

ED HERZIG EMPIRE OF DUST MASTER'S



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
Dragonshard Shield									
Crushing Strength (1), Lifeleech (1), Shambling Keywords: Revenant, Skeleton									
									20
									[225]

Mummies

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	-	5	2	3	12	-/18	180
Hann's Sanguinary Scripture									
Crushing Strength (2), Lifeleech (1), Regeneration (5+), Shambling Keywords: Mummy									
									10
									[190]

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
Maccwar's Potion of the Caterpillar									
Crushing Strength (2), Lifeleech (1), Shambling Keywords: Airbound, Construct, Djinn									
									20
									[245]

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
Blessing of the Gods									
Crushing Strength (1), Lifeleech (1), Shambling Heavy Crossbows (30", Piercing (2), Pot Shot) Keywords: Airbound, Construct, Djinn									
									30
									[265]

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									

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										
Empire of Dust Balefire Catapult										War Engine
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	-	5	4	2	0	2	-11	95	
Upgrade with Scarab Jars, gaining Shattering with Balefire attacks										10
										[105]
Shambling, Unholy Flames Balefire (48", Blast (D3+1), Ignores Cover, Indirect, Piercing (2), Reload, Shattering) Keywords: Construct, Skeleton										
1	5	-	5	4	2	0	2	-11	95	
Upgrade with Scarab Jars, gaining Shattering with Balefire attacks										10
										[105]
Shambling, Unholy Flames Balefire (48", Blast (D3+1), Ignores Cover, Indirect, Piercing (2), Reload, Shattering) Keywords: Construct, 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										
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: 20

Total Core: 2300 (100%)

Total Units: 14



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.
Blast	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.
Blessing of the Gods	The unit gains the <i>Elite</i> special rule.
Brutal	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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Dragonshard Shield	Once per game, when this unit carries out a Halt or Charge Facing order, it may choose to increase its Defence by +2 to a maximum of 6+ until the start of its next Turn.

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>
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.
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>Lifefeech</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.
Ignore Cover	The firing unit only suffers cover penalties for units that have at least half their base within Difficult Terrain. Note that the firing unit still needs to have Line of Sight to the target to fire at it.
Indirect	The unit cannot make Ranged attacks on targets that are within 12"
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.
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. <i>Lifefeech</i> has a maximum total of 3.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
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.
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.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
Shattering	If a unit is damaged by the ranged attacks of one or more units with this rule, add one to the subsequent Nerve test at the end of the Ranged phase. If an enemy unit is subject to both the <i>Shattering</i> and <i>Dread</i> special rules, the attacking player must choose to use either the <i>Shattering</i> or the <i>Dread</i> modifiers. Both cannot be applied against the same unit.
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.
Unholy Flames	Whenever the unit rolls to damage with its Balefire attack, it can re-roll D3 of the dice that failed to damage.
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.