

# RAUL HILARA PARRA - FRANTICON SINGLES



## EMPIRE OF DUST

EVIL

### Skeleton Spearmen

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	5	-	4	2	4	30	-/22	[175]
Lifeleech (1), Phalanx, Shambling Keywords: Skeleton									

### Mummies

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	-	5	2	3	12	-/18	[180]
Crushing Strength (2), Lifeleech (1), Regeneration (5+), Shambling Keywords: Mummy									
Regiment(20)	5	4	-	5	2	3	12	-/18	[180]
Crushing Strength (2), Lifeleech (1), Regeneration (5+), Shambling Keywords: Mummy									

### Enslaved Guardians

Large Infantry  
Spellcaster: 0

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	3	-	5	3	3	18	-/17	[225]
Crushing Strength (2), Lifeleech (1), Shambling Keywords: Airbound, Construct, Djinn									
Horde(6)	6	3	-	5	3	3	18	-/17	225 5 10 [240]
Blade of Slashing Casket of the Damned Crushing Strength (2), Lifeleech (1), Shambling Keywords: Airbound, Construct, Djinn									

### Bone Giant

Monster

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	4	-	5	5	1	D6+6	-/18	[190]
Brutal, Crushing Strength (3), Lifeleech (1), Shambling, Strider Keywords: Giant, Skeleton									

### Soul Snare[1]

War Engine  
Spellcaster: 0

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	-	-	4	2	0	-	-/15	[150]
Soul Snare, Stealthy Spells: Drain Life (9) Keywords: Construct, Miasma, Shrine									

Cursed High Priest										Hero (Inf) Spellcaster: 3
Unit Size		Sp	Me	Ra	De	H	US	At	Ne	Pts
1		5	5	-	4	2	0	1	-/13	85
	Surge (8)									30
	Drain Life (7)									35
										[150]
	Individual, Inspiring, Reanimator									
	Spells: Surge (8), Drain Life (7)									
	Keywords: Skeleton									
1		5	5	-	4	2	0	1	-/13	85
	Conjurer's Staff									10
	Surge (8)									30
	Drain Life (7)									35
										[160]
	Individual, Inspiring, Reanimator									
	Spells: Surge (8), Drain Life (7)									
	Keywords: Skeleton									

Total Unit Strength: 17  
Total Core: 1650 (100%)

Total Units: 9



## SPECIAL RULES AND SPELLS:

<b>Blade of Slashing</b>	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
<b>Brutal</b>	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
<b>Casket of the Damned</b>	The souls of the damned are released from their prison to drive the unit towards its foe. Mark a unit that has a casket with an appropriate model. Once per game, when this unit is targetted by a Surge spell, you may roll an additional 5 dice which count towards the total Surge result. This must be declared before rolling any dice for the spell. Remove any model used to represent the casket once it has been used.
<b>Conjurer's Staff</b>	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Drain Life</b>	Spell: 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 case into Melee, the target will not take a Nerve test at the end of the Ranged phase.
<b>Individual</b>	See page 34.
<b>Inspiring</b>	If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
<b>Lifeleech</b>	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. <i>Lifeleech</i> has a maximum total of 3.
<b>Phalanx</b>	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
<b>Reanimator</b>	When targetting friendly core Skeleton units, this unit can reroll up to two of the dice that failed to hit with Heal and Surge.
<b>Regeneration</b>	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.
<b>Shambling</b>	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
<b>Soul Snare</b>	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.
<b>Stealthy</b>	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
<b>Strider</b>	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.

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**Surge**

Spell: 12", Friendly Shambling only - For each hit, the target 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.