

# Melting Swords Into Crossbows

2300 / 2300 VALID

## 1st Battalion

<b>Army Standard Bearer [2]</b>	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	11	2	[100]
Tome of Darkness									[20]
Surge (5)									
<b>Special Rules:</b> Individual, Fearless, Lifeleech(1), Very Inspiring, Yielding									

<b>Cursed High Priest [2]</b>	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	13	2	[135]
Ej Periscope									[5]
Surge (8)									[30]
Barkskin(5)									[25]
<b>Special Rules:</b> Individual, Inspiring, Yielding, Leaper <b>Traits:</b> Spellcaster									
Champion Hero (Inf)	5	5+	-	4+	1	1	13	2	[135]
Surge (8)									[30]
Bloodboil(0)									[30]
<b>Special Rules:</b> Individual, Inspiring, Yielding <b>Traits:</b> Spellcaster									

<b>Skeleton Archers</b>	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	5	6+	6+	3+	4	20	22	2	[165]
Deadeye Crossbows									[10]
Deadeye Crossbows (24", Elite(Ranged), Piercing (1))									
<b>Special Rules:</b> Fearless, Lifeleech(1), Shambling									
Core Inf Horde	5	6+	6+	3+	4	20	22	2	[165]
Deadeye Crossbows									[10]
Deadeye Crossbows (24", Elite(Ranged), Piercing (1))									
<b>Special Rules:</b> Fearless, Lifeleech(1), Shambling									
Core Inf Horde	5	6+	6+	3+	4	20	22	2	[165]
Deadeye Crossbows									[10]
Deadeye Crossbows (24", Elite(Ranged), Piercing (1))									
<b>Special Rules:</b> Fearless, Lifeleech(1), Shambling									
Core Inf Horde	5	6+	6+	3+	4	20	22	2	[165]
Deadeye Crossbows									[10]
Deadeye Crossbows (24", Elite(Ranged), Piercing (1))									
<b>Special Rules:</b> Fearless, Lifeleech(1), Shambling									

<b>Desert Swarm</b>	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Lrg Inf Troop	6	5+	-	2+	1	9	12	1	[60]
<b>Special Rules:</b> Fearless, Height(1), Lifeleech(1), Scout, Shambling									
Core (Aux) Lrg Inf Troop	6	5+	-	2+	1	9	12	1	[60]
<b>Special Rules:</b> Fearless, Height(1), Lifeleech(1), Scout, Shambling									
Core (Aux) Lrg Inf Troop	6	5+	-	2+	1	9	12	1	[60]
<b>Special Rules:</b> Fearless, Height(1), Lifeleech(1), Scout, Shambling									

<b>Scavengers</b>	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Lrg Inf Troop	10	5+	-	4+	1	9	12	3	[100]
<b>Special Rules:</b> Fly, Lifeleech(2)									

<b>Enslaved Guardians</b>	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	6	3+	-	5+	2	16	17	3	[220]
Wind Blast (5)									[20]
<b>Special Rules:</b> Crushing Strength(2), Fearless, Lifeleech(1), Shambling									
Specialist Lrg Inf Regiment	6	3+	-	5+	2	16	17	3	[220]
Wind Blast (5)									[20]
<b>Special Rules:</b> Crushing Strength(2), Fearless, Lifeleech(1), Shambling									

<b>Revenant Chariots</b>	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cht Regiment	8	4+	-	4+	2	12	16	4	[155]
Pipes of Terror									[15]
<b>Special Rules:</b> Brutal(1), Fearless, Lifeleech(1), Shambling, Thunderous Charge(2), Brutal(2) <b>Traits:</b> Household									



Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
Thunderous Charge (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat 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 Hindered.
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.
Yielding	Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.

Spell	Description
<b>Barkskin</b> Range: 12" Friendly, Self, CC	Instead of hitting on 4+, this spell rolls to hit on a result equal to the target's Defence value (e.g. when targeting a Defence 5+ unit, the spell will hit on a 5+ before any other modifiers are applied). For each hit scored, instead of causing damage, place a Barkskin token on the target unit (use a different coloured die or suitable markers). Whenever a unit with one or more Barkskin tokens would suffer damage, it instead removes one Barkskin token per point of damage taken. Once all Barkskin tokens have been removed, excess damage is suffered by the unit as normal. Removing a Barkskin token does not count as taking damage for the purposes of requiring a Nerve test or other special rules. At the start of the caster's following Turn, all remaining Barkskin tokens on the target unit are removed from play.
<b>Bloodboil</b> Range: 12" Magical Missile	When rolling to hit, roll a number of dice equal to the amount of damage on the target unit. Then roll to damage as normal. Piercing (1).
<b>Drain Life</b> Range: 6" CC	Piercing (1). Roll to damage as normal. If this is cast into Combat, the target will not take a Nerve test at the end of the Ranged Phase. In addition, if any points of damage are scored, choose either the caster or a single Friendly unit within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target.
<b>Surge</b> Range: 12" Friendly, Shambling only	For each hit scored, instead of causing damage, the friendly Shambling unit moves straight forward a full inch (stopping in contact with friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this movement. This spell has no effect on units with Speed 0. If this movement brings the target unit into contact with an enemy unit treat this as a successful Charge against the enemy facing that the unit contacted. If a corner is contacted, use the arc that the unit was in before it started its Surge move. If there is not enough space for your unit to physically move into contact with the enemy unit contacted by moving as described in the Moving Chargers section on page 18 then the target unit stops in contact with, but not Engaged with, the enemy unit. If it brings the target unit into contact with more than one enemy unit simultaneously then the player whose turn it is chooses which unit is being charged. If it turns out there is not enough space to physically move into contact as described above you can choose a different target from the enemy units you made contact with. If it turns out you cannot physically move into contact with any of the enemy units then the target unit stops in contact with, but not Engaged with, the enemy units. If the Surge move took the target unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the following Combat phase.. Note that the charged unit will not take any Nerve tests for any damage it might have taken in this Ranged Phase. Note that a unit cannot be the target of a Surge in the same Turn in which it has been ordered to Withdraw!
<b>Wind Blast</b> Range: 18" Target	For each hit scored, instead of causing damage, the target enemy unit is pushed 1" directly backward if the spellcaster is in the target unit's front arc, directly sideways (on the side opposite the spellcaster) if the spellcaster is in either of the target unit's flank arcs, or directly forward if the spellcaster is in the target unit's rear arc. The target stops just out of contact with enemy units (so it is not Engaged) or just in contact with Blocking Terrain and friendly units. This spell has no effect on Speed 0 units.

Artefact	Description
Pipes of Terror	This unit gains the Brutal (+1) special rule.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.
Ej Periscope	Infantry only. The hero gains the Leaper special rule.
Tome of Darkness	The hero gains the Surge (5) spell, or if the hero already has a Surge spell, its value is increased by 3.