

Empire of Dust [2300]

Skeleton Deadeye Crossbows Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [130]	5	6+	5+	3+	2	10	-/15	2	[120]
Piercing Arrow									
Crossbows (24", Piercing(1),Pot Shot)									
<i>Special Rules: Elite(Ranged),Lifeleech(1),Shambling</i> Keywords: Skeleton									
Regiment (20) [120]	5	6+	5+	3+	2	10	-/15	2	[120]
Crossbows (24", Piercing(1),Pot Shot)									
<i>Special Rules: Elite(Ranged),Lifeleech(1),Shambling</i> Keywords: Skeleton									

Revenants Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [125]	5	4+	-	4+	3	12	-/17	2	[125]
<i>Special Rules: Crushing Strength(1),Lifeleech(1),Shambling</i> Keywords: Revenant, Skeleton									
Regiment (20) [125]	5	4+	-	4+	3	12	-/17	2	[125]
<i>Special Rules: Crushing Strength(1),Lifeleech(1),Shambling</i> Keywords: Revenant, Skeleton									

Enslaved Guardians Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [240]	6	3+	-	5+	3	18	-/17	3	[225]
Casket of the Damned									
Blade of Slashing									
<i>Special Rules: Crushing Strength(2),Lifeleech(1),Shambling, Casket of the Damned</i> Keywords: Airbound, Construct, Djinn									
Horde (6) [240]	6	3+	-	5+	3	18	-/17	3	[225]
Casket of the Damned									
Mace of Crushing									
<i>Special Rules: Crushing Strength(2),Lifeleech(1),Shambling, Casket of the Damned</i> Keywords: Airbound, Construct, Djinn									

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</i> Keywords: Construct, Shrine									

Revenant Champion Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [90]	5	4+	-	5+	0	4	-/14	2	[65]
Scythe of the Harvester									
Surge (5)									
<i>Special Rules: Crushing Strength(1),Individual, Inspiring, Lifeleech(1),Rampage(D3)</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									
Surge (8)									
Fireball (12)									
<i>Special Rules: Individual, Inspiring, Reanimator</i> Keywords: Skeleton									

Ahmunite Pharaoh on Royal Chariot Hero (Chariot)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [220]	8	3+	-	5+	1	7	-/16	3	[205]
Surge (8)									
<i>Special Rules: Crushing Strength(2),Inspiring, Lifeleech(1),Nimble, Regeneration(5+),Thunderous Charge(1)</i> Keywords: Mummy, Royal Court									
1 Spellcaster 2 [220]	8	3+	-	5+	1	7	-/16	3	[205]
Surge (8)									
<i>Special Rules: Crushing Strength(2),Inspiring, Lifeleech(1),Nimble, Regeneration(5+),Thunderous Charge(1)</i> Keywords: Mummy, Royal Court									
1 Spellcaster 2 [230]	8	3+	-	5+	1	7	-/16	3	[205]
Pipes of Terror									
Surge (8)									
<i>Special Rules: Crushing Strength(2),Inspiring, Lifeleech(1),Nimble, Regeneration(5+),Thunderous Charge(1),Brutal</i> Keywords: Mummy, Royal Court									

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]

Total Units:

13

Total Unit Strength:

21

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.
Restore Ancient Glory	While attacking the same enemy unit as RaHS the Undying in Melee, Core friendly units with the Skeleton keyword may replace their own Melee value with RaHS' Melee value - apply any subsequent modifiers as normal. Cannot be taken with magical artefact.
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.
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 targeted by a Surge spell, you may roll an additional 6 dice which count toward the total Surge result. This must be declared before rolling any dice for the spell. The unit's Casket of the Damned is then destroyed and cannot be used again for the remainder of the game.
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 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.
Rampage	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
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.

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
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
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
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
Piercing Arrow	Whenever the unit rolls to damage with a Ranged attack, it can re-roll one of the dice that failed to damage.
Pipes of Terror	This unit gains the Brutal special rule.
Crown of the Wizard King	The unit gains an additional 6 inches range on all of its spells that target Friendly units.
Scythe of the Harvester	Individuals only. The unit gains the Rampage (D3) special rule.