TOMB KINGS

A fanmade Warscrolls Compendium

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ALLEGIANCE ABILITIES: TOMB KINGS

A Tomb Kings legion is an unstoppable force of death that cuts down all before it, drawing upon arcane energies and ancient incantations. The following pages describes the battle traits that a Tomb Kings army possesses, and the traits that its generals and Hierophants can have.

ARTEFACTS OF POWER

If a **TOMB KINGS** army includes any **HEROES**, then one may choose an artefact from the Treasures of the Necropolis. Declare which hero has the artefact after picking your general and Hierophant, and then pick which artefact the Hero has. Alternatively, roll a dice on the table to randomly generate one. The same model cannot have more than one artefact.

Additionally, if your general is a **TOMB KING** all **TOMB PRINCES** and **TOMB HERALDS** in your army can be given a Minor Artefact from the Kings Rewards table (pg 6).

COMMAND TRAITS

If the general of a **TOMB KINGS** army is a **HERO,** they can have one of the traits shown in the command traits table. You can either pick the trait or roll a dice to randomly determine it. If for any reason, you must select a new general during a battle, immediately generate a trait for them (pg 4).

SPELL LORES

WIZARDS in a **TOMB KINGS** army know spells from the Lore of Nehekhara (pg 7).

BATTLE TRAITS

Armies with the **TOMB KINGS** allegiance have the following abilities:

Undying Servitude: Roll a dice each time you allocate a wound or mortal wound to a friendly **DEATH** unit wholly within 12" of your general or a friendly **PRIEST HERO**. On a 6+ the wound is negated.

The Restless Dead: At the start of each Battle Round you get two Restless Dead points and one more for every **PRIEST** unit in your army. Additionally, whenever a **DEATH WIZARD** in your army successfully casts or unbinds a spell you can add one more Restless Dead point to your pool. Throughout the game you can use your Restless Dead points to do certain actions like restoring wounds and resurrect slain models to your units.

Hierophant: One **WIZARD PRIEST HERO** in your army can be assigned to be the army's Hierophant, your general can also be your army's Hierophant if they meet the necessary requirements.
Once you have determined your Hierophant you can grant them one of the traits shown in Hierophant Traits table. If your Hierophant is also your army's general then it can have both a command trait and a Hierophant trait (pg 5).
Additionally, your Hierophant gains the following ability:

Guidance of the Dead: Once per hero phase your Hierophant can spent up to 6 Restless Dead points to heal any friendly **DEATH** unit within 18" for 1 wound that has been allocated to it for each point spent, If the unit has the **SUMMONABLE** keyword it is healed for D3 wounds per point spent instead. Additionally, if at any point when healing a unit there are no longer any wounds allocated to the unit, you may return a number of slain models to it that have a combined Wounds characteristic equal to or less than the remaining number of wounds healed.

COMMAND ABILITY

The general of a **TOMB KINGS** army and any **TOMB KING, TOMB PRINCE** and **PRIEST HEROES** in the army gain the following additional command ability:

Eternal Legions: You can use this command ability at the start of your hero phase if this model is on the battlefield. If you do so, you can spend up to 10 Restless Dead points to heal any friendly **DEATH** unit within 18" for 1 wound that has been allocated to it for each point spent, If the unit has the **SUMMONABLE** keyword it is healed for D3 wounds per point spent. Additionally, if at any point when healing a unit there are no longer any wounds allocated to the unit, you may return a number of slain models to it that have a combined Wounds characteristic equal to or less than the remaining number of wounds healed.

COMMAND TRAITS

ROYAL COMMAND TRAITS

TOMB KING and **TOMB PRINCE** only.

D6	Command traits
1	**Firstborn Son:** This general is a **WIZARD** and gains the **PRIEST** keyword. They know only one spell from the Lore of Nehekhara and can attempt to cast that spell in your hero phases, and attempt to unbind one spell in each enemy hero phase.
2	**Draconian Ruler:** Subtract 2 from the Bravery characteristic of enemy units within 12" of this general.
3	**Undying Will:** The Undying Servitude roll is increased by 1 for all friendly **DEATH** units wholly within 12" of this general.
4	**Skilled Artisan** This general gains the **NERCOTECT** keyword. Additionally, the Undying Servitude roll is increased by 1 for friendly **REANIMENT** units wholly within 12" of this general.
5	**Ageless Cunning** Once per battle round, this general can use a command ability without a command point being spent.
6	**Peerless Commander** Add 1 to the Attack characteristic of melee weapons used by friendly **DEATHRATTLE** units wholly within 6" of this general

GENERAL COMMAND TRAITS

D6	Command traits
1	**Ancient Fortitude:** Add 2 to this general's Wounds characteristic.
2	**Hatred of the Living:** Re-roll wound rolls of 1 for attacks made with melee weapons by this general unless the target has the **DEATH** keyword.
3	**Ancient Grudge:** After armies are set up, pick 1 enemy **HERO.** Add 1 to the damage inflicted by weapons used by this general that target that **HERO.**
4	**Blessings of the Dessert Wind:** Add 4" to this general's Move characteristic.
5	**Dreaded Warlord:** At the start of the Battleshock Phase pick 1 enemy unit within 3" of this general, any battleshock test they make this phase is considered to have automatically rolled a 6 on the dice.
6	**Protective Wards:** Each time you allocate a mortal wound to this general, roll a dice. On a 4+ that mortal wound is negated.

HIEROPHANT TRAITS

Hierophant only. If the Grand Hierophant Khatep is your Hierophant then he cannot pick one of the traits below.

D6	Command traits
1	**Ancient Knowledge:** The Hierophant knows one additional spell from the Lore of Nehekhara. Additionally, they can cast one additional spell in your hero phase.
2	**Reinforced Possession** Whenever a **REANIMENT** unit wholly within 12" of the Hierophant is healed trough an ability that spends Restless Dead points they are healed for 2 wounds per point spend instead of 1.
3	**Arcane Might:** Add 1 to casting rolls made by the Hierophant. Additionally, when your Hierophant successfully casts Arcane Bolt the targeted unit suffer 1 additional mortal wound.
4	**Defensive Castings:** Add 2 to unbind rolls made by the Hierophant. Additionally, when your Hierophant successfully unbinds an enemy spell then the spells caster suffers 1 mortal wound.
5	**Master of Curses:** Add 2 to the Hierophant's Wounds characteristic. Additionally, at the end of any hero phase in which this Hierophant slew any enemy models, you can heal 2 wounds allocated to him.
6	**Ethereal Body:** Change the Hierophant's Save characteristic to 4+ Additionally, ignore modifiers (positive or negative) when making save rolls for attacks that target the Hierophant.

ARTEFACTS OF POWER

TREASURE OF THE NECROPOLIS

D6 Artefact of Power

1 Blade of Antarhak
You may designate one of the wielders melee weapons to be the Blade of Antarhak, this cannot be one of the mount's weapons if riding one. Add 1 to all hit rolls made with that weapon.
Additionally, for every unsaved wound inflicted by the Blade of Antarhak the bearer regains one wound up to a maximum of 4 wounds per phase.

