## **Dustin Howard Empire of Dustin South**



## Empire of Dust [2300]

Skeleton Spearmen Infantry	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 I	Keywords:	Skeleton						
Regiment (20) [105]	5	5+	-	4+	3	15	-/15	2	[105]
Special Rules: Lifeleech(1),Phalanx,	Shambling I	Keywords:	Skeleton						

Mummies Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (10) [115]	5	4+	-	5+	1	10	-/14	2	[115]
Special Rules: Crushing Strength(2),	Lifeleech(1),	Regeneration	on(5+),Shan	nbling <b>Keyv</b>	vords: Mum	my			
Troop (10) [115]	5	4+	-	5+	1	10	-/14	2	[115]
Special Rules: Crushing Strength(2),	Lifeleech(1),	Regeneration	on(5+),Shan	nbling <b>Keyv</b>	vords: Mum	my			

Skeleton Warriors Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (10) [55]	5	5+	-	4+	1	10	-/11	2	[55]
Special Rules: Lifeleech(1), Shambling	g <b>Keyword</b>	s: Expendal	ole, Skeleton	1					
Troop (10) [55]	5	5+	-	4+	1	10	-/11	2	[55]
Special Rules: Lifeleech(1), Shamblin	g <b>Keyword</b>	s: Expendal	ole, Skeleton	1					

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

Soul Snare [1] War Engine	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Throne of Damnation] 1 Spellcaster 1	5	0+	-	4+	0	0	-/15	2	[150]
[150]									
Drain Life (9)									[0]
Special Rules: Stealthy, Soul Snare	Keywords:	Construct, N	∕liasma, Shri	ine					

Undead Wyrm Titan	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
[Big Bone Daddy] 1 [180]	10	4+	-	4+	1	10	-/18	6	[180]
Special Rules: Crushing Strength(3),	Fly, Lifeleec	h(1),Nimble	, Shambling	Keywords.	: Draconic, S	Skeleton			

Monolith [1] Titan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Temple of Syrinx] 1 Spellcaster 0	5	0+	-	5+	1	0	-/17	6	[120]
[120]									
Special Rules: Inspiring, Monolith Ke	eywords: Co	nstruct, Shi	rine						

Ahmunite Pharaoh Hero (Infantry)	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
[Mumm-Ra] 1 Spellcaster 2 [180]	5	3+	-	6+	0	5	-/16	2	[160]
Surge (8)									[0]
Host Shadowbeast(3)									[20]
Special Rules: Crushing Strength(2).	Individual. I	nspirina. Life	eleech(1).Mi	ahtv. Regen	eration(5+)	Kevwords:	Mummv. Ro	val Court	

Sebekh-Rei the Accursed [1] Hero (Infantry)	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
[Skeletor] 1 Spellcaster 3 [155]	5	5+	-	4+	0	1	-/13	2	[155]
Heal (5) Surge (8)									[0] [0]
Special Rules: Individual, Very Inspir	ring, Glory fo	or the Mighty	Dead, Glor	y of the Acc	ursed <b>Keyw</b>	<b>ords:</b> Accui	rsed, Skeleto	on	[-]

Idol of Shobik [1] Hero (Monster)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [290]	7	3+	-	6+	1	10	-/18	5	[290]
Heal (5)									[0]
Special Rules: Aura(Iron Resolve), Ci	rushing Stre	ngth(3),Life	leech(1),Sha	mbling, Stri	der, Very In:	spiring <b>Kevv</b>	vords: Cons	truct, Giant,	Old God

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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. 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.
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 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.
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. Lifeleech 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.
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.
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.
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.
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

Heal Range: 12" Friendly, Self, CC  Surge Range: 12" Friendly – Shambling Only Friendly – Shambling Only Friendly – Shambling Only  Friendly – Shambling Only  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 ofthe Enemy unit and not the edge, determine whicharc of the target unit the Leader Point of the surgingunit is in before it moves and align to that side toattack. If two Enemy units are contacted at the same time, the attacking player may choose which unit is beingcharged. If the Surge move took the unit over an Obstacle orthrough Difficult Terrain, then it will be Hinderedin the ensuing combat as normal. This spell has no effect on units with Speed 0.  Host Shadowbeast Range: 12"  If any successes are rolled, until the start of your following Turn, when attacking in melee, the target may make a number of additional attacks equal to the casters Spellcaster tier plus 2.  These attacks are rolled separately to their normal attacks and always hit on a 3+, with the Crushing Strength (3)Special Rule. These attacks are never doubled, tripled or affected by	<b>Drain Life</b> 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)
Range: 12"  Friendly – Shambling Only  Friendly – Shambling Only  Friendly – Shambling Only  Friendly – Shambling Only  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 ofthe Enemy unit and not the edge, determine whicharc of the target unit the Leader Point of the surgingunit is in before it moves and align to that side toattack. If two Enemy units are contacted at the same time, the attacking player may choose which unit is beingcharged. If the Surge move took the unit over an Obstacle orthrough Difficult Terrain, then it will be Hinderedin the ensuing combat as normal. This spell has no effect on units with Speed 0.  Host Shadowbeast  Range: 12"  If any successes are rolled, until the start of your following Turn, when attacking in melee, the target may make a number of additional attacks equal to the casters Spellcaster tier plus 2.  These attacks are rolled separately to their normal attacks and always hit on a 3+, with the	Range: 12"	For each hit, the target unit regains a point of damage that it has previously suffered.	
Range: 12" target may make a number of additional attacks equal to the casters Spellcaster tier plus 2.  These attacks are rolled separately to their normal attacks and always hit on a 3+, with the	Range: 12"	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 ofthe Enemy unit and not the edge, determine whicharc of the target unit the Leader Point of the surgingunit is in before it moves and align to that side toattack. If two Enemy units are contacted at the same time, the attacking player may choose which unit is beingcharged. If the Surge move took the unit over an Obstacle orthrough Difficult Terrain, then it will be Hinderedin the ensuing combat as	
artefacts, spells or any other special rules. A spellcaster may cast host shadowbeast onto themselves and can do so even when engaged with an enemy unit. Multiple castings on the same target have no additional effect.	Range: 12"	target may make a number of additional attacks equal to the casters Spellcaster tier plus 2. These attacks are rolled separately to their normal attacks and always hit on a 3+, with the Crushing Strength (3)Special Rule. These attacks are never doubled, tripled or affected by artefacts, spells or any other special rules. A spellcaster may cast host shadowbeast onto themselves and can do so even when engaged with an enemy unit. Multiple castings on the	

Artefact

Description