

Host of High King Thoth-Set

Empire of Dust (Evil)

Revenant Chariots

Large Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	8	4+	5+	4+	8	-/15	115	Base Size: (50x100mm), Bows (Range 24"), Lifeleech (1), Shambling, Thunderous Charge (2)
Regiment(3)	8	4+	5+	4+	8	-/15	115	Base Size: (50x100mm), Bows (Range 24"), Lifeleech (1), Shambling, Thunderous Charge (2)
Regiment(3)	8	4+	5+	4+	8	-/15	115	Base Size: (50x100mm), Bows (Range 24"), Lifeleech (1), Shambling, Thunderous Charge (2)
Horde(6)	8	4+	5+	4+	16	-/18	175	Base Size: (50x100mm), Bows (Range 24"), Lifeleech (1), Shambling, Thunderous Charge (2)
Horde(6)	8	4+	5+	4+	16	-/18	175	Base Size: (50x100mm), Bows (Range 24"), Lifeleech (1), Shambling, Thunderous Charge (2)

Revenant Worm Riders

Large Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6) The Heavy Chariots	6	4+	-	5+	24	-/17	210	Crushing Strength (1), Lifeleech (1), Thunderous Charge (1)
- Brew of Sharpness							45	

Bone Giant

Monster

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1) BONESTORM!!!	7	4+	-	5+	D6 +6	-/19	190	Brutal, Crushing Strength (3), Lifeleech (1), Shambling, Strider
(1) BONESAW!!!	7	4+	-	5+	D6 +6	-/19	190	Brutal, Crushing Strength (3), Lifeleech (1), Shambling, Strider

Ahmunite Pharaoh on Royal Chariot

Hero (LrgCav)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1) High King Thoth-Set	8	3+	-	5+	7	-/16	195	Hero (LrgCav), Base Size: (50x100mm), Blizzard (2), Crushing Strength (2), Inspiring, Lifeleech (1), Nimble, Regeneration (5+), Surge (8), Thunderous Charge (1)
- Blizzard (2) (L)							30	
- Blessing of the Gods							25	
(1) Crown Prince Ishra	8	3+	-	5+	7	-/16	195	Hero (LrgCav), Base Size: (50x100mm), Blinding Light (1), Crushing Strength (2), Inspiring, Lifeleech (1), Nimble, Regeneration (5+), Surge (8), Thunderous Charge (1)
- Blinding Light (1) (L)							10	
(1) False Prince Kefnet	8	3+	-	5+	7	-/16	195	Hero (LrgCav), Base Size: (50x100mm), Crushing Strength (2), Inspiring, Lifeleech (1), Nimble, Regeneration (5+), Surge (8), Thunderous Charge (1)

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Hero (Mon)

- Mount on a Winged Wurm, gaining Fly and increasing to Speed 10

Blessing of the Gods	The unit has the Elite special rule.
Blinding Light	18" Range. Enemy Heroes, Monsters and War Engines only. If a hit is scored, the target unit is Disordered during its next turn.
Blizzard	36" Range, Blast (D6). Indirect.
Brew of Sharpness	The unit has +1 to hit in melee.
Brutal	When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.
Crushing Strength	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
Drain Life	6" range. May target enemy units that are engaged in combat. Roll to damage as normal with Piercing(1). If one or more points of damage are scored, choose either the caster or a single friendly non-allied unit with 6". 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 Shoot phase.
Dread	While within 6" of this unit, enemy units have -1 to their Waver and Rout Nerve values in addition to any other modifiers that may apply. This effect is non-cumulative.
Elite	Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
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. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.
Inspiring	If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
Lifefeech	In a melee, this unit regains one point of damage it has previously suffered for every point of damage it deals, up to a maximum of n.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting. 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.
Orcish Skullpole	The unit has the Brutal special rule. If the unit causes damage in melee, at the end of the Melee phase it must roll a single die. On 3 or less, the Skullpole is destroyed and provides no further benefit for the remainder of the game.
Regeneration (5+)	Every time this unit receives an 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 5+, the

unit recovers a point of damage.

Shambling The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.

Strider The unit never suffers the penalty for Hindered charges.

Surge Spell. Range: 12". Friendly unit with the Shambling special rule only. Hits don't inflict damage. Instead, for every hit 'inflicted', the Shambling friendly unit moves 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 movement may take the unit to within 1" of the enemy. However if it is not in melee at the end of the shoot phase, move it directly away from any enemy units to create a 1" gap (if possible). This spell has no effect on units with a speed of 0.

Thunderous Charge All melee hits inflicted by the 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 1 when Hindered.

Very Inspiring This is the same as the Inspiring special rule, except that it has a range of 9". Any rule which affects Inspiring also affects Very Inspiring.