2 Golden Death Mask of Kharnut
Enemy units within 12" of the mask's bearer cannot be picked for the Inspiring Presence command ability.
Additionally, roll a dice whenever an enemy unit within 12" of the mask's bearer fails a Battleshock test, that many additional models flee.

3 Enkhil's Kanopi
The wielder can attempt to unbind 1 spell in the enemy hero phase. If they can already attempt to unbind a spell, they can attempt to unbind 1 extra spell in the enemy hero phase.
Additionally, add 2 to unbind rolls made by the bearer.

4 Destroyer of Eternities
You may designate one of the wielders melee weapons to be the Destroyer of Eternities, this cannot be one of the mount's weapons if riding one. Increase the Rend characteristic for that weapon by 2.
Additionally, if a model suffers any wounds from this weapon but does not die, roll a dice. If the result is more than the models remaining wounds, it is slain with no saves of any kind allowed.

5 Cloak of Dunes
This model gains the Fly ability.
In addition, if the bearer moves over an enemy unit in the movement phase then that unit suffers 1 mortal wound. A unit cannot be affected more than once by this in the same turn.

6 Neferra's Scrolls of Mighty Incantations
One use only. In the hero phase, the bearer can declare that they are using Neferra's Scrolls of Mighty Incantations. Choose a spell from the Lore of Nehekhara, that spell instantly goes off as if it has been successfully cast by the user. Your opponent cannot attempt to unbind a spell cast this way, nor does the spell cast count to the amount of times it normally can be cast that phase.

THE KINGS REWARDS

If your general is a **TOMB KING** all **TOMB PRINCES** and **TOMB HERALDS** in your army can be given a Minor Artefact from the table below. A model cannot have both a Minor Artefact and an Artefact of Power.

D6 Minor Artefact of Power

1 Mastercrafted Armour
Add 2 to the bearers Wounds characteristic.

2 Ensorcelled Weapon
Designate one of the wielders weapons to be the ensorcelled. Add 1 to all hit rolls made with that weapon.

3 Royal Mount
If the hero has a mount, increase its Move characteristic with 4".

4 Silvered Weapon
Designate one of the wielders weapons to be silvered. Add 1 to the Attacks characteristics for that weapon.

5 Royal Ward
Subtract 1 from the hit rolls of attacks that target the bearer in the shooting phase.

6 Blessing of the Mortuary Cult
At the start of the Battle Round add 1 to your Restless Dead points as long as this hero is on the battlefield.

LORE OF NEHEKHARA

You can choose or roll for two of the following spells for each **WIZARD PRIEST** in your army. Settra the Imperishable knows only one spell from the Lore of Nehekhara, whilst the Grand Hierophant Khatep knows all of them.

BLESSINGS OF ANCIENT GODS

Whenever a spell from the Lore of Nehekhara is successfully cast and the target of that spell is a friendly **TOMB KINGS** unit, you can spend up to 4 Restless Dead points to heal that unit for 1 wound that has been allocated to it for each point spent. If the unit has the **SUMMONABLE** keyword it is healed for D3 wounds per point spent instead. Additionally, if at any point when healing a unit there are no longer any wounds allocated to the unit, you may return a number of slain models to it that has a combined Wounds characteristic equal to or less than the remaining number of wounds healed.

D6	Spell
1	**Khsar's Incantation of the Desert Wind** Khsar's Incantation of the Desert Wind has a casting value of 5. If successfully cast, pick one friendly **TOMB KINGS** unit that is wholly within 24" of the caster. That unit can immediately make a normal move as if it where the movement phase.
2	**Neru's Incantation of Protection** Neru's Incantation of Protection has a casting value of 5. If successfully cast, pick one friendly **TOMB KINGS** unit that is wholly within 12" of the caster. Until your next hero phase subtract 1 from wound rolls for enemy units that target this unit.
3	**Ptra's Incantation of Righteous Smiting** Ptra's Incantation of Righteous Smiting has a casting value of 6. If successfully cast, pick one friendly **TOMB KINGS** unit that is wholly within 12" of the caster. Until your next hero phase the Attacks characteristics of the unit's weapons is increased by 1.
4	**Usirian's Incantation of Vengeance** Usirian's Incantation of Vengeance has a casting value of 6. If successfully cast, pick one enemy unit that is within 24" of the caster. Until your next hero phase that unit's move characteristic is halved. Additionally, in the combat phase, that unit can only be picked to fight with after all other eligible units have fought. If for some reason multiple units are afflicted by a similar effect, alternate between these units as normal after all other units have fought.
5	**Usekph's Incantation of Desiccation** Usekph's Incantation of Desiccation has a casting value of 7. If successfully cast, pick one enemy unit that is within 12" of the caster. Until your next hero phase decrease that unit's saving throws by 1.
6	**Sakhmet's Incantation of the Skullstorm** Sakhmet's Incantation of the Skullstorm has a casting value of 8. If successfully cast, pick one enemy unit that is within 24" of the caster. Roll a dice for each model in the targeted unit, for each 5+ that unit suffers a mortal wound. Then roll a dice for each unit within 6" of the targeted unit. On a roll of 4 or more that unit suffers D3 mortal wounds.

RESTORED WARSTATUES OF NEHEKHARA

LIFEWORKS OF UNDYING ARCHITECTS

For each **NECROTECT** in your army you can select a trait from the table below to bestow upon a **REANIMENT** unit from your army. You cannot pick the same trait more than once and a unit can only ever benefit from one trait.

D6	Trait
1	**Gold inlaid Hieroglyphs of Restoration** Add one to all Undying Servitude and Stone Shaper rolls that are made for this unit.
2	**Diamond Tipped Finishes.** Designate one of the unit's weapons to be to be tipped with diamond. Increase the Rend characteristic for that weapon by 1.
3	**Expansive Wards of Protection** Increase the Wounds characteristic for this unit by 1. If the unit has the **MONSTER** keyword it is increased by 2 instead.
4	**Crazed Entombed Spirits** Add 2" to the result when determining this unit's run and charge distances.
5	**Engraved Glyphs of Destruction** Designate one of the unit's weapons to be to be engraved with Glyphs of Destruction. You can reroll all failed wound rolls made with that weapon.
6	**Sublime Stonemasonry** Subtract 1 from the Bravery characteristic of enemy units within 6" of this unit.

SETTRA THE IMPERISHABLE

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Blessed Blade of Ptra	2”	5	3+	3+	-2	3
Steeds' Thundering Hooves	1”	8	4+	5+	-	1

DESCRIPTION
Settra is a single model. He is armed with the Blessed Blade of Ptra. Settra bears the Crown of Dominion upon his head and the Scarab Broach of Usirian upon his breast.

MOUNT: Settra rides upon a mighty scythed Chariot of the Gods, which is drawn into battle by four Skeletal Steeds that attack with their Thundering Hooves.

