

## Empire of Dust

Empire of Dust (Evil)								
<b>Skeleton Spearmen</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	5+	-	4+	30	-/23	175	Lifeleech (1), Phalanx, Shambling
<b>Revenants</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	4+	-	4+	12	-/17	120	Lifeleech (1), Shambling
- Exchange shields for two-handed weapons (lower Defence to 4+, gain Crushing Strength (1))								0
- Casket of the Damned								10
<b>Skeleton Archers</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	6+	5+	3+	10	-/16	100	Bows (Range 24"), Lifeleech (1), Shambling
<b>Mummies</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	4+	-	5+	12	-/18	170	Crushing Strength (2), Lifeleech (1), Regeneration (5+), Shambling
- Casket of the Damned								10
<b>Enslaved Guardians Archers</b>								<b>Large Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	6	5+	5+	4+	9	-/14	160	Crushing Strength (1), Heavy Crossbows (Range 36"), Lifeleech (1), Piercing (2), Reload!, Shambling
<b>Swarm*</b>								<b>Large Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	6	5+	-	2+	9	-/12	65	Height (0), Lifeleech (1), Shambling, Vanguard
<b>Cursed High Priest</b>								<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	5+	-	4+	1	-/13	120	Hero (Inf), Individual, Inspiring, Lifeleech (1), Surge (10)
- Heal (4)								15
<b>Undead Army Standard Bearer</b>								<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	5+	-	4+	1	-/13	50	Hero (Inf), Individual, Inspiring, Lifeleech (1), Shambling
							995	

- Casket of the Damned** The souls of the damned are released from their prison to drive the unit towards its foe. Mark a unit that has a casket with an appropriate model. Once per game, when this unit is targetted by a Surge spell, you may roll an additional 5 dice which count towards the total Surge result. This must be declared before rolling any dice for the spell. Remove any model used to represent the casket once it has been used.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Heal** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, for every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.
- Individual** Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks. Move Individuals have the Nimble special rule. Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier. Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual (including against Individual War Engines). Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6 directly forward
- Inspiring** If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
- Lifefeech** In a melee, this unit regains one point of damage it has previously suffered for every point of damage it deals, up to a maximum of n.
- Phalanx** Units that charge this unit's front cannot use the Thunderous Charge special rule.
- Piercing** All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Regeneration (5+)** Every time this unit receives an 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 5+, the unit recovers a point of damage.
- Reload!** The unit can fire only if it received a Halt order that turn.
- Shambling** The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.
- Surge** Spell. Range: 12". Friendly unit with the Shambling special rule only. Hits don't inflict damage. Instead, for every hit 'inflicted', the Shambling friendly unit moves straight forward a full inch (stopping just out of contact from friendly units and blocking terrain). 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 previously in that Shoot phase. 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 a speed of 0.

**Vanguard** The unit can make a single At the Double or Advance order after set-up is finished. If both armies have units with this rule, roll a die. The highest scorer decides who begins to move one of their Vanguard units first, then the players alternate until all Vanguard units have been moved.