

RYAN CALLAGHAN EOD CAK9



EMPIRE OF DUST

EVIL

Revenants

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	4	-	4	2	4	25	-/24	205
Hann's Sanguinary Scripture Casket of the Damned									10
Crushing Strength (1), Lifeleech (1), Shambling Keywords: Revenant, Skeleton									10
									[225]

Mummies

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	-	5	2	3	12	-/18	180
Casket of the Damned									10
Crushing Strength (2), Lifeleech (1), Regeneration (5+), Shambling									
Keywords: Mummy									[190]
Regiment(20)	5	4	-	5	2	3	12	-/18	180
Helm of the Drunken Ram									15
Casket of the Damned									10
Crushing Strength (2), Lifeleech (1), Regeneration (5+), Shambling									
Keywords: Mummy									[205]

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
Brew of Strength									40
Casket of the Damned									10
Crushing Strength (2), Lifeleech (1), Shambling									
Keywords: Airbound, Construct, Djinn									[275]
Horde(6)	6	3	-	5	3	3	18	-/17	225
Casket of the Damned									10
Crushing Strength (2), Lifeleech (1), Shambling									
Keywords: Airbound, Construct, Djinn									[235]

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]
Crushing Strength (1), Lifeleech (1), Shambling									
Heavy Crossbows (30", Piercing (2), Pot Shot)									
Keywords: Airbound, Construct, Djinn									

Reanimated Behemoth

Monster (Cht)
Spellcaster: 0

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	3	-	6	5	1	9	-/16	190
Drain Life (6)									30
Crushing Strength (2), Lifeleech (1), Shambling, Slayer (Melee - D6), Strider									
Spells: Drain Life (6)									
Keywords: Construct, Skeleton									[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										
Soul Snare[1]										War Engine Spellcaster: 1
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										
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										
Sebekh-Rei the Accursed [1]										Hero (Inf) Spellcaster: 3
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	4	2	0	1	-/13	[155]	
Glory for the Mighty Dead, Glory of the Accursed, Individual, Very Inspiring Spells: Heal (5), Surge (8) Keywords: Accursed, Skeleton										

Total Unit Strength: 21
Total Core: 2300 (100%)

Total Units: 11



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.
Brew of Strength	The unit gains the <i>Crushing Strength</i> (+1) special rule.
Casket of the Damned	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 6 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.
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 cast into Melee, the target will not take a Nerve test at the end of the Ranged phase. Modifier: <i>Piercing(1)</i>
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.
Hann's Sanguinary Scripture	The unit gains the <i>Lifeleech</i> (+1) special rule.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
Helm of the Drunken Ram	The unit gains the <i>Thunderous Charge</i> (+1) special rule, but may not benefit from the Strider and Pathfinder special rules when issued a Charge order.
Individual	See page 34 (page 30 in gamers edition)
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.

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.
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.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> 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.
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.
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.
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 <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. 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.
Very Inspiring	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> 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.