

Empire of Dust

1990 / 1995 (5 Remaining) VALID



Empire of Dust [1990]

Skeleton Warriors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [140]	5	5+	-	4+	3	25	-/22	2	[140]
Special Rules: Lifeleech(1), Shambling Keywords: Expendable, Skeleton									
Inf Horde [140]	5	5+	-	4+	3	25	-/22	2	[140]
Special Rules: Lifeleech(1), Shambling Keywords: Expendable, Skeleton									

Enslaved Guardians	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [225]	6	3+	-	5+	3	18	-/17	3	[225]
Special Rules: Crushing Strength(2), Lifeleech(1), Shambling Keywords: Airbound, Construct, Djinn									
Lrg Inf Horde [225]	6	3+	-	5+	3	18	-/17	3	[225]
Special Rules: Crushing Strength(2), Lifeleech(1), Shambling Keywords: Airbound, Construct, Djinn									

Desert Swarm*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Regiment [60]	6	5+	-	2+	1	9	-/12	1	[60]
Special Rules: Lifeleech(1), Scout, Shambling Keywords: Carrion									

Bone Giant	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [230]	7	4+	-	5+	2	D6+8	-/19	6	[230]
Giant Club									[0]
Special Rules: Brutal, Crushing Strength(4), Lifeleech(1), Shambling, Strider, Rampage(Melee D6) Keywords: Giant, Skeleton									
Titan 1 [230]	7	4+	-	5+	2	D6+8	-/19	6	[230]
Giant Club									[0]
Special Rules: Brutal, Crushing Strength(4), Lifeleech(1), Shambling, Strider, Rampage(Melee D6) Keywords: Giant, Skeleton									

Undead Wyrn	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [180]	10	4+	-	4+	2	10	-/18	6	[180]
Special Rules: Crushing Strength(3), Fly, Lifeleech(1), Nimble, Shambling Keywords: Draconic, Skeleton									
Titan 1 [180]	10	4+	-	4+	2	10	-/18	6	[180]
Special Rules: Crushing Strength(3), Fly, Lifeleech(1), Nimble, Shambling Keywords: Draconic, Skeleton									

Ahmunit Pharaoh	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [200]	10	3+	-	5+	0	5	-/16	2	[160]
Wings of Honeymaze									[40]
Surge (8)									[0]
Special Rules: Command, Crushing Strength(2), Individual, Inspiring, Lifeleech(1), Mighty, Regeneration(5+), Fly Keywords: Mummy, Royal Court									

Ahmunit Army Standard Bearer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [80]	5	5+	-	5+	0	1	-/11	2	[60]
Tome of Darkness									[20]
Surge (5)									
Special Rules: Aura(Strider - Skeleton Infantry Only), Command, Individual, Lifeleech(1), Very Inspiring Keywords: Skeleton									

Cursed High Priest	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 3 [100]	5	5+	-	4+	0	1	-/13	2	[70]
Surge (8)									[30]
Special Rules: Command, Individual, Inspiring, Reanimator Keywords: Skeleton									

Total Units:

12

Total Unit Strength:

21

Total Primary Core Points:

1990 (100.0%)

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.
Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.
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. This includes Difficult Terrain the unit started in. 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 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.
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.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
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.
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.
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.
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.
Scout	The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the Scout movement. If both armies have units with this rule, both players roll a single die each. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn in Round one as normal.
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.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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
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. This Movement may bring a Surged unit within 1" of enemy units. 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
Tome of Darkness	The unit gains the Surge (5) spell, or if the unit already has a Surge spell, its value is increased by 3.
Wings of Honeymaze	Individuals only. The unit gains the Fly special rule and increases its Speed stat to 10, but decreases its Defence stat by -1 to a minimum of 2.