Settra the Great
If you take Settra the Imperishable then he must be your army’s general.

ABILITIES
Crown of Dominon: Add 1 to all hit rolls for friendly **DEATH** units wholly within 18” of Settra the Imperishable in the combat phase.

Crush them Beneath Our Wheels: Add 1 to the wound rolls and the rend value of The Blessed Blade of Ptra if Settra charged in the same turn.

Chariot of the Gods: After this model completes a charge move, pick one enemy unit that is within l " of it and roll a dice; on a 1 or 2 the nothing happens. On a 3 or more the targeted unit suffers D3 mortal wounds.

The Scarab Broach of Usirian: Roll a dice each time Settra the Imperishable suffers a wound or a mortal wound. On a roll of 5 or more the wound is absorbed by the Scarab Broach of Usirian and is ignored.

The Curse: If Settra the Imperishable is slain, the unit that inflicted the final wound upon him immediately suffers D6 mortal wounds.

MAGIC
Settra the Imperishable is a wizard. He can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt and Mystic Shield spells.

COMMAND ABILITY
And He Did say 'War', and the World Did Tremble... : You can use this command ability at the start of any combat phase if this model is on the battlefield. If you do so, until the end of that phase you can add 1 to all wound rolls for **DEATH** units in your army that are wholly within 18" of this model. If a **DEATHRATTLE** unit is affected by this ability, you can also add 1 to its attacks.

KEYWORDS	DEATH, TOMB KINGS, HERO, WIZARD, PRIEST, TOMB KING, SETTRA THE IMPERISHABLE

THE HERALD NEKAPH

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Flail of Skulls	1”	4	3+	3+	-2	2

DESCRIPTION
The Herald Nekaph is a single model. He is armed with the Flail of Skulls, a magical flail made from gilded skulls of conquered kings whose skulls bite into their victims.

ABILITIES
Settra’s Champion: When targeting an enemy **HERO** this models Flail of Skulls deals 3 damage instead of 2.

Herald of Despair: Enemy units within 6” of this model subtract 1 from their Bravery characteristic.

Flail of Skulls: If an unmodified wound roll for an attack made by this model is 6, then that attack deals 1 additional damage.

Sworn Bodyguard: Each time a **TOMB KING, TOMB PRINCE** or **PRIEST HERO** from your army suffers a wound or a mortal wound whilst within 3" of a Nekaph, he can leap in front of the attack. If he does so, the original target ignores that wound or mortal wound, and the Tomb Herald suffers a mortal wound.

KEYWORDS	DEATH, TOMB KINGS, DEATHRATTLE, HERO, TOMB HERALD, THE HERALD NEKAPH

HIGH QUEEN KHALIDA

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Venom Staff	18”	1	2+	3+	-1	D6
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
The Venom Staff	2”	7	2+	3+	-1	1

DESCRIPTION
High Queen Khalida is a single model. She is armed with the Venom Staff, a magical stave that writhes with a life of its own, spitting bolts of magical venom and striking out at foes with lightning speed in close combat.

ABILITIES
Beloved of the Asp Goddess: If the unmodified wound roll for an attack made with The Venom Staff is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

Ancient Hatred: High Queen Khalida has a particular hatred against vampires so when attacking a **VAMPIRE** unit, you can reroll all failed hit and wound rolls for High Queen Khalida.

Supernatural Speed: High Queen Khalida can strike at an impossibly quick speed. If, in the combat phase, your opponent selects a unit within 3" of her to pile in and attack with, but the High Queen has yet to attack this phase, you can immediately pile in and attack with her, even though it is your opponent's turn to attack with a unit.

The Curse: If High Queen Khalida is slain, the unit that inflicted the final wound upon her immediately suffers D6 mortal wounds.

COMMAND ABILITY
Blessing of Asaph: You can use this command ability at the start of your shooting phase if this model is on the battlefield. If you do so, until the end of that phase you can add 1 to all hit rolls made by friendly **DEATH** units in your army during your shooting phase.

KEYWORDS	DEATH, TOMB KINGS, HERO, TOMB KING, HIGH QUEEN KHALIDA

GRAND HIEROPHANT KHATEP

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Liche Staff	2”	3	4+	3+	-1	2

DESCRIPTION
Grand Hierophant Khatep is a single model. He is armed with the Liche Staff, a magical stave that is inscribed with the names of all the god and goddesses of Nehekhara.

Grand Hierophant of Khemri: If you take Grand Hierophant Khatep then he must be your army’s Hierophant.

ABILITIES
The Liche Staff: Add 2 to casting, dispelling and unbinding rolls for this model. In addition, this model can attempt to cast Arcane Bolt and Mystic Shield any number of times in the same hero phase, even if another **WIZARD** has already attempted to cast the spell in that phase.

Scroll of the Cursing Word: Once per game, instead of unbinding an enemy spell, Khatep can read this scroll. If he does, then that unbinding attempt is automatically successful. Additionally, roll a dice, on a 1 or 2 nothing happens. On a 3, 4 or 5 the enemy unit that attempted to cast the spell suffers a mortal wound and on a 6 it suffers 3 mortal wounds.

MAGIC
Khatep is a wizard. He can attempt to cast three spells in each of your hero phases, and attempt to unbind three spells in each enemy hero phase. He knows the Arcane Bolt and Mystic Shield spells.

COMMAND ABILITY
Ancient Powers Unleashed: You can use this command ability at the start of your hero phase if this model is on the battlefield. If you do so, until the end of that phase you can add 2 to all casting rolls made by friendly **DEATH WIZARDS** in your army.

KEYWORDS	DEATH, TOMB KINGS, HERO, WIZARD, PRIEST, GRAND HIEROPHANT KHATEP

PRINCE APOPHAS

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tide of Scuttling Scarabs	10”	2D6	3+	4+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Cursed Dagger of Eternal Blood	1”	6	3+	3+	-1	1

DESCRIPTION
Prince Apophas is a single model. He is armed with the Cursed Dagger of Eternal Blood, and can vomit forth a Tide of Scuttling Scarabs to engulf his enemies.

FLY
Prince Apophas can fly.

The Cursed Scarab Lord.
Prince Apophas can never be your army’s general.

ABILITIES
Desert Revenant: Ignore modifiers (positive or negative) when making save rolls for attacks that target Prince Apophas.

Soul Reaper: Prince Apophas must sacrifice worthy souls to the god of the Underworld, or return to perpetual torment. Add 1 to hit rolls and wound rolls for the Cursed Dagger of Eternal Blood if the target is a **HERO**.

Scarab Prince: Prince Apophas heals one wound in each of your hero phases. If Prince Apophas is slain, he can immediately make a Tide of Scuttling Scarabs attack before he is removed.

Swarm of Scarabs: When deploying your army, you can instead of setting this model on the battlefield, place it to one side and say that it is set up beneath the ground. In any of your movement phases, you can set this model up on the battlefield more than 9" from any enemy models. This is the unit's move for that movement phase.

