

# Jonathon Quayle FFS List with Big Little Paul (Kings of War 2E, Clash of Kings 2019) [1995pts]

## [Main Army, 1500+ Roster pts] (Empire of Dust) [1995pts]

Rules: Alignment (Empire of Dust): Evil

### Formations [570pts]

#### The Mummy's Revenge [570pts]

**Selections:** Mummies - Regiment [170pts]

**Categories:** FORMATIONS, INFANTRY, REGIMENTS

**Rules:** *Crushing Strength (n), Formation: The Mummy's Revenge, Lifeleech (n), Regeneration (n+), Shambling*

**Inf:** *Mummies - Regiment (The Mummy's Revenge)*

#### Cursed High Priest [170pts]

**Selections:** Fireball (12) and Vicious [20pts], Heal (4) [15pts], Mounted [15pts]

**Categories:** HEROES, INDIVIDUALS, HERO/MON/WARENG

**Rules:** *Fireball (n), Heal (n), Individual, Inspiring, Lifeleech (n), Nimble, Surge (n), Vicious*

**Hero (Cav):** *Cursed High Priest - Mounted*

#### Mummies - Regiment [200pts]

**Selections:** Diadem of Dragon-kind [30pts]

**Categories:** INFANTRY, REGIMENTS

**Rules:** *Breath Attack (n), Crushing Strength (n), Diadem of Dragon-kind, Lifeleech (n), Regeneration (n+), Shambling*

**Inf:** *Mummies - Regiment (The Mummy's Revenge)*

Hero (Cav)	Sp	Me	Ra	De	Att	Nerve	Special	Ht	Ref
Cursed High Priest - Mounted	8	5+	-	4+	1	-/13	Individual, Inspiring, Lifeleech (1), Surge (10)	2	UE p51

  

Inf	Sp	Me	Ra	De	Att	Nerve	Special	Ht	Ref
Mummies - Regiment (The Mummy's Revenge)	5	4+	-	5+	12	-/18	CS (2), Lifeleech (1), Regen (5+), Shambling, Elite, Vicious	1	UE p46

### Infantry [230pts]

#### Revenants - Horde [230pts]

**Selections:** Brew of Strength [30pts]

**Categories:** INFANTRY, HORDES/LEGIONS

**Rules:** *Brew of Strength, Crushing Strength (n), Lifeleech (n), Shambling*

**Inf:** *Revenants - Horde*

Inf	Sp	Me	Ra	De	Att	Nerve	Special	Ht	Ref
Revenants - Horde	5	4+	-	5+	25	-/24	Lifeleech (1), Shambling	1	UE p46

### Large Infantry [270pts]

#### Enslaved Guardians - Horde [270pts]

**Selections:** Blessing of the Gods [25pts]

**Categories:** LARGE INFANTRY, HORDES/LEGIONS

**Rules:** *Blessing of the Gods, Crushing Strength (n), Elite, Lifeleech (n), Shambling, Wind Blast (n)*

**LrgInf:** *Enslaved Guardians - Horde*

LrgInf	Sp	Me	Ra	De	Att	Nerve	Special	Ht	Ref
Enslaved Guardians - Horde	6	3+	-	5+	18	-/17	CS (2), Lifeleech (1), Shambling, Wind Blast (5)	2	UE p47

### Heroes [395pts]

### Ahmunite Pharaoh on Royal Chariot [225pts]

**Selections:** Blizzard (2) [30pts]

**Categories:** HEROES, HERO/MON/WARENG

**Rules:** *Blizzard (n), Crushing Strength (n), Inspiring, Lifeleech (n), Nimble, Regeneration (n+), Surge (n), Thunderous Charge (n)*

**Hero (LrgCav):** Ahmunite Pharaoh on Royal Chariot

Hero (LrgCav)	Sp	Me	Ra	De	Att	Nerve	Special	Ht	Ref
Ahmunite Pharaoh on Royal Chariot	8	3+	-	5+	7	-/16	Base: (50x100mm), CS (2), Inspiring, Lifeleech (1), Nimble, Regen (5+), Surge (8), TC (1)	3	UE p50

