

## 2019OrcTown

**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)
- Casket of the Damned							10	
- 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	
- Orcish Skullpole							5	

**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
- Fire-Oil							5	
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

**Bone Dragon** **Monster**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	4+	-	4+	9	-/17	200	Crushing Strength (3), Fly, Lifeleech (1), Shambling

**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	
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30

Formation: The Mummy's Revenge

**Apaphys, Champion of Death[1]**

**Hero (Mon)**

Unit Size

Sp Me Ra De At Ne

Pts

(1)

7 4+ - 5+ 12 -/21

265

Hero (Mon), Base Size:  
(75x75mm), Crushing Strength (3),  
Drain Life (6), Dread, Elite,  
Lifeleech (1), Surge (8), Very  
Inspiring

2350

- 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.
- 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.
- Fire-Oil** Against units with the Regeneration rule this unit gains an additional Piercing (1) on 'normal' ranged attacks, and Crushing Strength (1) in melee.
- 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.
- 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.
- Lifeflech** 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.
- 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.
- 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.
- 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.
- 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.