KEYWORDS	DEATH, TOMB KINGS, HERO, TOMB PRINCE, PRINCE APOPHAS

RAMHOTEP THE VISIONARY

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Overseer’s Whip and Dagger	1”	5	4+	4+	-	1

DESCRIPTION
Ramhotep the Visionary is a single model. He is armed with an Overseer’s Whip and Dagger

ABILITIES
Frantic Fervour: In you hero phase you can pick a friendly **DEATH** unit within 12” of this model. Until your next hero phase, you can reroll all run and charge rolls made for that unit.

Stone Shaper: Roll a dice each time you allocate a wound or mortal wound to a friendly **REANIMANT** unit wholly within 12" of this model. On a 6+ the wound is negated.

Master Artisan: At the start of the game you can select one **REANIMENT** unit that has not picked a trait form the Restored Warstatues of Nehekhara table. This unit has been restored and embellished by Ramhotep. Randomly pick a trait from the Restored Constructs list and assign it to that unit. This can be the same trait you picked earlier of another unit.

KEYWORDS	DEATH, TOMB KINGS, HERO, NECROTECT, RAMHOTEP THE VISIONARY

TOMB KING

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dynastic Blade	1”	4	3+	3+	-1	2
Dynastic Great Blade	2”	4	3+	3+	-2	3

DESCRIPTION
A Tomb King is a single model. It can be armed with a Dynastic Blade and a Royal Tomb Shield, or wield a two-handed Dynastic Great Blade.

ABILITIES
Royal Tomb Shield: You can add 1 to this model’s save rolls in the combat phase.

The Curse: If a Tomb King is slain, the unit that inflicted the final wound upon it immediately suffers D6 mortal wounds.

COMMAND ABILITY
My Will Be Done: You can use this command ability at the start of your combat phase if this model is on the battlefield. Until the end of that phase you can add 1 to all hit rolls made by friendly **DEATH** units that are wholly within 18” of this model

KEYWORDS	DEATH, TOMB KINGS, HERO, TOMB KING

TOMB KING

ON ROYAL CHARIOT

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dynastic Blade	1”	4	3+	3+	-1	2
Dynastic Great Blade	2”	4	3+	3+	-2	3
Thundering Hooves	1”	4	5+	4+	-	1

DESCRIPTION
A Tomb King on Royal Chariot is a single model. It can be armed with a Dynastic Blade and a Royal Tomb Shield, or wield a two-handed Dynastic Great Blade.

MOUNT: The Chariot is drawn into battle by a pair of Skeletal Steeds that attack with their Thundering Hooves

ABILITIES
Royal Tomb Shield: You can add 1 to this model’s save rolls in the combat phase.

Crush them Beneath Our Wheels: Add 1 to the wound rolls and the rend value of the Tomb Kings weapon if it charged in the same turn.

Royal Chariot: After this model completes a charge move, pick one enemy unit that is within l " of it and roll a dice; on a 1 or 2 the nothing happens. On a 3 or more the targeted unit suffers a mortal wound.

The Curse: If a Tomb King is slain, the unit that inflicted the final wound upon it immediately suffers D6 mortal wounds.

COMMAND ABILITY
My Will Be Done: You can use this command ability at the start of your combat phase if this model is on the battlefield. Until the end of that phase you can add 1 to all hit rolls made by friendly **DEATH** units that are wholly within 18” of this model

KEYWORDS	DEATH, TOMB KINGS, HERO, TOMB KING

TOMB KING

ON ROYAL WASPHINX

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fiery Roar	8”	1	3+	*	-1	D6
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Stone Claws and Teeth	2”	6	*	3+	-1	2
Bladed Tail	3”	3	4+	3+	-1	1
Venom-spike Tail	3”	1	4+	3+	-2	2
Dynastic Great Blade	2”	*	3+	3+	-2	3

Wounds Suffered	Fiery Roar	Stone Claws and Teeth	Monarch’s Great Blade
0-4	2+	3+	4
5-8	3+	4+	3
9-12	4+	4+	3
13+	5+	5+	2

DESCRIPTION

A Tomb King on Royal Warsphinx is a single model. On an ornate howdah on the Warspinx’s back, stands a Tomb King, armed with a Dynastic Great Blade.

MOUNT: A Royal Warshinx crushes its foes with its gigantic Stone Claws and Teeth and smashes them into the ground with its Thundercrush Attack. A Royal Warsphinx can also immolate the enemy from afar with its Fiery Roar. Some Royal Warsphinxes have a Venom-spike Tail, whilst others have a Bladed Tail.

ABILITIES

Thundercrush Attack: After this model completes a charge move, pick one enemy unit that is within l" of it and roll a dice; on a 1 or 2 the nothing happens. On a 3 or more the targeted unit suffers D3 mortal wounds.

Sacred War Statue: Each time you allocate a mortal wound to this unit, roll a dice. On a 5+ that mortal wound is negated.

Tomb venom: If the unmodified wound roll for an attack made with a Venom-spike Tail is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

The Curse: If a Tomb King is slain, the unit that inflicted the final wound upon it immediately suffers D6 mortal wounds.

COMMAND ABILITY

My Will Be Done: You can use this command ability at the start of your combat phase if this model is on the battlefield. Until the end of that phase you can add 1 to all hit rolls made by friendly **DEATH** units that are wholly within 18” of this model

KEYWORDS	DEATH, TOMB KINGS, REANIMANT, MONSTER, HERO, TOMB KING

TOMB PRINCE

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dynastic Blade	1”	3	3+	3+	-1	2
Dynastic Great Blade	2”	3	3+	3+	-2	3

DESCRIPTION
A Tomb King is a single model. It can be armed with a Dynastic Blade and a Royal Tomb Shield, or wield a two-handed Dynastic Great Blade.

ABILITIES
Royal Tomb Shield: You can add 1 to this model’s save rolls in the combat phase.

The Curse: If a Tomb Prince is slain, the unit that inflicted the final wound upon it immediately suffers D3 mortal wounds.

KEYWORDS	DEATH, TOMB KINGS, HERO, TOMB PRINCE

TOMB PRINCE

ON ROYAL CHARIOT

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dynastic Blade	1”	3	3+	3+	-1	2
Dynastic Great Blade	2”	3	3+	3+	-2	3
Thundering Hooves	1”	4	5+	4+	-	1

DESCRIPTION

A Tomb Prince on Royal Chariot is a single model. It can be armed with a Dynastic Blade and a Royal Tomb Shield, or wield a two-handed Dynastic Great Blade.

MOUNT: The Chariot is drawn into battle by a pair of Skeletal Steeds that attack with their Thundering Hooves

ABILITIES

Royal Tomb Shield: You can add 1 to this model’s save rolls in the combat phase.

Crush them Beneath Our Wheels: Add 1 to the wound rolls and the rend value of the Tomb Prince’s weapon if it charged in the same turn.

