

 Empire of Dust [2345]

Skeleton Spearmen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [100]	5	5+	-	4+	3	15	-/15	2	[100]
<i>Special Rules: Lifeleech(1), Phalanx, Shambling</i> Keywords: Skeleton									
Inf Regiment [100]	5	5+	-	4+	3	15	-/15	2	[100]
<i>Special Rules: Lifeleech(1), Phalanx, Shambling</i> Keywords: Skeleton									

Skeleton Warriors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [140]	5	5+	-	4+	3	25	-/22	2	[140]
<i>Special Rules: Lifeleech(1), Shambling</i> Keywords: Expendable, Skeleton									

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

Sandborne Wurm Riders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde [240]	7	4+	-	5+	3	24	16/18	4	[225]
Chalice of Wrath									[15]
<i>Special Rules: Crushing Strength(1), Lifeleech(2), Pathfinder, Fury</i> Keywords: Naga, Revenant, Skeleton									

Scavengers*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Regiment [90]	10	5+	-	4+	1	9	11/13	3	[90]
<i>Special Rules: Fly, Lifeleech(2), Nimble</i> Keywords: Carrion									

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

Bone Giant	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [230]	7	4+	-	5+	2	D6+8	-/19	6	[230]
Giant Cleaver									[0]
<i>Special Rules: Brutal, Crushing Strength(4), Lifeleech(1), Shambling, Strider, Slayer(Melee D6)</i> Keywords: Giant, Skeleton									

Undead Wurm	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [180]	10	4+	-	4+	2	10	-/18	6	[180]
<i>Special Rules: Crushing Strength(3), Fly, Lifeleech(1), Nimble, Shambling</i> Keywords: Draconic, Skeleton									

Monolith [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 Spellcaster 0 [120]	5	0+	-	5+	2	0	-/17	6	[120]
<i>Special Rules: Inspiring, Monolith</i> Keywords: Construct, Shrine									

Revenant Champion	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 Spellcaster 0 [100]	8	4+	-	5+	0	4	-/14	3	[65]
Undead Horse									[25]
Surge (5)									[10]
<i>Special Rules: Crushing Strength(1), Individual, Inspiring, Lifeleech(1)</i> Keywords: Revenant, Skeleton									

Cursed High Priest	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 3 [155]	5	5+	-	4+	0	1	-/13	2	[70]
Heal (5)									[35]
Surge (8)									[30]
Weakness (3)									[20]
<i>Special Rules: Individual, Inspiring, Reanimator</i> Keywords: Skeleton									

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

Total Units:
Total Primary Core Points:

14
2345 (100.0%)

Total Unit Strength:

26

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 or Arc. 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.

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.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (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 Brutal and Dread 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.
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. This includes Difficult Terrain the unit started in. 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.
Fury	While Wavering, this unit may still declare a Counter Charge.
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.
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. 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.
Pathfinder	The unit may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, Difficult Terrain.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Reanimator	For each other Friendly Core Skeleton unit within 6", you may re-roll one dice that failed to hit with Drain Life, Fireball, Heal, Hex, Surge, Weakness and Wind Blast to a maximum of two re-rolls.
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.
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 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.	
Weakness Range: 24" Enemy, CC	Instead of causing damage, if one or more hits are scored, the target unit has a -1 modifier when rolling to damage enemy units during their next turn (any rolls the unit makes of natural six will still cause damage, however). This effect only applies once – multiple castings on the same target have no effect.	

Artefact	Description
Chalice of Wrath	The unit gains the Fury special rule.