

Matthew Rose Clash of Kings 2023

2300 / 2300 VALID

Empire of Dust [2300]

Skeleton Spearmen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment (20) [105]	5	5+	-	4+	3	15	-/15	2	[105]
<i>Special Rules: Lifeleech(1), Phalanx, Shambling Keywords: Skeleton</i>									
Inf Regiment (20) [105]	5	5+	-	4+	3	15	-/15	2	[105]
<i>Special Rules: Lifeleech(1), Phalanx, Shambling Keywords: Skeleton</i>									
Inf Horde (40) [175]	5	5+	-	4+	4	30	-/22	2	[175]
<i>Special Rules: Lifeleech(1), Phalanx, Shambling Keywords: Skeleton</i>									

Enslaved Guardians Archers*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde (6) [265]	6	4+	5+	4+	2	18	-/17	3	[235]
Blessing of the Gods [30]									
Heavy Crossbows (30", Piercing(2), Pot Shot)									
<i>Special Rules: Crushing Strength(1), Lifeleech(1), Shambling, Elite Keywords: Airbound, Construct, Djinn</i>									

Enslaved Guardians	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde (6) [225]	6	3+	-	5+	3	18	-/17	3	[225]
<i>Special Rules: Crushing Strength(2), Lifeleech(1), Shambling Keywords: Airbound, Construct, Djinn</i>									
Lrg Inf Horde (6) [225]	6	3+	-	5+	3	18	-/17	3	[225]
<i>Special Rules: Crushing Strength(2), Lifeleech(1), Shambling Keywords: Airbound, Construct, Djinn</i>									

Sandborne Wyrms Riders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde (6) [245]	8	4+	-	5+	3	24	16/18	4	[225]
Brew of Haste [20]									
<i>Special Rules: Crushing Strength(1), Lifeleech(2), Pathfinder Keywords: Naga, Revenant, Skeleton</i>									

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

Desert Swarm*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Horde (6) [100]	6	5+	-	2+	1	18	-/15	1	[100]
<i>Special Rules: Lifeleech(1), Scout, Shambling Keywords: Carrion</i>									

Ahmunit Pharaoh	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [220]	10	3+	-	5+	0	5	-/16	2	[160]
Wings of Honeymaze [40]									
Surge (8) [0]									
Host Shadowbeast(3) [20]									
<i>Special Rules: Crushing Strength(2), Individual, Inspiring, Lifeleech(1), Mighty, Regeneration(5+), Fly Keywords: Mummy, Royal Court</i>									

Cursed High Priest	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 3 [130]	5	5+	-	4+	0	1	-/13	2	[70]
Surge (8) [30]									
Drain Life (6) [30]									
<i>Special Rules: Individual, Inspiring, Reanimator Keywords: Skeleton</i>									
Hero (Inf) 1 Spellcaster 3 [135]	5	5+	-	4+	0	1	-/13	2	[70]
Diadem of Dragonkind [30]									
Fireball (18) [35]									
<i>Special Rules: Individual, Inspiring, Reanimator Keywords: Skeleton</i>									

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

Total Units:

14

Total Unit Strength:

25

Total Primary Core Points:

2300 (100.0%)

Custom Rule	Description
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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.	
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.	
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 6inches 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.	
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.	
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.	
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.	
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.	
Pot Shot	If this unit is given any order other than Halt in the Movement phase, any Ranged attacks with this rule that it makes are resolved with a -2 Moving modifier rather than the normal -1 Moving modifier.	
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.	
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)
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
Surge Range: 12"	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	

Friendly – Shambling Only

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.

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
Blessing of the Gods	The unit gains the Elite special rule.
Brew of Haste	This unit increases its Speed stat by +1.
Diadem of Dragonkind	The unit gains the Fireball (8) spell, or if the unit already has a Fireball spell, its value is increased by 6.
Wings of Honey maze	Individuals only. The unit gains the Fly special rule and increases its Speed stat to 10, but decreases its Defence stat by -1 to a minimum of 2.