

## 1500 Pts - The Empire of Dust

Name	#	Type	Sp	Me	Ra	De	Att	Ne	Option Summary	Cost
<b>Ahmunite Pharaoh (1 ⚔, 195 pts)</b>										
Ahmunite Pharaoh	1	H/Inf	10	3+	-	6+	5	-/16		195
	Crushing Strength (2); Inspiring; Lifeleech (1); Nimble; Regeneration (5+); Surge (8); <b>Individual</b>									
Wings of the Honeymaze	1	The Hero has the Fly special rule and increases their speed to 10								[40]
	Nimble									
<b>Cursed High Priest (1 ⚔, 165 pts)</b>										
Cursed High Priest	1	H/Inf	5	5+	-	4+	1	-/13		165
	Lifeleech (1); Surge (10); Heal (4); Wind Blast (5)									
<b>Revernants Horde (40 ⚔, 230 pts)</b>										
Revernants Horde	40	Inf	5	4+	-	5+	25	-/24		230
	Lifeleech (1); Shambling									
Brew of Strength	1	The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.								[30]
<b>Revernants Regiment (20 ⚔, 150 pts)</b>										
Revernants Regiment	20	Inf	5	4+	-	5+	12	-/17		150
	Lifeleech (1); Shambling									
Diadem of Dragon-kind	1	The unit has the Breath Attack (10) rule.								[30]
<b>Skeleton Archers Horde (40 ⚔, 195 pts)</b>										
Skeleton Archers Horde	40	Inf	5	6+	5+	3+	20	-/23		195
	Bow(s); Lifeleech (1); Shambling									
Hear-seeking Chant	1	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.								[30]
<b>Enslaved Guardian Archers Horde (6 ⚔, 250 pts)</b>										
Enslaved Guardian Archers Horde	6	LI	6	5+	5+	4+	18	-/17		250
	Crushing Strength (1); Heavy Crossbow(s); Lifeleech (1); Shambling									
Fire-Oil	1	Against units with the Regeneration rule this unit gains an additional Piercing (1) on 'normal' ranged attacks, and Crushing Strength (1) in melee								[5]
<b>Mummies Regiment (20 ⚔, 170 pts)</b>										
Mummies Regiment	20	Inf	5	4+	-	5+	12	-/18		170
	Crushing Strength (2); Lifeleech (1); Regeneration (5+); Shambling									
<b>Scorpion Husk (1 ⚔, 145 pts)</b>										
Scorpion Husk	1	Mon	6	4+	-	5+	8	-/14		145
	Crushing Strength (2); Lifeleech (1); Shambling; Vanguard; Vicious									
<b>Total Cost:</b>										<b>1500</b>

### Option Footnotes

Magic Artefacts Rules	
Breath Attack (10)	The unit has a ranged attack for which you roll (10) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on a 4+, regardless of any modifier.
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.
Piercing (1)	All ranged hits inflicted by the unit have a +1 modifier when rolling to damage.
Race Rules	
Lifeleech (1)	In a melee, this unit regains one point damage it has previously suffered for every point of damage it deals, to maximum of 1.
Special Rules	
Crushing Strength	All melee hits inflicted by the unit have a +(X) modifier when rolling to damage.
Crushing Strength (1)	
Crushing Strength (2)	
<b>Individual</b>	<p><b>Line of Sight</b> : Before being given an order, unit may pivot to face any direction for free. Units never block line of sight or offer cover against ranged attacks.</p> <p><b>Move</b>: Units have the Nimble special rule.</p> <p><b>Shooting</b>: Units may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against units suffer an additional -1 to hit modifier.</p> <p><b>Melee</b>: 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 the unit aligning to the individual's facing. Enemies never double or treble their Attacks when fighting this unit (including against Individual's War Engines). Similarly, the unit 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. This is treated as a successful charge and the charger is lined up against the new enemy as normal and can immediately attack again! If either the initial charge move or the regroup move took the charging unit over an obstacle or through difficult terrain, then it is hindered during the additional combat. Note: That if the new enemy is another individual, which is then routed, the charger can again advance D6" forward as above and so on - you can run over any number of meddling individuals in a single charge!</p>
Inspiring	If this unit, or any friendly unit within 6• E of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre at any point during its movement, even 'At the Double!'.
Regeneration (5+)	Every time this unit receives a move order (including Halt!), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. Forever every result of 5 or higher, the unit recovers a point of damage
Shambling	The unit cannot be ordered 'At the Double!• E except when carrying out a Vanguard move.

Vanguard	The unit can make a single 'At the Double!' move after set-up is finished, but before the players roll to decide who goes first. If both armies have units with this rule, roll a die. The highest scorer decides who begins to move one of his Vanguard units first, then the players alternate until all Vanguard units have been moved.
Vicious	Whenever the unit rolls to damage, it can re-roll all dice that score a natural, unmodified '1'.
Spells Known	
Heal	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.
Surge	Range 12". Friendly unit with the Shambling special rule only. Hits don't inflict damage. Instead, for every hit 'inflicted', the Shambling friendly units 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 spell has no effect on units with a speed of 0.
Wind Blast	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 front arc, directly sideways and away from the caster if the caster is in either 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.
Weapons	
Bow(s)	Range 24"
Heavy Crossbow(s)	Range 36", Reload!, Piercing (2)
Weapons Rules	
Piercing (2)	All ranged hits inflicted by the unit have a +2 modifier when rolling to damage.
Reload!	The unit can fire only if it received a Halt! order that turn.

### Roster Design Information

**Alignment:** Evil

**Army Special Rule :** Lifeleech (1)

### Validation Report

*Game Edition: 2nd Ed.; Special Rules: Hide Unreleased/Unofficial Lists; File Version: 1.15*

Roster satisfies all enforced validation rules

### Roster Statistics

Model Count: 129

% Heroes: 24

% Units: 66.3

% Monster: 9.7

% War Engines: 0

% Allies: 0

Group	Min	Max	Used
Heroes	-	-	2
Troop	-	-	0
Regiment	1*	-	2
Horde	1*	-	3
War Engine	-	-	0
Monster	-	-	1