

Paul Fox

Empire of Dust (Evil)

Skeleton Warriors										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Troop(10)	5	5	-	4	2	1	10	-/11	[55]	
Lifeleech (1), Shambling Keywords: Expendable, Skeleton										
Regiment(20)	5	5	-	4	2	2	12	-/15	[85]	
Lifeleech (1), Shambling Keywords: Expendable, Skeleton										
Skeleton Spearmen										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(40)	5	5	-	4	2	4	30	-/22	175 5 [180]	
Fire-Oil Lifeleech (1), Phalanx, Shambling Keywords: Skeleton										
Mummies										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Troop(10)	5	4	-	5	2	1	10	-/14	[115]	
Crushing Strength (2), Lifeleech (1), Regeneration (5+), Shambling Keywords: Mummy										
Regiment(20)	5	4	-	5	2	3	12	-/18	[180]	
Crushing Strength (2), Lifeleech (1), Regeneration (5+), Shambling Keywords: Mummy										
Enslaved Guardians										Large Infantry Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(6)	6	3	-	5	3	3	18	-/17	[225]	
Crushing Strength (2), Lifeleech (1), Shambling Keywords: Airbound, Construct, Djinn										
Enslaved Guardians Archers*										Large Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(6)	6	4	5	4	3	2	18	-/17	[235]	
Crushing Strength (1), Lifeleech (1), Shambling Heavy Crossbows (30", Piercing (2), Pot Shot) Keywords: Airbound, Construct, Djinn										
Monolith[1]										Titan Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	-	-	5	6	1	-	-/17	[120]	
Inspiring, Monolith Keywords: Construct, Shrine										
Soul Snare[1]										War Engine Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	-	-	4	2	0	-	-/15	[150]	
Soul Snare, Stealthy Spells: Drain Life (9) Keywords: Construct, Miasma, Shrine										

Cursed High Priest										Hero (Inf) Spellcaster: 3
Unit Size		Sp	Me	Ra	De	H	US	At	Ne	Pts
1		5	5	-	4	2	0	1	-/13	85
	Drain Life (7)									35
	Surge (8)									30
										[150]
	Individual, Inspiring, Reanimator									
	Spells: Drain Life (7), Surge (8)									
	Keywords: Skeleton									

Special Rules and Spells:

Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Drain Life	Spell: 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 case into Melee, the target will not take a Nerve test at the end of the Ranged phase.
Fire-Oil	The unit gains both the <i>Crushing Strength</i> special rule (+1 - vs. units with <i>Regeneration</i> and the <i>Piercing</i> special rule (+1 - vs. units with <i>Regeneration</i>).
Individual	See page 34.
Inspiring	If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> 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. <i>Lifeleech</i> has a maximum total of 3.
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.
Phalanx	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Reanimator	When targeting friendly core Skeleton units, this unit can reroll up to two of the dice that failed to hit with Heal and Surge.
Regeneration (5+)	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 <i>Scout</i> move.
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.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
Surge	Spell: 12", Friendly Shambling only - For each hit, the target unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the <i>Fly</i> 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.