

Jon Vanase King Beyond The Wall

Empire of Dust (Evil)

Mummies **Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	4+	-	5+	12	-/18	170	Crushing Strength (2), Lifeleech (1), Regeneration (5+), Shambling
Regiment(20)	5	4+	-	5+	12	-/18	170	Crushing Strength (2), Lifeleech (1), Regeneration (5+), Shambling

Enslaved Guardians **Large Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	3+	-	5+	18	-/17	245	Crushing Strength (2), Lifeleech (1), Shambling, Wind Blast (5)
- Brew of Haste							15	
Horde(6)	6	3+	-	5+	18	-/17	245	Crushing Strength (2), Lifeleech (1), Shambling, Wind Blast (5)
- Casket of the Damned							10	

Enslaved Guardians Archers **Large Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	4+	5+	4+	18	-/17	245	Crushing Strength (1), Heavy Crossbows (Range 36"), Lifeleech (1), Piercing (2), Reload!, Shambling

Bone Giant **Monster**

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

Cursed High Priest **Hero (Inf)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	8	5+	-	4+	1	-/13	120	Hero (Cav), Heal (4), Individual, Inspiring, Lifeleech (1), Surge (10)
- Heal (4)							15	
- Mount, increase Speed to 8 and change to Hero (Cav)							15	
(1)	8	5+	-	4+	1	-/13	120	Hero (Cav), Heal (4), Individual, Inspiring, Lifeleech (1), Surge (10)
- Heal (4)							15	
- Mount, increase Speed to 8 and change to Hero (Cav)							15	

The Mummy's Revenge[1] **Formation**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	30	Formation: The Mummy's Revenge

Brew of Haste	The unit has +1 Speed.
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.
Casket of the Damned	The souls of the damned are released from their prison to drive the unit towards its foe. Mark a unit that has a casket with an appropriate model. Once per game, when this unit is targetted by a Surge spell, you may roll an additional 5 dice which count towards the total Surge result. This must be declared before rolling any dice for the spell. Remove any model used to represent the casket once it has been used.
Crushing Strength	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
Formation: The Mummy's Revenge	Formation must contain: 2x Mummies Regiments 1x Cursed High Priest Each unit of Mummies in this formation is granted both the Elite and Vicious special rules.
Heal	Spell. 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.
Individual	Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks. Move Individuals have the Nimble special rule. Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier. Melee 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 than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual 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. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.
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.
Piercing	All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
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.
Reload!	The unit can fire only if it received a Halt order that turn.
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.
- Wind Blast** Spell. 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 unit's front arc, directly sideways and away from the caster if the caster is in either of 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.