Royal Chariot: After this model completes a charge move, pick one enemy unit that is within l " of it and roll a dice; on a 1 or 2 the nothing happens. On a 3 or more the targeted unit suffers a mortal wound.

The Curse: If a Tomb Prince is slain, the unit that inflicted the final wound upon it immediately suffers D3 mortal wounds.

KEYWORDS	DEATH, TOMB KINGS, HERO, TOMB PRINCE

LICHE PRIEST

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Mortuary Staff	2”	2	4+	3+	-1	2

DESCRIPTION
A Liche Priest is a single model. It is armed with a Mortuary Staff.

ABILITIES
Ancient Scrolls: Once per game, instead of unbinding an enemy spell, the Liche Priest can read this scroll. If it does, then that unbinding attempt is automatically successful.

MAGIC
A Liche Priest is a wizard. It can attempt to cast two spells in each of your hero phases, and attempt to unbind two spells in each enemy hero phase. It knows the Arcane Bolt and Mystic Shield spells.

COMMAND ABILITY
Ancient Powers Unleashed: You can use this command ability at the start of your hero phase if this model is on the battlefield. If you do so, until the end of that phase you can add 2 to all casting rolls made by friendly **DEATH WIZARDS** in your army.

KEYWORDS	DEATH, TOMB KINGS, HERO, WIZARD, PRIEST, LICHE PRIEST

LICHE PRIEST

ON STEED

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Mortuary Staff	2”	2	4+	3+	-1	2
Thundering Hooves	1”	2	5+	4+	-	1

DESCRIPTION

A Liche Priest on Steed is a single model. It is armed with a Mortuary Staff.

MOUNT: The Skeletal Steed attacks with its Thundering Hooves.

ABILITIES

Ancient Scrolls: Once per game, instead of unbinding an enemy spell, the Liche Priest can read this scroll. If it does, then that unbinding attempt is automatically successful.

MAGIC

A Liche Priest is a wizard. It can attempt to cast two spells in each of your hero phases, and attempt to unbind two spells in each enemy hero phase. It knows the Arcane Bolt and Mystic Shield spells.

COMMAND ABILITY

Ancient Powers Unleashed: You can use this command ability at the start of your hero phase if this model is on the battlefield. If you do so, until the end of that phase you can add 2 to all casting rolls made by friendly **DEATH WIZARDS** in your army.

KEYWORDS	DEATH, TOMB KINGS, HERO, WIZARD, PRIEST, LICHE PRIEST

CASKET OF SOULS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Keeper's Dagger and Glaive	1”	1	4+	3+	-1	2
Casket Guards' Great Swords	1”	2	3+	3+	-1	1

DESCRIPTION

A Casket of Souls is attended by the Keeper of the Casket and 2 Casket Guards. The Keeper can unleash the tortured souls contained within the Casket, sending them across the battlefield to vent their fury. The Keeper is armed with a Dagger and Glaive, and the Casket Guards with Great Swords.

ABILITIES

Covenant of Power: If a **DEATH WIZARD** from your army is within 18" of this unit, you can add 1 to their casting rolls.

Casket: This model cannot make charge moves. However, you can add 1 to all save rolls for the model in the shooting phase.

Keeper's Scrolls: The Keeper can attempt to unbind one spell in the enemy hero phase as if it were a wizard.

Cursed Weapons: If the unmodified wound roll for an attack made by this models Casket Guards' Great Swords is 6, then that attack deals 1 additional damage.

Light of Death: In your hero phase the Keeper of the Casket can unleash the tortured souls of the damned. If it does so, pick a visible enemy unit within 20" and roll a dice, on a 1 or 2 nothing happens. On a 3 or more that unit suffers D3 mortal wounds (it suffers D6 mortal wounds instead if its Bravery is 5 or less). Then roll a dice for each other enemy unit within 6" of the first unit. On a 4 or more, that unit is also attacked by the vengeful souls, and suffers D3 mortal wounds (it suffers D6 mortal wounds instead if its Bravery is 5 or less).

Unleashed Souls: If a Casket of Souls is slain roll a D6 for every unit within 12” of the casket on a roll of 4 or more that unit suffers D3 mortal wounds.

KEYWORDS	DEATH, TOMB KINGS, HERO, PRIEST, CASKET OF SOULS

NECROTECT

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Overseer’s Whip and Dagger	1”	5	4+	4+	-	1

DESCRIPTION
A Necrotect is a single model. It is armed with an Overseer’s Whip and Dagger

ABILITIES
Frantic Fervour: In you hero phase you can pick a friendly **DEATH** unit within 12” of this model. Until your next hero phase, you can reroll all run and charge rolls made for that unit.

Stone Shaper: Roll a dice each time you allocate a wound or mortal wound to a friendly **REANIMANT** unit wholly within 12" of this model. On a 6+ the wound is negated.

KEYWORDS	DEATH, TOMB KINGS, HERO, NECROTECT

NECROTECT

ON CHARIOT

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Overseer’s Whip and Dagger	1”	5	4+	4+	-	1
Thundering Hooves	1”	4	5+	4+	-	1

DESCRIPTION

A Necrotect on Chariot is a single model. The Necrotect is armed with an Overseer’s Whip and Dagger

MOUNT: The Chariot is drawn into battle by a pair of Skeletal Steeds that attack with their Thundering Hooves

ABILITIES

Frantic Fervour: In you hero phase you can pick a friendly **DEATH** unit within 12” of this model. Until your next hero phase, you can reroll all run and charge rolls made for that unit.

Crush them Beneath Our Wheels: Add 1 to the wound rolls and the rend value of this models Overseer’s Whip and Dagger if it charged in the same turn.

Stone Shaper: Roll a dice each time you allocate a wound or mortal wound to a friendly **REANIMANT** unit wholly within 12" of this model. On a 6+ the wound is negated.

KEYWORDS	DEATH, TOMB KINGS, HERO, NECROTECT

TOMB HERALD

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tomb Bow	20”	3	3+	3+	-1	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Tomb Blade	1”	5	3+	3+	-1	1
Tomb Halberd	2”	5	4+	3+	-2	1

DESCRIPTION

A Tomb Herald is a single model. A Tomb Herald can be armed with a Tomb Blade or Tomb Halberd whilst carrying a Royal Tomb Shield. Other Tomb Heralds might make use of a Tomb Bow whilst using a Tomb Blade to take on enemies in close combat.

All Tomb Heralds carry a Battle Standard

ABILITIES

Cursed Weapons: If the unmodified wound roll for an attack made by this model is 6, then that attack deals 1 additional damage.

Royal Tomb Shield: You can add 1 to this model’s save rolls in the combat phase.

Battle Standard: Friendly **DEATH** units wholly within 12” of any Battle Standard bearer may add 2” to its Move characteristic in the movement phase.

Sworn Bodyguard: Each time a **TOMB KING, TOMB PRINCE** or **PRIEST HERO** from your army suffers a wound or a mortal wound whilst within 3" of a Nekaph, he can leap in front of the attack. If he does so, the original target ignores that wound or mortal wound, and the Tomb Herald suffers a mortal wound.

