

# EOD - Aaron Rankin LGT

2300 / 2300 VALID



## Empire of Dust [2300]

Skeleton Warriors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Inf Horde [145]</b> Casket of the Damned <b>Special Rules:</b> Lifeleech(1), Shambling, Casket of the Damned <b>Keywords:</b> Expendable, Skeleton	5	5+	-	4+	3	25	-/22	2	[140] [5]
<b>Inf Horde [145]</b> Casket of the Damned <b>Special Rules:</b> Lifeleech(1), Shambling, Casket of the Damned <b>Keywords:</b> Expendable, Skeleton	5	5+	-	4+	3	25	-/22	2	[140] [5]

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

Revenant Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Cav Regiment [175]</b> <b>Special Rules:</b> Lifeleech(1), Shambling, Thunderous Charge(2) <b>Keywords:</b> Revenant, Skeleton	8	4+	-	5+	3	16	-/17	3	[175]
<b>Cav Regiment [175]</b> <b>Special Rules:</b> Lifeleech(1), Shambling, Thunderous Charge(2) <b>Keywords:</b> Revenant, Skeleton	8	4+	-	5+	3	16	-/17	3	[175]

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

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

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

Cursed High Priest	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Inf) 1 Spellcaster 3 [140]</b> Gnome-Glass Shield Surge (8) Drain Life (6) <b>Special Rules:</b> Individual, Inspiring, Reanimator <b>Keywords:</b> Skeleton	5	5+	-	4+	0	1	-/13	2	[70] [10] [30] [30]

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

Apaphys, Champion of Death [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Titan) 1 Spellcaster 0 [340]</b> Drain Life (7) Surge (8) <b>Special Rules:</b> Cloak of Death, Crushing Strength(3), Elite, Fly, Lifeleech(1), Nimble, Very Inspiring <b>Keywords:</b> Champion, Draconic, Immortal, Revenant, Skeleton	10	3+	-	5+	2	10	-/19	6	[340] [0] [0]

**Total Units:** 12      **Total Unit Strength:** 22  
**Total Primary Core Points:** 2300 (100.0%)

Custom Rule	Description
Monolith	As long as this unit is alive and in play on the table, at the start of each of your ranged phases you may immediately cast Surge (8) on a single Friendly Core unit anywhere within 24" of this unit regardless of line of sight or Arc. Note:

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.

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.
Casket of the Damned	The Unit gains the Scout Special Rule.
Cloak of Death	In the Movement phase, after this unit has completed its order, all Enemy units within 6" of this unit take an immediate point of damage. Units can only be damaged by a single source of Cloak of Death per Turn. No Nerve test is required for damage taken from a Cloak of Death.
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 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.
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.
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.
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.
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).
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
<b>Drain Life</b> 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)
<b>Heal</b>	For each hit, the target unit regains a point of damage that it has previously suffered.	

Range: 12"  
Friendly, Self, CC

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**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.

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Artefact	Description
Gnome-Glass Shield	Individuals only. The unit's Defence is increased by 2 to a maximum of 6. Immediately after the unit suffers damage for the first time (from any source) the Gnome-Glass Shield shatters and its Defence returns to normal for the rest of the game.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.