



Empire of Dust [2300]

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

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

Revenant Cavalry Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (5) [125] Skirmisher's Boots <i>Special Rules: Lifeleech(1),Shambling, Thunderous Charge(2),Nimble</i> Keywords: Revenant, Skeleton	8	4+	-	5+	1	8	-/14	3	[115] [10]

Revenant Chariots Chariot	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Legion (6) [235] Cursebows Sir Jesse's Boots of Striding Cursebows (18", Att: 10, Ra: 5+, Steady Aim, Shattering) <i>Special Rules: Brutal, Lifeleech(1),Shambling, Thunderous Charge(2)</i> Keywords: Revenant, Skeleton	8	4+	5+	4+	4	20	-/21	3	[205] [15] [15]

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

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

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

Ahmunite Pharaoh Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [220] Wings of Honeymaze Surge (8) Host Shadowbeast(3) <i>Special Rules: Crushing Strength(2),Individual, Inspiring, Lifeleech(1),Mighty, Regeneration(5+),Fly</i> Keywords: Mummy, Royal Court	10	3+	-	5+	0	5	-/16	2	[160] [40] [0] [20]

Revenant Champion Hero (Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [105] Undead Horse Mace of Crushing Surge (5) <i>Special Rules: Crushing Strength(1),Individual, Inspiring, Lifeleech(1)</i> Keywords: Revenant, Skeleton	8	4+	-	5+	0	4	-/14	3	[65] [25] [5] [10]

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]	6	3+	-	6+	1	9	-/17	5	[190]
<i>Special Rules: Crushing Strength(2),Lifeleech(1),Shambling, Slayer(Melee D6),Strider</i> Keywords: Construct, Skeleton									

Total Units:

12

Total Unit Strength:

17

Total Primary Core Points:

2300 (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.

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. 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.
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.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
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.
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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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.
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
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.	
Host Shadowbeast Range: 12" Friendly Individuals or Self (individuals only), CC	If any successes are rolled, until the start of your following Turn, when attacking in melee, the target may make a number of additional attacks equal to the caster's Spellcaster tier plus 2. These attacks are rolled separately to their normal attacks and always hit on a 3+, with the Crushing Strength (3) Special Rule. These attacks are never doubled, tripled or affected by artefacts, spells or any other special rules. A spellcaster may cast host shadowbeast onto themselves and can do so even when engaged with an enemy unit. Multiple castings on the same target have no additional effect.	
Artefact	Description	
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.	
Skirmisher's Boots	Troops only. The unit gains the Nimble special rule.	
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.	
Wings of Honeymaze	Individuals only. The unit gains the Fly special rule and increases its Speed stat to 10, but decreases its Defence stat by -1 to a minimum of 2.	