

TOM KING. EMPIRE OF DUST. "LEGION OF BONES".



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 | | | | | | | | | |
| Horde(40) | 5 | 5 | - | 3 | 2 | 3 | 25 | -/22 | 140 |
| Exchange shields for two-handed weapons, lowering Defence to 3+ and gaining Crushing Strength (1) | | | | | | | | | 10 |
| Lifeleech (1), Shambling, Crushing Strength (1) Keywords: Expendable, Skeleton | | | | | | | | | [150] |

Revenant Cavalry

Cavalry

| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts |
|---|----|----|----|----|---|----|----|------|-------|
| Troop(5) | 8 | 4 | - | 5 | 3 | 1 | 8 | -/14 | [115] |
| Lifeleech (1), Shambling, Thunderous Charge (2) Keywords: Revenant, Skeleton | | | | | | | | | |

Revenant Chariots

Chariot

| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts |
|---|----|----|----|----|---|----|----|------|-------|
| Horde(4) | 8 | 4 | 5 | 4 | 3 | 3 | 16 | -/18 | 175 |
| May purchase (Not with Legions) Cursebows (18", Att: [4/6/8/10], Shattering, Steady Aim) and gaining Ra5+ | | | | | | | | | 10 |
| Brutal, Lifeleech (1), Shambling, Thunderous Charge (2) Cursebows (18", Att: [4/6/8/10], Shattering, Steady Aim) Keywords: Revenant, Skeleton | | | | | | | | | [185] |

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 Sharpness | | | | | | | | | 45 |
| Crushing Strength (2), Lifeleech (1), Shambling Keywords: Airbound, Construct, Djinn | | | | | | | | | [270] |
| 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] |
| 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 | | | | | | | | | | |
| Ahmunite Pharaoh on Royal Chariot | | | | | | | | | | Hero (Cht) Spellcaster: 2 |
| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts | |
| 1 | 8 | 3 | - | 5 | 3 | 1 | 7 | -/17 | 205 | |
| Upgrade to Raahs The Undying [1] - Replace Inspiring with Very Inspiring, Rout +1, Restore Ancient Glory | | | | | | | | | | |
| Crushing Strength (2), Lifeleech (1), Nimble, Regeneration (5+), Thunderous Charge (1), Very Inspiring, Restore Ancient Glory Keywords: Mummy, Royal Court | | | | | | | | | | |
| Revenant Champion | | | | | | | | | | Hero (Inf) Spellcaster: 0 |
| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts | |
| 1 | 5 | 4 | - | 5 | 2 | 0 | 4 | -/14 | 65 | |
| Surge (5) | | | | | | | | | | |
| Crushing Strength (1), Individual, Inspiring, Lifeleech (1) Spells: Surge (5) Keywords: 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: 23
Total Core: 2300 (100%)

Total Units: 13



SPECIAL RULES AND SPELLS:

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| 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 Sharpness | The unit has a +1 to hit modifier with Melee attacks. |
| 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. |
| 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> |
| Heal | Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered. |
| 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. |
| 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. |

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| 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. |
| Restore Ancient Glory | While attacking the same enemy unit as Rahs the Undying in Melee, Core friendly units with the Skeleton keyword may replace their own Melee value with Rahs' Melee value - apply any subsequent modifiers as normal. Cannot be taken with magical artefact. |
| Shambling | The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move. |
| 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. |
| 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 <i>Crushing Strength</i> (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 <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. |