### Cursed High Priest [170pts]

**Selections:** Fireball (12) and Vicious [20pts], Heal (4) [15pts], Mounted [15pts]

**Categories:** HEROES, INDIVIDUALS, HERO/MON/WARENG

**Rules:** *Fireball (n), Heal (n), Individual, Inspiring, Lifeleech (n), Nimble, Surge (n), Vicious*

**Hero (Cav):** Cursed High Priest - Mounted

Hero (Cav)	Sp	Me	Ra	De	Att	Nerve	Special	Ht	Ref
Cursed High Priest - Mounted	8	5+	-	4+	1	-/13	Individual, Inspiring, Lifeleech (1), Surge (10)	2	UE p51

## Monsters [380pts]

### Bone Giant [190pts]

**Categories:** MONSTERS, HERO/MON/WARENG

**Rules:** *Brutal, Crushing Strength (n), Lifeleech (n), Shambling, Strider*

**Mon:** Bone Giant

Mon	Sp	Me	Ra	De	Att	Nerve	Special	Ht	Ref
Bone Giant	7	4+	-	5+	D6+6	-/19	Brutal, CS (3), Lifeleech (1), Shambling, Strider	4	UE p48

### Bone Giant [190pts]

**Categories:** MONSTERS, HERO/MON/WARENG

**Rules:** *Brutal, Crushing Strength (n), Lifeleech (n), Shambling, Strider*

**Mon:** Bone Giant

Mon	Sp	Me	Ra	De	Att	Nerve	Special	Ht	Ref
Bone Giant	7	4+	-	5+	D6+6	-/19	Brutal, CS (3), Lifeleech (1), Shambling, Strider	4	UE p48

## War Engines [150pts]

### Soul Snare [1] [150pts]

**Categories:** WAR ENGINES, HERO/MON/WARENG, LIVING LEGENDS

**Rules:** *Drain Life (n), Lifeleech (n), Stealthy*

**WarEng:** Soul Snare [1]

WarEng	Sp	Me	Ra	De	Att	Nerve	Special	Ht	Ref
Soul Snare [1]	5	-	-	4+	-	-/15	Drain Life ((10) - 18" Range), Lifeleech (1), Stealthy	1	UE p49

## Force Rules

**Alignment (Empire of Dust):** Evil

## Selection Rules

**Blessing of the Gods:** Confers the Elite special rule. (KoW p80)

**Blizzard (n):** [CoK]: 36" range. Blast (D3). Indirect. (CoK19 p31)

**Breath Attack (n):** Ranged attack with (n) dice rather than Attacks value, unless listed as (Att). 12" range, hits on 4+. [CoK]: When targeting enemy units in cover OR with the Stealthy special rule (this includes units in cover WITH the Stealthy special rule), these attacks hit on 5+ instead of 4+. (KoW p72)

**Brew of Strength:** This unit has Crushing Strength (1), or if this unit already has Crushing Strength, it is increased by 1. (KoW p80)

**Brutal:** When testing the Nerve of an enemy unit in melee combat with one OR MORE of your units with this rule, add 1 to the total. (KoW p72)

**Crushing Strength (n):** All melee hits inflicted by this unit have a +(n) modifier when rolling to damage. (KoW p72)

**Diadem of Dragon-kind:** Confers the Breath Attack (10) special rule. (KoW p80)

**Drain Life (n):** [CoK]: 6" range. May target enemy units that are in combat. Roll to damage as normal with Piercing (1). If one or more points of damage are scored, choose either the caster or a single friendly, non-allied unit within 6".

