140] [0] [5]
Inf Horde [145] Two-handed Weapons Casket of the Damned <i>Special Rules:</i> Lifeleech(1), Shambling, Crushing Strength(1), Casket of the Damned <i>Keywords:</i> Expendable, Skeleton	5	5+	-	3+	3	25	-/22	2	[140] [0] [5]

Revenant Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [115] <i>Special Rules:</i> Lifeleech(1), Shambling, Thunderous Charge(2) <i>Keywords:</i> Revenant, Skeleton	8	4+	-	5+	1	8	-/14	3	[115]

Sandborne Wyrms Riders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde [270] Brew of Sharpness <i>Special Rules:</i> Crushing Strength(1), Lifeleech(2), Pathfinder <i>Keywords:</i> Naga, Revenant, Skeleton	7	3+	-	5+	3	24	16/18	4	[225] [45]

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

Bone Giant	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [230] Giant Cleaver <i>Special Rules:</i> Brutal, Crushing Strength(4), Lifeleech(1), Shambling, Strider, Slayer(Melee D6) <i>Keywords:</i> Giant, Skeleton	7	4+	-	5+	2	D6+8	-/19	6	[230] [0]
Titan 1 [230] Giant Club <i>Special Rules:</i> Brutal, Crushing Strength(4), Lifeleech(1), Shambling, Strider, Rampage(Melee D6) <i>Keywords:</i> Giant, Skeleton	7	4+	-	5+	2	D6+8	-/19	6	[230] [0]

Ahmunite Army Standard Bearer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [110] Undead Horse Lute of Insatiable Darkness Bane Chant (2) <i>Special Rules:</i> Aura(Strider - Infantry Only), Individual, Lifeleech(1), Very Inspiring <i>Keywords:</i> Skeleton	8	5+	-	5+	0	1	-/11	3	[60] [25] [25]

Cursed High Priest	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 Spellcaster 3 [155] Undead Horse Surge (8) Drain Life (6) <i>Special Rules:</i> Individual, Inspiring, Reanimator <i>Keywords:</i> Skeleton	8	5+	-	4+	0	1	-/13	3	[70] [25] [30] [30]

Ahmunite Pharaoh on Royal Chariot	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cht) 1 Spellcaster 2 [275] Rahs The Undying Veil of Shadows[1](3) Special Rules: <i>Crushing Strength(2), Inspiring, Lifeleech(1), Nimble, Regeneration(5+), Thunderous Charge(1), Restore Ancient Glory</i> Keywords: <i>Mummy, Royal Court</i>	8	3+	-	5+	1	7	-/17	3	[205] [40] [30]

Revenant on Undead Great Burrowing Wyrms	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 [215] Plagued Breath Plagued Breath (12", Ra: 4+, Steady Aim) Special Rules: <i>Brutal, Crushing Strength(3), Lifeleech(1), Strider</i> Keywords: <i>Revenant, Skeleton</i>	7	4+	-	5+	2	12	-/18	6	[200] [15]

Total Units: 14 **Total Unit Strength:** 25
Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
Restore Ancient Glory	Once per turn, after completing its move, this unit may choose a single friendly unit within 6" that has the Skeleton keyword and have it replace their Melee value with Rahs' Melee value until the end of the turn.

Special Rule	Description
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. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (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 Brutal and Dread special rules, the attacking player must choose which to use.
Casket of the Damned	The Unit gains the Scout Special Rule.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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.
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.
Pathfinder	The unit may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, Difficult Terrain.
Rampage	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
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.
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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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).

Spell	Description	Special Rules
Bane Chant Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	
Drain Life 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)
Surge 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.	
Veil of Shadows [1] 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.	

Artefact	Description
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.