



## EMPIRE OF DUST

EVIL

### Mummies

Infantry

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

### 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									
Regiment(3)	10	5	-	4	3	1	9	11/13	[90]
Fly, Lifeleech (2), Nimble									
Keywords: Carrion									
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]
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									

### 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]
Crushing Strength (1), Lifeleech (1), Shambling									
Heavy Crossbows (30", Piercing (2), Pot Shot)									
Keywords: Airbound, Construct, Djinn									
Horde(6)	6	4	5	4	3	2	18	-/17	[235]
Crushing Strength (1), Lifeleech (1), Shambling									
Heavy Crossbows (30", Piercing (2), Pot Shot)									
Keywords: Airbound, Construct, Djinn									

### 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									

### 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									
									10
									[75]

## Ahmunite Pharaoh

Hero (Inf)  
Spellcaster: 2

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	3	-	6	2	0	5	-16	[160]

Crushing Strength (2), Individual, Inspiring, Lifeleech (1), Mighty, Regeneration (5+)  
Spells: Surge (8)  
Keywords: Mummy, Royal Court



## UNDEAD

EVIL

### Soul Reaper Cavalry

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	3	-	5	3	3	20	15/17	[240]

Crushing Strength (1), Lifeleech (2), Thunderous Charge (1)  
Keywords: Vampiric

### Lykanis

Hero (LrgInf)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	9	3	-	5	3	1	5	13/15	[150]

Crushing Strength (2), Inspiring, Lifeleech (1), Nimble  
Keywords: Beast, Lycanthrope

Total Unit Strength: 24

Total Units: 14

Total Core: 1910 (83.0%)

Total Ally: 390 (17.0%)



## SPECIAL RULES AND SPELLS:

<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<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>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>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>Mace of Crushing</b>	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
<b>Mighty</b>	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
<b>Monolith</b>	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.
<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>Piercing</b>	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
<b>Pot Shot</b>	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.
<b>Regeneration</b>	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.
<b>Shambling</b>	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
<b>Surge</b>	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 *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).