

John D's Dust Storm

2300 / 2300 VALID

Empire of Dust [2300]

| Skeleton Spearmen Infantry | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|------|----|-------|
| Regiment (20) [105] <i>Special Rules: Lifeleech(1), Phalanx, Shambling</i> Keywords: Skeleton | 5 | 5+ | - | 4+ | 3 | 15 | -/15 | 2 | [105] |
| Regiment (20) [105] <i>Special Rules: Lifeleech(1), Phalanx, Shambling</i> Keywords: Skeleton | 5 | 5+ | - | 4+ | 3 | 15 | -/15 | 2 | [105] |
| Regiment (20) [105] <i>Special Rules: Lifeleech(1), Phalanx, Shambling</i> Keywords: Skeleton | 5 | 5+ | - | 4+ | 3 | 15 | -/15 | 2 | [105] |

| Enslaved Guardians Large Infantry | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|------|----|---------------|
| Horde (6) [240] Sir Jesse's Boots of Striding <i>Special Rules: Crushing Strength(2), Lifeleech(1), Shambling</i> Keywords: Airbound, Construct, Djinn | 6 | 3+ | - | 5+ | 3 | 18 | -/17 | 3 | [225] [15] |
| Horde (6) [230] Mace of Crushing <i>Special Rules: Crushing Strength(2), Lifeleech(1), Shambling</i> Keywords: Airbound, Construct, Djinn | 6 | 3+ | - | 5+ | 3 | 18 | -/17 | 3 | [225] [5] |

| Revenant Cavalry Cavalry | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|------|----|---------------|
| Regiment (10) [210] Wine of Elvenkind <i>Special Rules: Lifeleech(1), Shambling, Thunderous Charge(2), Nimble</i> Keywords: Revenant, Skeleton | 8 | 4+ | - | 5+ | 3 | 16 | -/17 | 3 | [175] [35] |
| Regiment (10) [175] <i>Special Rules: Lifeleech(1), Shambling, Thunderous Charge(2)</i> Keywords: Revenant, Skeleton | 8 | 4+ | - | 5+ | 3 | 16 | -/17 | 3 | [175] |

| Undead Wyrms Titan | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|------|----|-------|
| 1 [180] <i>Special Rules: Crushing Strength(3), Fly, Lifeleech(1), Nimble, Shambling</i> Keywords: Draconic, Skeleton | 10 | 4+ | - | 4+ | 1 | 10 | -/18 | 6 | [180] |

| Ahmunitic Pharaoh Hero (Infantry) | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|------|----|----------------------|
| 1 Spellcaster 2 [190] Boots of the Seven Leagues Surge (8) <i>Special Rules: Crushing Strength(2), Individual, Inspiring, Lifeleech(1), Mighty, Regeneration(5+), Scout</i> Keywords: Mummy, Royal Court | 5 | 3+ | - | 6+ | 0 | 5 | -/16 | 2 | [160] [30] [0] |

| Revenant Champion Hero (Infantry) | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|------|----|--------------|
| 1 Spellcaster 0 [75] Surge (5) <i>Special Rules: Crushing Strength(1), Individual, Inspiring, Lifeleech(1)</i> Keywords: Revenant, Skeleton | 5 | 4+ | - | 5+ | 0 | 4 | -/14 | 2 | [65] [10] |

| Cursed High Priest Hero (Cavalry) | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|------|----|--|
| 1 Spellcaster 3 [165] Undead Horse Wand of Borrowed Time Surge (8) Wind Blast (6) <i>Special Rules: Individual, Inspiring, Reanimator</i> Keywords: Skeleton | 8 | 5+ | - | 4+ | 0 | 1 | -/13 | 3 | [70] [25] [15] [30] [25] |
| 1 Spellcaster 3 [195] Undead Horse Amulet of the Fireheart Surge (8) Wind Blast (6) Alchemist's Curse[1](4) <i>Special Rules: Individual, Inspiring, Reanimator</i> Keywords: Skeleton | 8 | 5+ | - | 4+ | 0 | 1 | -/13 | 3 | [70] [25] [10] [30] [25] [35] |
| 1 Spellcaster 3 [135] Crown of the Wizard King Surge (8) Host Shadowbeast(3) <i>Special Rules: Individual, Inspiring, Reanimator</i> Keywords: Skeleton | 5 | 5+ | - | 4+ | 0 | 1 | -/13 | 2 | [70] [15] [30] [20] |

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

Total Units: 14 **Total Unit Strength:** 23
Total Primary Core Points: 2300 (100.0%)

| Custom Rule | Description |
|-------------------|--|
| 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. |
| 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 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. |
| 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. |
| 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). |

| Spell | Description | Special Rules |
|---|---|---------------|
| 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 surging 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.

| | | |
|--|---|--|
| Wind Blast Range: 18" Enemy | For each hit the target enemy unit is pushed 1 inch directly backward if the spellcaster is in the target unit's front arc, directly sideways and away from 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 1 inch away from enemy units or just out of contact with blocking terrain and friends. This spell has no effect on Speed 0 units. | Piercing(4), Hits on a 5+ against units in Cover |
| Alchemist's Curse[1] 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. | |
| Host Shadowbeast 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 |
|-------------------------------|--|
| Mace of Crushing | Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage. |
| 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. |
| Crown of the Wizard King | The unit gains an additional 6 inches range on all of its spells that target Friendly units. |
| Sir Jesse's Boots of Striding | Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn. |
| Wand of Borrowed Time | Immediately after casting a spell, the unit may cast a difference spell, but must choose a different target unit. After resolving the second spell casting, this unit may not cast any spells during its following Turn. |
| Boots of the Seven Leagues | Individuals only. The unit gains the Scout special rule. |
| Wine of Elvenkind | The unit gains the Nimble special rule. |