

Ed Herzig

Empire of Dust (Evil)

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Revenants										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(40)	5	4	-	4	2	4	25	-/24	205	
Crushing Strength (1), Lifeleech (1), Shambling Keywords: Revenant, Skeleton										
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	
Blade of Slashing Crushing Strength (2), Lifeleech (1), Shambling Keywords: Airbound, Construct, Djinn										
Revenant Cavalry										Cavalry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(10)	8	4	-	5	3	3	16	-/17	165	
Wine of Elvenkind Lifeleech (1), Shambling, Thunderous Charge (2) Keywords: Revenant, Skeleton										
Skeleton Warriors										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	5	5	-	4	2	2	12	-/15	85	
Lifeleech (1), Shambling Keywords: Expendable, Skeleton										
Idol of Shobik[1]										Hero (Mon) Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	3	-	6	5	1	10	-/18	290	
Aura (Iron Resolve), Crushing Strength (3), Lifeleech (1), Shambling, Strider, Very Inspiring Spells: Heal (5) Keywords: Construct, Giant, Old God										
Undead Wurm										Titan
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	4	-	4	6	1	10	-/18	215	
Crushing Strength (3), Fly, Lifeleech (1), Nimble, Shambling Keywords: Draconic, Skeleton										
Scavengers*										Swarm
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(3)	10	5	-	4	3	1	9	11/13	90	
Fly, Lifeleech (2), Nimble Keywords: Carrion										
Regiment(3)	10	5	-	4	3	1	9	11/13	90	
Fly, Lifeleech (2), Nimble Keywords: Carrion										
Bone Giant										Monster
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	4	-	5	5	1	D6+6	-/18	190	
Brutal, Crushing Strength (3), Lifeleech (1), Shambling, Strider Keywords: Giant, Skeleton										

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	
Shroud of the Saint Heal (5) Surge (8) Individual, Inspiring, Reanimator Spells: Heal (5), Surge (8) Keywords: Skeleton										30 35 30
Ahmunite Pharaoh										Hero (Inf) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	-	6	2	0	5	-/16	160	
Wings of Honeymaze Crushing Strength (2), Individual, Inspiring, Lifeleech (1), Mighty, Regeneration (5+) Spells: Surge (8) Keywords: Mummy, Royal Court										40

Special Rules and Spells:

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.
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> 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.
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.
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 <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
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.
Mighty	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
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.
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.
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.
Shroud of the Saint	The unit gains the Heal (3) spell, or if the unit already has a Heal spell, its value is increased by 3.
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.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
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.
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 <i>Crushing Strength</i> (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 <i>Inspiring</i> special rule, except that it has a range of 9". Any rule that affects <i>Inspiring</i> also affects <i>Very Inspiring</i> 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.
Wine of Elvenkind	The unit gains the <i>Nimble</i> special rule.
Wings of Honey maze	Individuals only. The unit gains the <i>Fly</i> special rule and increases its Speed stat to 10, but decreases its Defence stat by -1 to a minimum of 2.