KEYWORDS	DEATH, TOMB KINGS, DEATHRATTLE, HERO, TOMB HERALD

TOMB HERALD

ON STEED

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tomb Bow	20”	3	3+	3+	-1	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Tomb Blade	1”	5	3+	3+	-1	1
Tomb Halberd	2”	5	4+	3+	-2	1
Thundering Hooves	1”	2	5+	4+	-	1

DESCRIPTION
A Tomb Herald on Steed is a single model. A Tomb Herald on Steed can be armed with a Tomb Blade or Tomb Halberd whilst carrying a Royal Tomb Shield. Other Tomb Heralds might make use of a Tomb Bow whilst using a Tomb Blade to take on enemies in close combat.

MOUNT: The Skeletal Steed attacks with its Thundering Hooves.

All Tomb Heralds carry a Battle Standard

ABILITIES
Cursed Weapons: If the unmodified wound roll for a Tomb Weapon made by this model is 6, then that attack deals 1 additional damage.

Royal Tomb Shield: You can add 1 to this model’s save rolls in the combat phase.

Battle Standard: Friendly **DEATH** units wholly within 12” of any Battle Standard bearer may add 2” to its Move characteristic in the movement phase.

Sworn Bodyguard: Each time a **TOMB KING, TOMB PRINCE** or **PRIEST HERO** from your army suffers a wound or a mortal wound whilst within 3" of a Nekaph, he can leap in front of the attack. If he does so, the original target ignores that wound or mortal wound, and the Tomb Herald suffers a mortal wound.

KEYWORDS	DEATH, TOMB KINGS, DEATHRATTLE, HERO, TOMB HERALD

TOMB HERALD

ON CHARIOT

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tomb Bow	20”	3	3+	3+	-1	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Tomb Blade	1”	5	3+	3+	-1	1
Tomb Halberd	2”	5	4+	3+	-2	1
Thundering Hooves	1”	4	5+	4+	-	1

DESCRIPTION

A Tomb Herald on Steed is a single model. A Tomb Herald on Steed can be armed with a Tomb Blade or Tomb Halberd whilst carrying a Royal Tomb Shield. Other Tomb Heralds might make use of a Tomb Bow whilst using a Tomb Blade to take on enemies in close combat.

MOUNT: The Chariot is drawn into battle by a pair of Skeletal Steeds that attack with their Thundering Hooves

All Tomb Heralds carry a Battle Standard

ABILITIES

Cursed Weapons: If the unmodified wound roll for a Tomb Weapon made by this model is 6, then that attack deals 1 additional damage.

Royal Tomb Shield: You can add 1 to this model’s save rolls in the combat phase.

Battle Standard: Friendly **DEATH** units wholly within 12” of any Battle Standard bearer may add 2” to its Move characteristic in the movement phase.

Crush them Beneath Our Wheels: Add 1 to the wound rolls and the rend value of this models Tomb Blade or Tomb Halberd if it charged in the same turn.

Sworn Bodyguard: Each time a **TOMB KING, TOMB PRINCE** or **PRIEST HERO** from your army suffers a wound or a mortal wound whilst within 3" of a Nekaph, he can leap in front of the attack. If he does so, the original target ignores that wound or mortal wound, and the Tomb Herald suffers a mortal wound.

KEYWORDS	DEATH, TOMB KINGS, DEATHRATTLE, HERO, TOMB HERALD

SKELETON LEGIONARES

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sword	1”	2	4+	4+	-	1
Spear	2”	2	5+	4+	-	1

DESCRIPTION
A unit of Skeletal Legionnaires has 10 or more models. Some units are equipped with Swords, whilst others go to war with Spears. Skeletal Legionnaires also carry tall Tomb Shields for protection.

SKELETON CHAMPION
One Model in this unit can be a Skeleton Champion. Add 1 to the Attacks characteristic of that model’s melee weapon.

ICON BEARER
One Model in this unit may be an Icon Bearer, subtract 1 from the Bravery characteristic of enemy units whilst they are within 6" of a **DEATH** Icon Bearer up to a maximum of -3 from any other units with Icon Bearers.

HORNBLOWER
One Model in this unit may be a Hornblower. A unit that includes a Hornblower can always move up to 6" when it charges, unless its charge roll is higher.

ABILITIES
Tomb Shield: A unit carrying Tomb Shields can create a shield fortress instead of running or charging in its turn. If it does so, add 1 to save rolls for the unit until its next movement phase.

Skeleton Legion: You can re-roll to hit rolls of 1 for this unit while it has more than 10 models.

KEYWORDS	DEATH, TOMB KINGS, DEATHRATTLE, SUMMONABLE, SKELETON LEGIONARES

SKELETON ARCHERS

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Short Bow	20”	2	5+	4+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Arrow	1”	1	5+	5+	-	1

DESCRIPTION
A unit of Skeleton Archers has 10 or more models. They are armed with Short Bows and can stab foes in close combat using an Arrow as an improvised dagger.

MASTER OF ARROWS
One Model in this unit can be a Master of Arrows. Add 1 to the Attacks characteristic of that model’s missile weapon.

ICON BEARER
One Model in this unit may be an Icon Bearer, subtract 1 from the Bravery characteristic of enemy units whilst they are within 6" of a **DEATH** Icon Bearer up to a maximum of -3 from any other units with Icon Bearers.

HORNBLOWER
One Model in this unit may be a Hornblower. A unit that includes a Hornblower can always move up to 6" when it charges, unless its charge roll is higher.

ABILITIES
Hail of Ancient Arrows: You can re-roll to hit rolls of 1 for this unit in the shooting phase while it has more than 10 models.

KEYWORDS	DEATH, TOMB KINGS, DEATHRATTLE, SUMMONABLE, SKELETON ARCHERS

TOMB GUARD

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tomb Blade	1”	2	3+	3+	-1	1
Tomb Halberd	2”	2	4+	3+	-2	1

DESCRIPTION
A unit of Tomb Guard has 5 or more models. Some units of Tomb Guard are equipped with Tomb Blades, whilst other units carry Bronze Halberds. In either case, Tomb Guard always carry Tomb Shields.

TOMB CAPTAIN
One Model in this unit can be a Tomb Captain. Add 1 to the Attacks characteristic of that model’s melee weapon.

ICON BEARER
One Model in this unit may be an Icon Bearer, subtract 1 from the Bravery characteristic of enemy units whilst they are within 6" of a **DEATH** Icon Bearer up to a maximum of -3 from any other units with Icon Bearers.

HORNBLOWER
One Model in this unit may be a Hornblower. A unit that includes a Hornblower can always move up to 6" when it charges, unless its charge roll is higher.

ABILITIES
Cursed Weapons: If the unmodified wound roll for an attack made by a model from this unit is 6, then that attack deals 1 additional damage.

Tomb Shield: A unit carrying Tomb Shields can create a shield fortress instead of running or charging in its turn. If it does so, add 1 to save rolls for the unit until its next movement phase.

