

Empire of Dust [2000]

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</i> Keywords: Mummy									
Regiment (20) [180]	5	4+	-	5+	3	12	-/18	2	[180]
<i>Special Rules: Crushing Strength(2), Lifeleech(1), Regeneration(5+), Shambling</i> Keywords: Mummy									

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</i> Keywords: Expendable, Skeleton									
Regiment (20) [85]	5	5+	-	4+	2	12	-/15	2	[85]
<i>Special Rules: Lifeleech(1), Shambling</i> Keywords: Expendable, Skeleton									

Revenants Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [235]	5	4+	-	4+	4	25	-/24	2	[205]
Blessing of the Gods									[30]
<i>Special Rules: Crushing Strength(1), Lifeleech(1), Shambling, Elite</i> Keywords: Revenant, Skeleton									

Revenant Cavalry Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (5) [115]	8	4+	-	5+	1	8	-/14	3	[115]
<i>Special Rules: Lifeleech(1), Shambling, Thunderous Charge(2)</i> Keywords: Revenant, Skeleton									
Troop (5) [115]	8	4+	-	5+	1	8	-/14	3	[115]
<i>Special Rules: Lifeleech(1), Shambling, Thunderous Charge(2)</i> Keywords: Revenant, Skeleton									

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</i> Keywords: Carrion									
Regiment (3) [60]	6	5+	-	2+	1	9	-/12	1	[60]
<i>Special Rules: Lifeleech(1), Scout, Shambling</i> Keywords: Carrion									

Bone Giant Monster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [190]	7	4+	-	5+	1	D6+6	-/18	5	[190]
<i>Special Rules: Brutal, Crushing Strength(3), Lifeleech(1), Shambling, Strider</i> Keywords: Giant, Skeleton									

Ahmunite Pharaoh Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [180]	5	3+	-	6+	0	5	-/16	2	[160]
Eternal Guard									[20]
Surge (8)									[0]
<i>Special Rules: Crushing Strength(2), Individual, Inspiring, Lifeleech(1), Mighty, Regeneration(5+), Aura(Elite (Melee - Mummy only))</i> Keywords: Mummy, Royal Court									

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)</i> Keywords: Revenant, Skeleton									

Cursed High Priest Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 3 [150]	5	5+	-	4+	0	1	-/13	2	[70]
Crown of the Wizard King									[15]
Heal (5)									[35]
Surge (8)									[30]
<i>Special Rules: Individual, Inspiring, Reanimator</i> Keywords: Skeleton									

Idol of Shobik [1] Hero (Monster)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
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
2000 (100.0%)

Total Unit Strength:

20

Custom Rule	Description
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.

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.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
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.
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.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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).
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
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.

Artefact	Description
Crown of the Wizard King	The unit gains an additional 6 inches range on all of its spells that target Friendly units.
Blessing of the Gods	The unit gains the Elite special rule.