

Empire of Dust (Evil)								
Revenants								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	4+	-	5+	25	-/24	200	Lifefeech (1), Shambling
- Brew of Strength							30	
Skeleton Archers								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	6+	5+	3+	20	-/23	165	Bows (Range 24"), Lifefeech (1), Shambling
- Heart-seeking Chant							30	
Mummies								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	4+	-	5+	12	-/18	170	Crushing Strength (2), Lifefeech (1), Regeneration (5+), Shambling
Regiment(20)	5	4+	-	5+	12	-/18	170	Crushing Strength (2), Lifefeech (1), Regeneration (5+), Shambling
Enslaved Guardians								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	3+	-	5+	18	-/17	245	Crushing Strength (2), Lifefeech (1), Shambling, Wind Blast (5)
- Brew of Haste							15	
Enslaved Guardians Archers								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	4+	5+	4+	18	-/17	245	Crushing Strength (1), Heavy Crossbows (Range 36"), Lifefeech (1), Piercing (2), Reload!, Shambling
- Healing Brew							5	
Scavengers*								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	10	5+	-	4+	9	10/12	90	Fly, Lifefeech (2)
Regiment(3)	10	5+	-	4+	9	10/12	90	Fly, Lifefeech (2)
Bone Giant								Monster
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	4+	-	5+	D6 +6	-/19	190	Brutal, Crushing Strength (3), Lifefeech (1), Shambling, Strider
(1)	7	4+	-	5+	D6 +6	-/19	190	Brutal, Crushing Strength (3), Lifefeech (1), Shambling, Strider
Cursed High Priest								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	5+	-	4+	1	-/13	120	Hero (Inf), Fireball (12), Heal (4), Individual, Inspiring, Lifefeech (1), Surge (10), Vicious
- Fireball (12) and Vicious							20	
- Heal (4)							15	
- Banner of the Griffin							25	
(1)	5	5+	-	4+	1	-/13	120	Hero (Inf), Fireball (12), Heal (4), Individual, Inspiring, Lifefeech (1),

								Surge (10), Vicious
- Fireball (12) and Vicious								20
- Heal (4)								15
- Myrddin's Amulet of the Fire-heart								10

Mortibris the Necromancer [1] Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	5+	-	4+	1	15/17	210	Hero (Inf), Bane-chant (2), Chill Mist, Heal (5), Individual, Inspiring, Lifeleech (1), Lightning Bolt (4), Regeneration (5+), Stealthy, Surge (10)

Restless Souls of the Raia[1] Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	4+	5+	4+	8	-/16	180	Blast (D3), Crushing Strength (2), Lifeleech (1), Piercing (2), Shambling, Throwing Weapons

The Mummy's Revenge[1] Formation

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	30	Formation: The Mummy's Revenge

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- Bane-chant** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored (two or more for ranged attack/Piercing) from the same casting, for the rest of the turn all of the unit's melee and ranged attacks increase their Crushing Strength and Piercing by 1, or gain Crushing Strength(1) or Piercing(1) if they don't already have it. Note that multiple bane-chants hitting the same unit do not have cumulative effects.
- Banner of the Griffin** This unit gains the Rallying! (1) Special rule, or Increases the value of its Rallying! by 1, to a maximum of 2.
- Blast** If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit.
- Brew of Haste** The unit has +1 Speed.
- Brew of Strength** The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
- Brutal** When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.
- Chill Mist** While within 6" of Mortibris, all friendly, non-allied units have the Stealthy special rule.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Fireball** Spell. Range 12". When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- Fly** The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.
- Formation: The Mummy's Revenge** Formation must contain:
 2x Mummies Regiments
 1x Cursed High Priest
 Each unit of Mummies in this formation is granted both the Elite and Vicious special rules.
- 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.
- Healing Brew** Once per game, when given an order, this unit may remove D2 points of damage previously suffered.
- Heart-seeking** The unit's ranged attacks and spells have the Piercing (1) special rule, or if the unit already has Piercing, it is increased by 1.

Chant

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. 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, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.

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.

Lifeleech 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.

Lightning Bolt Spell. Range 24". Piercing (1) – roll to damage as normal. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.

Myrddin's Amulet of the Fire-heart Once per game, after using a ranged attack or spell, this unit may immediately use another different ranged attack or spell it possesses, against the same or a different target.

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.

Stealthy Enemies shooting against the unit suffer an additional -1 to hit modifier.

Strider The unit never suffers the penalty for Hindered charges.

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 movement may take the unit to within 1" of the enemy. However if it is not in melee at the end of the shoot phase, move it directly away from any enemy units to create a 1" gap (if possible). This spell has no effect on units with a speed of 0.

Throwing Weapons Range 12"

Vicious Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.

Wind Blast Spell. Range 18". Hits don't inflict damage. Instead, each hit pushes the target enemy unit 1" directly backwards if the caster is in the target unit's front arc, directly sideways and away from the caster if the caster is in either of the target unit's flank arcs, or directly forwards if the caster is in the target unit's rear arc. The target stops 1" away from enemy units or just out of contact with blocking terrain and friends. This spell has no effect on units with a speed of 0.