Tomb Guard Legion: You can re-roll to hit rolls of 1 for this unit while it has more than 10 models.

KEYWORDS	DEATH, TOMB KINGS, DEATHRATTLE, SUMMONABLE, TOMB GUARD

SKELETON HORSEMEN

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cavalry Spear	2”	2	4+	4+	-	1
Thundering Hooves	1”	2	5+	4+	-	1

DESCRIPTION
A unit of Skeleton Horsemen has 5 or more models. They are armed with Bronze-tipped Cavalry Spears and carry Horsemen's Shields.

MOUNT: Their Skeletal Steeds attack with their Thundering Hooves.

MASTER OF HORSE
One Model in this unit can be a Master of Horse. Add 1 to the Attacks characteristic of that model’s Cavalry Spear.

ICON BEARER
One Model in this unit may be an Icon Bearer, subtract 1 from the Bravery characteristic of enemy units whilst they are within 6" of a **DEATH** Icon Bearer up to a maximum of -3 from any other units with Icon Bearers.

HORNBLOWER
One Model in this unit may be a Hornblower. A unit that includes a Hornblower can always move up to 6" when it charges, unless its charge roll is higher.

ABILITIES
Deathly Charge: Add 1 to the wound rolls and the rend value of this units Cavalry Spears if it charged in the same turn

Horseman’s Shield: You can add 1 to this units save rolls in the combat phase.

KEYWORDS	DEATH, TOMB KINGS, DEATHRATTLE, SUMMONABLE, SKELETON HORSEMEN

SKELETON HORSE ARCHERS

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Short Bow	20”	2	5+	4+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Arrow	1”	1	5+	5+	-	1
Thundering Hooves	1”	2	5+	4+	-	1

DESCRIPTION
A unit of Skeleton Horse Archers has 5 or more models. They are armed with Short Bows and can stab foes in close combat using Arrows as improvised daggers.

MOUNT: Their Skeletal Steeds attack with their Thundering Hooves.

MASTER OF SCOUTS
One Model in this unit can be a Master of Scouts. Add 1 to the Attacks characteristic of that model’s Short Bow.
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ICON BEARER
One Model in this unit may be an Icon Bearer, subtract 1 from the Bravery characteristic of enemy units whilst they are within 6" of a **DEATH** Icon Bearer up to a maximum of -3 from any other units with Icon Bearers.

HORNBLOWER
One Model in this unit may be a Hornblower. A unit that includes a Hornblower can always move up to 6" when it charges, unless its charge roll is higher.

ABILITIES
Swift as the Dessert Wind: This unit can still shoot in the shooting phase in a turn that it retreaded or ran.

KEYWORDS	DEATH, TOMB KINGS, DEATHRATTLE, SUMMONABLE, SKELETON HORSE ARCHERS

SKELETON CHARIOTS

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Short Bow	20”	2	5+	4+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Charioteer’s Spears	2”	3	4+	4+	-	1
Thundering Hooves	1”	4	5+	4+	-	1

DESCRIPTION
A unit of Skeleton Chariots has 3 or more models. Each chariot is crewed by a pair of Skeleton Warriors who are equipped with Charioteer 's Spears and Short Bows.

MOUNT: The chariots are drawn into battle by a pair of Skeletal Steeds that attack with their Thundering Hooves

MASTER OF CHARIOTS
One Model in this unit can be a Master of Chariots. Add 1 to the Attacks characteristic of that model’s Charioteer’s Spears.

ICON BEARER
One Model in this unit may be an Icon Bearer, subtract 1 from the Bravery characteristic of enemy units whilst they are within 6" of a **DEATH** Icon Bearer up to a maximum of -3 from any other units with Icon Bearers.

HORNBLOWER
One Model in this unit may be a Hornblower. A unit that includes a Hornblower can always move up to 6" when it charges, unless its charge roll is higher.

ABILITIES
Crush them Beneath Our Wheels: Add 1 to the wound rolls and the rend value of this units Charioteer’s Spears if it charged in the same turn.

KEYWORDS	DEATH, TOMB KINGS, DEATHRATTLE, SUMMONABLE, SKELETON CHARIOTS

NECROPOLIS KNIGHTS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Knight’s Heavy Spear	2”	2	3+	3+	-1	1
Necroserpent’s Poisoned fangs	2”	3	4+	3+	-1	2

DESCRIPTION
A unit of Necropolis Knights has 3 or more models. The Knights are armed with Heavy Spears that can carve through mortal flesh, and some carry large Necropolis Shields to protect them in combat.

MOUNT: The Knights ride large Necroserpents that attack with Poisoned Fangs.

NECROPOLIS CAPTAIN
One Model in this unit can be a Necropolis Captain. Add 1 to the Attacks characteristic of that model’s Knight’s Heavy Spear.

ICON BEARER
One Model in this unit may be an Icon Bearer, subtract 1 from the Bravery characteristic of enemy units whilst they are within 6" of a **DEATH** Icon Bearer up to a maximum of -3 from any other units with Icon Bearers.

HORNBLOWER
One Model in this unit may be a Hornblower. A unit that includes a Hornblower can always move up to 6" when it charges, unless its charge roll is higher.

ABILITIES
Necrovenom: If the unmodified wound roll for an attack made with a Necroserpent’s Poisoned fang is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

Deathly Charge: Add 1 to the wound rolls and the rend value of this units Knight’s Heavy Spears if it charged in the same turn.

Necropolis Shields: You can add 1 to this units save rolls in the combat phase.

KEYWORDS	DEATH, TOMB KINGS, DEATHRATTLE, REANIMANT, NECROPOLIS KNIGHTS

SEPULCHRAL STALKER

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Transmogrifying Gaze	12”	----------	----------	See below	----------	----------
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Ornate Glaives	2”	3	3+	3+	-1	2

DESCRIPTION
A unit of Sepulchral Stalkers has 3 or more models. The Stalkers are armed with Ornate Glaives with which they impale their victims, and anyone foolish enough to meet their Transmogrifying Gaze is turned to sand!

ABILITIES
Entombed Beneath the Sands: When deploying your army, you can instead of setting this unit on the battlefield, place them to one side and say that they are set up beneath the ground. In any of your movement phases, you can set the unit up on the battlefield more than 9" from any enemy models. This is the unit's move for that movement phase.

Burrower: Instead of making a normal move with this model, you can say that it will burrow beneath the sands (it can retreat and disengage). If you do so, remove this model from the battlefield and set it up again more than 1" from any terrain features or objectives and more than 9" from any enemy models.

Transmogrifying Gaze: When making a Transmogrifying Gaze attack, roll a dice; on a 1 or 2 the target unit keeps its eyes shut and nothing happens. On a 3, 4 or 5 the target unit suffers a mortal wound as it momentarily meets the Stalker's gaze, but on a 6 it suffers 3 mortal wounds as it foolishly stares into the Stalker's eyes and crumbles to sand.

