



Empire of Dust [2290]

Mummies Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [180]	5	4+	-	5+	3	12	-/18	2	[180]
<i>Special Rules: Crushing Strength(2), Lifeleech(1), Regeneration(5+), Shambling Keywords: Mummy</i>									

Skeleton Warriors Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [85]	5	5+	-	4+	2	12	-/15	2	[85]
<i>Special Rules: Lifeleech(1), Shambling Keywords: Expendable, Skeleton</i>									
Regiment (20) [85]	5	5+	-	4+	2	12	-/15	2	[85]
<i>Special Rules: Lifeleech(1), Shambling Keywords: Expendable, Skeleton</i>									

Revenants Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [205]	5	4+	-	4+	4	25	-/24	2	[205]
<i>Special Rules: Crushing Strength(1), Lifeleech(1), Shambling Keywords: Revenant, Skeleton</i>									

Enslaved Guardians Archers* Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [235]	6	4+	5+	4+	2	18	-/17	3	[235]
Heavy Crossbows (30", Piercing(2), Pot Shot)									
<i>Special Rules: Crushing Strength(1), Lifeleech(1), Shambling Keywords: Airbound, Construct, Djinn</i>									

Enslaved Guardians Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [225]	6	3+	-	5+	3	18	-/17	3	[225]
<i>Special Rules: Crushing Strength(2), Lifeleech(1), Shambling Keywords: Airbound, Construct, Djinn</i>									

Desert Swarm* Swarm	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [60]	6	5+	-	2+	1	9	-/12	1	[60]
<i>Special Rules: Lifeleech(1), Scout, Shambling Keywords: Carrion</i>									

Soul Snare [1] War Engine	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [150]	5	0+	-	4+	0	0	-/15	2	[150]
Drain Life (9)									
<i>Special Rules: Stealthy, Soul Snare Keywords: Construct, Miasma, Shrine</i>									

Empire of Dust Balefire Catapult War Engine	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [105]	5	0+	5+	4+	0	2	-/11	2	[95]
Scarab Jars [10]									
Balefire + Scarab Jars (48", Blast(D3+1), Ignores Obscured, Indirect, Piercing(2), Reload, Shattering)									
<i>Special Rules: Shambling, Unholy Flames Keywords: Construct, Skeleton</i>									
1 [105]	5	0+	5+	4+	0	2	-/11	2	[95]
Scarab Jars [10]									
Balefire + Scarab Jars (48", Blast(D3+1), Ignores Obscured, Indirect, Piercing(2), Reload, Shattering)									
<i>Special Rules: Shambling, Unholy Flames Keywords: Construct, Skeleton</i>									

Undead Wyrn Titan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [180]	10	4+	-	4+	1	10	-/18	6	[180]
<i>Special Rules: Crushing Strength(3), Fly, Lifeleech(1), Nimble, Shambling Keywords: Draconic, Skeleton</i>									

Monolith [1] Titan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [120]	5	0+	-	5+	1	0	-/17	6	[120]
<i>Special Rules: Inspiring, Monolith Keywords: Construct, Shrine</i>									

Revenant Champion Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [75]	5	4+	-	5+	0	4	-/14	2	[65]
Surge (5) [10]									
<i>Special Rules: Crushing Strength(1), Individual, Inspiring, Lifeleech(1) Keywords: Revenant, Skeleton</i>									

Idol of Shobik [1] Hero (Monster)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [290] Heal (5) <i>Special Rules: Aura(Iron Resolve),Crushing Strength(3),Lifeleech(1),Shambling, Strider, Very Inspiring</i> Keywords: Construct, Giant, Old God	7	3+	-	6+	1	10	-/18	5	[290] [0]

Reanimated Behemoth Monster (Chariot)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [190] <i>Special Rules: Crushing Strength(2),Lifeleech(1),Shambling, Slayer(Melee D6),Strider</i> Keywords: Construct, Skeleton	6	3+	-	6+	1	9	-/17	5	[190]

Total Units: 15 **Total Unit Strength:** 21
Total Primary Core Points: 2290 (100.0%)

Custom Rule	Description
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.
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.
Unholy Flames	Whenever the unit rolls to damage with its Balefire attack, it can re-roll D3 of the dice that failed to damage.

Special Rule	Description
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. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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.
Ignores Obscured	Ranged attacks made by this unit do not suffer the -1 to hit modifier from Cover that is granted by targeting an Obscured Target (although the unit may still benefit from Cover from another source (e.g. by being Concealed)).
Indirect	The unit cannot make Ranged attacks on targets that are within 12".
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6inches 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.
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. Lifeleech 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. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
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.
Scout	The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the Scout movement. If both armies have units with this rule, both players roll a single die each. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn in Round one as normal.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout 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 Shattering and Dread special rules, the attacking player must choose to use either the Shattering or the Dread modifiers. Both cannot be applied against the same unit.
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.
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 will not take a Nerve test at the end of the Ranged phase.	Piercing(1)
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
Surge Range: 12" Friendly – Shambling Only	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 surging 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.	

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