

2300 / 2300 VALID



Skeleton Spearmen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [100] <i>Special Rules:</i> Lifeleech(1),Phalanx, Shambling <i>Keywords:</i> Skeleton	5	5+	-	4+	3	15	-/15	2	[100]
Inf Regiment [100] <i>Special Rules:</i> Lifeleech(1),Phalanx, Shambling <i>Keywords:</i> Skeleton	5	5+	-	4+	3	15	-/15	2	[100]

Mummies	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [115]	5	4+	-	5+	1	10	-/14	2	[115]
<i>Special Rules:</i> Crushing Strength(2),Lifeleech(1),Regeneration(5+),Shambling Keywords: Mummy									
Inf Regiment [180]	5	4+	-	5+	3	12	-/18	2	[180]
<i>Special Rules:</i> Crushing Strength(2),Lifeleech(1),Regeneration(5+),Shambling Keywords: Mummy									

Skeleton Warriors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [140]	5	5+	-	4+	3	25	-/22	2	[140]
Special Rules: Lifeleech(1), Shambling Keywords: Expendable, Skeleton									

Enslaved Guardians	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [240]	6	3+	-	5+	3	18	-/17	3	[225]
Sir Jesse's Boots of Striding									
Special Rules: Crushing Strength(2),Lifeleech(1),Shambling Keywords: Airbound, Construct, Djinn									
Lrg Inf Horde [235]	6	3+	-	5+	3	18	-/17	3	[225]
Pipes of Terror									
Special Rules: Crushing Strength(2),Lifeleech(1),Shambling, Brutal Keywords: Airbound, Construct, Djinn									

Scavengers*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Regiment [90] <i>Special Rules:</i> Fly, Lifeleech(2), Nimble Keywords: Carrion	10	5+	-	4+	1	9	11/13	3	[90]
Swm Regiment [90] <i>Special Rules:</i> Fly, Lifeleech(2), Nimble Keywords: Carrion	10	5+	-	4+	1	9	11/13	3	[90]

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

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

Monolith [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 Spellcaster 0 [120]	5	-	-	5+	2	0	-/17	6	[120]
Special Rules: Inspiring, Monolith Keywords: Construct, Shrine									

Revenant Champion	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 0 [65]	5	4+	-	5+	0	4	-14	2	[65]
Special Rules: Command, Crushing Strength(1), Individual, Inspiring, Lifeleech(1) Keywords: Revenant, Skeleton									

Sebekh-Rei the Accursed [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 3 [155] Heal (5) Surge (8)	5	5+	-	4+	0	1	-/13	2	[155] [0] [0]
Special Rules: Command, Individual, Very Inspiring, Glory for the Mighty Dead, Glory of the Accursed Keywords: Accursed, Skeleton									

Idol of Shobik [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Mon) 1 Spellcaster 0 [290] Heal (5)	7	3+	-	6+	1	10	-/18	5	[290] [0]
Special Rules: Aura(Iron Resolve),Command, Crushing Strength(3),Lifeleech(1),Shambling, Strider, Very Inspiring Keywords: Construct, Giant, Old God									

Total Units:
Total Primary Core Points:

15
2300 (100.0%)

Total Unit Strength:

26

Order	Cost	Phase	Description
Accuracy	1	Any	When the unit rolls to hit in Melee or at Range, it can re-roll one of the dice that failed to hit. A unit given this Order may not use the Blast Special Rule for this Turn.
Strength	1	Any	When the unit rolls to damage in Melee or at Range, it can re-roll one of the dice that failed to damage.
Endurance	2	Movement	The unit regains one point of damage it previously suffered.
Reposition	3	Movement	When issuing a Sidestep Order, this unit may instead use its full Speed. The unit may not use a ranged attack or be targeted by the Surge Spell this Turn.
Tactical Retreat	3	Movement	When issuing a Back Order, this unit may instead use its full Speed. The unit may not use a ranged attack or be targeted by the Surge Spell this Turn.
Channel Power	3	Ranged	Increase the (n) value of one non-Unique Spell by +1 until the end of the Turn
Far Spell	3	Ranged	Add 3" of Range to a single non Unique spell ranged attack until the end of the Turn.
Stubborn	5	Movement	The Unit loses its Wavered Status but remains disordered and cannot issue a charge or countercharge order this Turn.
Vigilance	6	Melee	The unit may, after rolling to hit and to damage in the Melee phase, discard all damage caused and start again. Roll to hit and to damage again. The second result stands. Rerolling in this way must take place before testing for Nerve or rolling any other attacks from other units in the same Melee
By the Master's Will	4	Movement	This unit loses the Shambling Special Rule until the end of the Turn.
Vengeance of the Dead	4	Movement	Cavalry, Large Cavalry, and Chariots Only. This unit gains the Vengeance Unique Special Rule (see below) Until the end of the Turn. Vengeance: While Counter Charging, this unit has Crushing Strength (+1)

Custom Rule	Description
Monolith	• In any Turn in which this unit has not Issued an At the Double Order, you may cast Surge (8) on a single Friendly Core unit anywhere within 24" of this unit ignoring Line of Sight and Arc restrictions. 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.
Glory for the Mighty Dead	After casting Heal on a friendly core unit, this unit may immediately cast Surge against the same target.
Glory of the Accursed	For each other Friendly Core Skeleton unit within 6", you may re-roll one die that failed to hit with Heal, and Surge, up to a maximum of two re-rolls.

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.
Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.

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. 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.
Lifefeech	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. Lifefeech 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.
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.
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.
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
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)
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
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. This Movement may bring a Surged unit within 1" of enemy units. 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.	

Artefact	Description
Pipes of Terror	This unit gains the Brutal special rule.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.