

Empire of Dust [3000]

Skeleton Spearmen									Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20)[105]	5	5+	-	4+	3	15	-/15	2	[105]
Special Rules: Lifeleech(1),Phalanx, Shambling Keywords: Skeleton									
Mummies									Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20)[190]	5	4+	-	5+	4	12	-/18	2	[180]
Orb of Towering Presence									[10]
Special Rules: Crushing Strength(2),Lifeleech(1),Regeneration(5+),Shambling Keywords: Mummy									
Skeleton Warriors									Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40)[140]	5	5+	-	4+	3	25	-/22	2	[140]
Special Rules: Lifeleech(1),Shambling Keywords: Expendable, Skeleton									
Enslaved Guardians Archers*									Large Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6)[250]	6	4+	5+	4+	2	18	-/17	3	[235]
Sir Jesse's Boots of Striding									[15]
Heavy Crossbows (30", Piercing(2),Pot Shot) Special Rules: Crushing Strength(1),Lifeleech(1),Shambling Keywords: Airbound, Construct, Djinn									
Enslaved Guardians									Large Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6)[245]	6	3+	-	5+	3	18	-/17	3	[225]
Maccwar's Potion of the Caterpillar									[20]
Special Rules: Crushing Strength(2),Lifeleech(1),Shambling, Pathfinder Keywords: Airbound, Construct, Djinn									
Revenant Cavalry									Cavalry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (5)[115]	8	4+	-	5+	1	8	-/14	3	[115]
Special Rules: Lifeleech(1),Shambling, Thunderous Charge(2) Keywords: Revenant, Skeleton									
Troop (5)[115]	8	4+	-	5+	1	8	-/14	3	[115]
Special Rules: Lifeleech(1),Shambling, Thunderous Charge(2) Keywords: Revenant, Skeleton									
Sandborne Wyrms Riders									Large Cavalry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6)[265]	7	4+	-	5+	3	24	15/17	4	[225]
Brew of Strength									[40]
Special Rules: Crushing Strength(2),Lifeleech(1),Pathfinder Keywords: Naga, Revenant, Skeleton									

Soul Snare [1]									War Engine
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [150]	5	0+	-	4+	0	0	-/15	2	[150]
Drain Life (9)									
Special Rules: Stealthy, Soul Snare									
Keywords: Construct, Miasma, Shrine									
Bone Giant									Monster
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1[190]	7	4+	-	5+	1	D6+6	-/18	5	[190]
Special Rules: Brutal, Crushing Strength(3),Lifeleech(1),Shambling, Strider									
Keywords: Giant, Skeleton									
1[190]	7	4+	-	5+	1	D6+6	-/18	5	[190]
Special Rules: Brutal, Crushing Strength(3),Lifeleech(1),Shambling, Strider									
Keywords: Giant, Skeleton									
Undead Wyrn									Titan
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1[215]	10	4+	-	4+	1	10	-/18	6	[215]
Special Rules: Crushing Strength(3),Fly, Lifeleech(1),Nimble, Shambling									
Keywords: Draconic, Skeleton									
Monolith [1]									Titan
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [120]	5	0+	-	5+	1	0	-/17	6	[120]
Special Rules: Inspiring, Monolith									
Keywords: Construct, Shrine									
Revenant Champion									Hero (Infantry)
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [75]	5	4+	-	5+	0	4	-/14	2	[65]
Surge (5)									
Special Rules: Crushing Strength(1),Individual, Inspiring, Lifeleech(1)									
Keywords: Revenant, Skeleton									
Sebekh-Rei the Accursed [1]									Hero (Infantry)
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 3 [155]	5	5+	-	4+	0	1	-/13	2	[155]
Heal (5)									
Surge (8)									
Special Rules: Individual, Very Inspiring, Glory for the Mighty Dead, Glory of the Accursed									
Keywords: Accursed, Skeleton									
Idol of Shobik [1]									Hero (Monster)
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [290]	7	3+	-	6+	1	10	-/18	5	[290]
Heal (5)									
Special Rules: Aura(Iron Resolve),Crushing Strength(3),Lifeleech(1),Shambling, Strider, Very Inspiring									
Keywords: Construct, Giant, Old God									
Reanimated Behemoth									Monster (Chariot)
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1[190]	6	3+	-	6+	1	9	-/16	5	[190]
Special Rules: Crushing Strength(2),Lifeleech(1),Shambling, Slayer(Melee D6),Strider									
Keywords: Construct, Skeleton									

Total Units:	17	Total Unit Strength:	26
Total Primary Core Points:	3000 (100.0%)		
Artefacts Points:	85		
Troops & Irregulars:	3		
Regiments:	2		
Infantry Hordes & Legions:	1		
Large Infantry Hordes:	2		
Monsters:	3		
Titans:	2		
War Engines:	1		
Heros:	3		
Slots:	Any(2),Hero Only(1),War Engine Only(1),Monster/Titan Only(1),Large+ Horde Unlocks(4),Large+ Legion Unlocks(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.
Glory for the Mighty Dead	After casting Heal on a friendly core unit, this unit may immediately cast Surge against the same target.
Glory of the Accursed	For each other Friendly Core Skeleton unit within 6", you may re-roll one die that failed to hit with Heal, and Surge, up 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.
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 page 34 (page 30 in gamers edition)
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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.
Lifefeech	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. Lifefeech 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.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. Pathfinder units are not Hindered when making a Charge through Difficult Terrain.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
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.
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.
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.	

Artefact	Description
Orb of Towering Presence	May not be taken by units with the Individual or Fly special rules. Increases the unit's Unit Strength by one, to a maximum of four.
Sir Jesse's Boots of Striding	Once per game, this unit gains the Strider special rule until the end of the Turn.
Maccwar's Potion of the Caterpillar	This unit gains the Pathfinder special rule.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.