

Empire of Dust [2000]

Skeleton Warriors									Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40)[140]	5	5+	-	4+	3	25	-/22	2	[140]
Special Rules: Lifeleech(1),Shambling Keywords: Expendable, Skeleton									
Enslaved Guardians									Large Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6)[225]	6	3+	-	5+	3	18	-/17	3	[225]
Special Rules: Crushing Strength(2),Lifeleech(1),Shambling Keywords: Airbound, Construct, Djinn									
Horde (6)[225]	6	3+	-	5+	3	18	-/17	3	[225]
Special Rules: Crushing Strength(2),Lifeleech(1),Shambling Keywords: Airbound, Construct, Djinn									
Revenant Cavalry									Cavalry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (5)[115]	8	4+	-	5+	1	8	-/14	3	[115]
Special Rules: Lifeleech(1),Shambling, Thunderous Charge(2) Keywords: Revenant, Skeleton									
Troop (5)[115]	8	4+	-	5+	1	8	-/14	3	[115]
Special Rules: Lifeleech(1),Shambling, Thunderous Charge(2) Keywords: Revenant, Skeleton									
Sandborne Wyrms Riders									Large Cavalry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6)[265]	7	4+	-	5+	3	24	15/17	4	[225]
Brew of Strength									[40]
Special Rules: Crushing Strength(2),Lifeleech(1),Pathfinder Keywords: Naga, Revenant, Skeleton									
Scavengers*									Swarm
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3)[90]	10	5+	-	4+	1	9	11/13	3	[90]
Special Rules: Fly, Lifeleech(2),Nimble Keywords: Carrion									
Soul Snare [1]									War Engine
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [150]	5	0+	-	4+	0	0	-/15	2	[150]
Drain Life (9)									[0]
Special Rules: Stealthy, Soul Snare Keywords: Construct, Miasma, Shrine									
Monolith [1]									Titan
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [120]	5	0+	-	5+	1	0	-/17	6	[120]
Special Rules: Monolith Keywords: Construct, Shrine									

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 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 page 34 (page 30 in gamers edition)
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.
Lifefeech	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. Lifefeech 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.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. Pathfinder units are not Hindered when making a Charge through Difficult Terrain.
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
Drain Life 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	Piercing(1)

will not take a Nerve test at the end of the Ranged phase.

Heal
Range: 12" For each hit, the target unit regains a point of damage that it has previously suffered.

Friendly, Self,
CC

Surge
Range: 12" 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. 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.

Artefact

Description

Brew of Strength The unit gains the Crushing Strength (+1) special rule.
