



## EMPIRE OF DUST

EVIL

### Skeleton Warriors

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	5	-	4	2	2	12	-/15	[85]
Lifeleech (1), Shambling Keywords: Expendable, Skeleton									
Regiment(20)	5	5	-	4	2	2	12	-/15	[85]
Lifeleech (1), Shambling Keywords: Expendable, Skeleton									

### Revenants

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	4	-	4	2	4	25	-/24	205
Brew of Strength									
									40
									[245]
Crushing Strength (1), Lifeleech (1), Shambling Keywords: Revenant, Skeleton									

### 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

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
Sir Jesse's Boots of Striding									
									15
									[240]
Crushing Strength (2), Lifeleech (1), Shambling Keywords: Airbound, Construct, Djinn									
Horde(6)	6	3	-	5	3	3	18	-/17	[225]
Crushing Strength (2), Lifeleech (1), Shambling Keywords: Airbound, Construct, Djinn									
Horde(6)	6	3	-	5	3	3	18	-/17	225
Brew of Sharpness									
									45
									[270]
Crushing Strength (2), Lifeleech (1), Shambling Keywords: Airbound, Construct, Djinn									

### Bone Giant

Monster

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	4	-	5	5	1	D6+6	-/18	[190]
Brutal, Crushing Strength (3), Lifeleech (1), Shambling, Strider Keywords: Giant, Skeleton									

### 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									

Undead Army Standard Bearer										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	4	2	0	1	-/11	50	
Tome of Darkness										20
Individual, Inspiring, Lifeleech (1)										[70]
Keywords: Skeleton										

  

Apaphys, Champion of Death[1]										Hero (Ttn) Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	6	1	10	-/19	[360]	
Cloak of Death, Crushing Strength (3), Fly, Lifeleech (1), Nimble, Very Inspiring, Winds of Death										
Spells: Drain Life (7), Surge (8)										
Keywords: Champion, Draconic, Immortal, Revenant, Skeleton										

  

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: 21  
Total Core: 2300 (100%)

Total Units: 12



## SPECIAL RULES AND SPELLS:

<b>Aura</b>	(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.
<b>Brew of Sharpness</b>	The unit has a +1 to hit modifier with Melee attacks.
<b>Brew of Strength</b>	The unit gains the <i>Crushing Strength</i> (+1) special rule.
<b>Brutal</b>	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
<b>Cloak of Death</b>	In the Movement phase, after the 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 <i>Cloak of Death</i> per Turn. No Nerve test is required for damage taken from a <i>Cloak of Death</i> .
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Drain Life</b>	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>
<b>Fly</b>	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.
<b>Heal</b>	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
<b>Individual</b>	See page 34 (page 30 in gamers edition)
<b>Inspiring</b>	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.
<b>Iron Resolve</b>	If this unit is Steady as a result of a Nerve test, it regains one point of damage previous suffered.
<b>Lifeleech</b>	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.
<b>Nimble</b>	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.
<b>Shambling</b>	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.

<b>Sir Jesse's Boots of Striding</b>	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
<b>Soul Snare</b>	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.
<b>Stealthy</b>	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
<b>Strider</b>	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
<b>Surge</b>	<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>
<b>Tome of Darkness</b>	The unit gains the Surge (4) spell, or if the unit already has a Surge spell, its value is increased by 4.
<b>Very Inspiring</b>	<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>
<b>Winds of Death</b>	Whenever this unit rolls to hit with Drain Life or Surge, it can re-roll all dice that score a natural, unmodified 1.