

SEB REEVES - FRANTICON SINGLES



EMPIRE OF DUST

EVIL

Skeleton Spearmen

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	5	-	4	2	3	15	-/15	[105]
Lifeleech (1), Phalanx, Shambling Keywords: Skeleton									
Horde(40)	5	5	-	4	2	4	30	-/22	[175]
Lifeleech (1), Phalanx, Shambling Keywords: Skeleton									

Revenants

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	4	-	4	2	4	25	-/24	205
Liliana's Tear									
Crushing Strength (1), Lifeleech (1), Shambling Keywords: Revenant, Skeleton									
									5
									[210]

Desert Swarm*

Swarm

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	6	5	-	2	1	1	9	-/12	[60]
Lifeleech (1), Scout, Shambling Keywords: Carrion									

Scavengers*

Swarm

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	10	5	-	4	3	1	9	11/13	[90]
Fly, Lifeleech (2), Nimble Keywords: Carrion									

Enslaved Guardians Archers*

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	4	5	4	3	2	18	-/17	235
Piercing Arrow									
Crushing Strength (1), Lifeleech (1), Shambling Heavy Crossbows (30", Piercing (2), Pot Shot) Keywords: Airbound, Construct, Djinn									
									10
									[245]

Reanimated Behemoth

Monster (Cht)
Spellcaster: 0

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	4	-	6	5	1	9	-/16	190
Drain Life (6)									
Crushing Strength (2), Lifeleech (1), Shambling, Strider Spells: Drain Life (6) Keywords: Construct, Skeleton									
									30
									[220]

Monolith[1]

Titan
Spellcaster: 0

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	-	-	5	6	1	-	-/17	[120]
Inspiring, Monolith Keywords: Construct, 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	
Tome of Darkness Surge (8)									20	
Individual, Inspiring, Reanimator Spells: Surge (8) Keywords: Skeleton									30	
									[135]	

Idol of Shobik[1]										Hero (Mon) Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	3	-	6	5	1	10	-18	[290]	
Aura (Iron Resolve), Crushing Strength (3), Lifeleech (1), Shambling, Strider, Very Inspiring Spells: Heal (5) Keywords: Construct, Giant, Old God										

Total Unit Strength: 18
Total Core: 1650 (100%)

Total Units: 10



SPECIAL RULES AND SPELLS:

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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Drain Life	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.
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 <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
Individual	See page 34.
Inspiring	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.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previous suffered.
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. <i>Lifeleech</i> has a maximum total of 3.
Liliana's Tear	The unit is not affected by the <i>Dread</i> , <i>Shattering</i> or <i>Brutal</i> special rules on enemy units.
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. Note: The Monolith cannot be disordered and its Base size cannot be increased beyond 75x75mm.
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.
Phalanx	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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Piercing Arrow	Whenever the unit rolls to damage with a Ranged attack, it can re-roll one of the dice that failed 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.
Reanimator	When targeting friendly core Skeleton units, this unit can reroll up to two of the dice that failed to hit with Heal and Surge.
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 <i>Scout</i> 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 <i>Scout</i> move.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
Surge	<p>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 <i>Fly</i> 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.</p> <p>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.</p> <p>If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged.</p> <p>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.</p> <p>This spell has no effect on units with Speed 0.</p>
Tome of Darkness	The unit gains the Surge (4) spell, or if the unit already has a Surge spell, its value is increased by 4.
Very Inspiring	<p>This is the same as the <i>Inspiring</i> special rule, except that it has a range of 9". Any rule that affects <i>Inspiring</i> also affects <i>Very Inspiring</i>.</p> <p>Inspiring: 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.</p>