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 Shoot Phase. (CoK19 p29)

**Elite:** Whenever this unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1. (KoW p72)

**Fireball (n):** Spell with (n) attacks, 12" range, hits on 4+. [CoK]: When targeting enemy units in cover OR with the Stealthy special rule (this includes units in cover WITH the Stealthy special rule), these attacks hit on 5+ instead of 4+. (KoW p83)

**Formation: The Mummy's Revenge:** Formation must contain:

2x Mummies - Regiments

1x Cursed High Priest

Each unit of Mummies in this formation is granted both the Elite and Vicious special rules. (CoK19 p55)

**Heal (n):** Spell with (n) attacks, 12" range, and always hits on 4+ regardless of modifiers. Only usable on friendly units, including units engaged in combat. Hits don't inflict damage. For every hit caused, the target unit removes a point of damage that it has previously suffered. (KoW p83)

**Individual:** May pivot to face any direction for free before being given a move order or shooting. This unit never blocks line of sight or offers cover against ranged attacks. Confers the Nimble special rule. Enemies shooting at Individuals suffer an additional -1 to hit modifier. This unit aligns flush with enemy chargers. This unit does not double/triple attacks except against War Engines. If an Individual is Routed and charger Regroups D6" forward, it can contact an enemy unit, and may attack again immediately. Hindered applies to this Regroup if the original charge was as well. [CoK]: Enemies don't double/triple attacks against this unit, unless it is an Individual War Engine. (KoW p71)

**Inspiring:** If this unit, or any friendly but non-allied unit within 6" is Routed, the opponent must re-roll that Nerve test, and the second result stands. For Inspiring (Specific Unit) the unit will only inspire itself and that unit. (KoW p73)

**Lifelleech (n):** In melee, this unit regains one point of damage it has previously suffered for every point of damage it deals, up to a maximum of (n). (KoW p74)

**Nimble:** This unit is allowed one extra pivot of up to 90 degrees for every type of move order except a Halt (important for the Reload! special rule). This unit does not suffer the -1 to hit modifier for moving and shooting. [CoK]: When Disordered in melee by a unit with Phalanx or Ensnare, this unit loses Nimble until the end of its following turn. (KoW p74)

**Regeneration (n+):** Every time this unit receives an order (including Halt!), before doing anything else, roll dice equal to this unit's current damage. For every result of (n) or higher, this unit recovers 1 damage. (KoW p74)

**Shambling:** This unit cannot move At the Double, except when carrying out a Vanguard move. (KoW p74)

**Stealthy:** Enemies shooting at this unit suffer an additional -1 to hit modifier. (KoW p74)

**Strider:** This unit never suffers the penalty for Hindered charges. (KoW p75)

**Surge (n):** Spell with (n) attacks, 12" range, and always hits on 4+ regardless of modifiers. Only usable on friendly units with the Shambling special rule. Hits don't inflict damage. For every hit caused, the target unit moves straight forward 1", stopping just out of contact of friendly units and blocking terrain. Treat as a charge against appropriate facing if target unit contacts an enemy unit. Charged enemy unit won't take Nerve tests for damage suffered previously in that Shooting phase. 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. No effect on units with Speed 0. [FAQ]: This movement may take the unit to within 1" of the enemy. However if it is not in melee at the end of the Shooting phase, move it directly away from any enemy units to create a 1" gap (if possible). (KoW p83)

**Thunderous Charge (n):** All melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This is in addition to the unit's Crushing Strength (if any), [CoK]: However, this unit loses this bonus when Disordered and reduces this bonus by 1 (to a minimum of zero) when Hindered. (KoW p75)

**Vicious:** Whenever this unit rolls to damage, it can re-roll all dice that score a natural, unmodified 1. (KoW p75)

**Wind Blast (n):** Spell with (n) attacks, 18" range, and always hits on 4+ regardless of modifiers. Hits don't inflict damage. For every hit caused, the target enemy unit moves straight backward 1" if the caster is in target's front arc, 1" directly sideways and away from the caster if the caster is in target's flank arcs, or directly forwards if the caster is in target's rear arc, stopping 1" away from enemy units and just out of contact of friendly units and blocking terrain, as normal. No effect on units with Speed 0. (KoW p83)