

High King of the forgotten Empire **215 Pts**
(Lord Choice, one of a kind)

M WS BS S T W I A Ld Infantry 20x20mm Base
4 5 4 4 5 5 5 4 10

Equipment:

Shield, Archaic Crown, Armour of the Forgotten Empire, Hand Weapon.

Ancient Crown: 6+ Armour Save. Any Grave Guard, Skeleton Warriors or Black Knight Unit he joins as + 1WS.

Armour of the Forgotten Empire: Palte Armour. While in Close Combat, all effects of the enemy Players Magic items that would affect the High King are ignored. (Strength Bonusses, Stat-Stealing Amulets etc.)

Special Rules:

Lethal Strike, Multiple Wounds (1 + 1D3, Infantry, WarBeast, Cavalry), King of Kings, Anti Crumble Aura, Stubborn, Undead

King of Kings: This Unit must be the General. You must add up to one Lich or Lich Lord to your Army which represents the Royal Court Wizard.

You may choose Magic Items worth 100 Points.

May choose one of the following Weapons:

Great Weapon	15 Pts
Additional Hand Weapon	5 Pts
Lance	10 Pts
Halberd	10 Pts
Hunting Bow (Armour Piercing(1), bow)	10 Pts

May choose to ride a Skeletal Steed 20 Pts

Liche Wizard Level 3 190 Pts
(Lord Choice, one of a kind)

M WS BS S T W I A Ld Infantry 20x20mm Base
4 4 3 4 4 3 4 3 9

Equipment: Magic Infused Armour, Hand Weapon

Magic Infused Armour: Plate Armour, the Wizard still counts as a Wizard and may not choose any other armour (except for the Nightshroud).

Special Rules: Undead, Stubborn, Anti Crumble Aura, Knowledge of Departed Times.

Knowledge of departed Times: This Wizard may choose from two of the Following Paths of Magic: Death, Necromancy, Alchemy

You may choose Magic Items worth 65 Points.

May receive two of the following Upgrades:

Lord Liche (+1 Wizard Level, may also choose from Path of Black Magic) 55 Pts

Warstave (additional hand weapon, bound Spell Blizzard 5+) 30 Pts

Corrupted Mitra 60 Pts

(all Skeletal Units; Skeleton Warriors, Grave Guard,

Black Knights, Borrow Kings and High Kings are Stubborn as long as the Unit only consists of Skeletal Models)

May choose one of the following Weapons:

Barbed Stave (light Lance) 5 Pts

Hunting Bow (Armour Piercing(1), Bow) 10 Pts

May choose to ride one of the following:

Skeletal Steed 20 Pts

Monstrous Revenant 100 Pts