KEYWORDS	DEATH, TOMB KINGS, REANIMANT, SEPULCHRAL STALKERS

USHABTI

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Great Bow	30”	2	4+	3+	-1	2
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Stone Fists	1”	3	3+	4+	-	1
Ritual Blade-staves	2”	3	3+	3+	-2	3

DESCRIPTION
A unit of Ushabti can have any number of models. Some units of Ushabti are armed with two-handed Ritual Blade-staves. Other units of Ushabti carry Great Bows and pummel foes in close combat with blows from their Stone Fists.

ABILITIES
War-Statuary: You can add 1 to this units save rolls against attacks that have a Damage characteristic of 1. Additionally, each time you allocate a mortal wound to this unit, roll a dice. On a 5+ that mortal wound is negated.

Fury of Ancient Gods: Subtract 1 from the Bravery characteristic of enemy units while they are within 6” of any friendly **USHABTI**.

KEYWORDS	DEATH, TOMB KINGS, REANIMANT, USHABTI

TOMB SCORPIONS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tail Stinger	3”	1	3+	3+	-2	3
Powerful Pincers	2”	4	4+	3+	-1	2

DESCRIPTION
A unit of Tomb Scorpions can have any number of models. Tomb Scorpions can snap an opponent in two with their Powerful Pincers or cause them to die in agony with the virulent poison in their Tail Stingers.

ABILITIES
Entombed Beneath the Sands: When deploying your army, you can instead of setting this unit on the battlefield, place them to one side and say that they are set up beneath the ground. In any of your movement phases, you can set the unit up on the battlefield more than 9" from any enemy models. This is the unit's move for that movement phase.

Burrower: Instead of making a normal move with this unit, you can say that it will burrow beneath the sands (it can retreat and disengage). If you do so, remove this model from the battlefield and set it up again more than 1" from any terrain features or objectives and more than 9" from any enemy models.

Liche Priest's Sarcophagi: Each time you allocate a mortal wound to this unit, roll a dice. On a 5+ that mortal wound is negated.

Tomb venom: If the unmodified wound roll for an attack made with a Tail Stinger is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

KEYWORDS	DEATH, TOMB KINGS, REANIMANT, PRIEST, TOMB SCORPIONS

NECROLITH COLOSSUS

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bow of the Desert	36”	2	4+	2+	-2	4
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Massive Glaive	3”	3	4+	2+	-3	4
Gigantic Blades	2”	6	4+	3+	-2	2
Heavy Footfalls	1”	4	4+	3+	-1	1

DESCRIPTION
A Necrolith Colossus is a single model that is armed with either a Massive Glaive, Gigantic Blades or a Bow of the Desert, and crushes enemies beneath its Heavy Footfalls.

ABILITIES
Unstoppable Assault: If the unmodified hit roll for an attack made by this unit is 6, it can immediately make one extra attack using the same weapon.

Colossus of War: After this unit has attacked in the combat phase for the first time, roll a dice. On a 5 or more, it can immediately pile in and attack for a second time that tum.

KEYWORDS	DEATH, TOMB KINGS, REANIMANT, MONSTER, NECROLITH COLOSSUS

HIEROTITAN

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Icon of Ptra	18”	----------	----------	See below	----------	----------
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Icon of Ptra	3”	2	4+	3+	-2	3
Heavy Footfalls	1”	4	4+	3+	-1	1

DESCRIPTION

A Hierotitan is a single model carved in the likeness of the ancient gods of the Tomb Kings. Armed with an Icon of Ptra and the Scales of Usirian they channel the very magic of the realms, empowering the Liche Priests nearby.

ABILITIES

Liche Priest's Sarcophagi: Each time you allocate a mortal wound to this unit, roll a dice. On a 5+ that mortal wound is negated.

Spirit Conduit: If a **DEATH WIZARD** from your army is within 18" of this unit, you can add 1 to their casting rolls.

Icon of Ptra: When making a missile attack with the Icon of Ptra roll a dice; on a 1 or 2 the nothing happens. On a 3 or more the targeted unit suffers D3 mortal wounds.

Scales of Usirian: The souls of those who gaze upon the Scales of Usirian are judged by the god of the Underworld, and those who are found unworthy are condemned to oblivion.
In your hero phase select one enemy unit that the Hierotitan can see and roll a dice. On a 4+ that unit is judged by Usirian and fear creeps into their hearts.
Any battleshock test they make before your next hero phase is considered to have automatically rolled a 6 on the dice.

KEYWORDS	DEATH, TOMB KINGS, REANIMANT, MONSTER, PRIEST, HIEROTITAN

KHEMRIAN WARSPHINX

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fiery Roar	8”	1	3+	*	-1	D6
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Stone Claws and Teeth	2”	6	*	3+	-1	2
Bladed Tail	3”	3	4+	3+	-1	1
Venom-spike Tail	3”	1	4+	3+	-2	2
Tomb Guard’s Spears	2”	*	3+	3+	-1	1

Wounds Suffered	Fiery Roar	Stone Claws and Teeth	Tomb Guard’s Spears
0-4	2+	3+	8
5-8	3+	4+	7
9-12	4+	4+	6
13+	5+	5+	5

DESCRIPTION

A Khemrian Warsphinx is a single model. It crushes its foes with its gigantic Stone Claws and Teeth and smashes them into the ground with its Thundercrush Attack. A Khemrian Warsphinx can also immolate the enemy from afar with its Fiery Roar. Some Khemrian Warsphinxes have a Venom -spike Tail, whilst others have a Bladed Tail.

CREW: A Khemrian Warsphinx bears an ornate howdah on its back, filled with a crew of four Tomb Guard armed with long Spears.

ABILITIES

Thundercrush Attack: After this model completes a charge move, pick one enemy unit that is within l " of it and roll a dice; on a 1 or 2 nothing happens. On a 3 or more the targeted unit suffers D3 mortal wounds.

Sacred War Statue: Each time you allocate a mortal wound to this unit, roll a dice. On a 5+ that mortal wound is negated.

Cursed Weapons: If the unmodified wound roll for an attack made by this models Tomb Guard’s Spears is 6, then that attack deals 1 additional damage.

Tomb venom: If the unmodified wound roll for an attack made with a Venom-spike Tail is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

KEYWORDS	DEATH, TOMB KINGS, DEATHRATTLE, REANIMANT, MONSTER, KHEMRIAN WARSPHINX

NECROSPHINX

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Scything Blades	3”	4	3+	*	-3	3
Stone Claws	1”	*	4+	3+	-1	1
Bladed Tail	3”	3	4+	3+	-1	1
Venom-spike Tail	3”	1	4+	3+	-2	2

Wounds Suffered	Move	Scything Blades	Stone Claws
0-4	14”	2+	6
5-8	10”	3+	5
9-12	6”	3+	4
13+	4”	4+	3

DESCRIPTION
A Necrosphinx is a single model. It is armed with Scything Blades and monstrous Stone Claws. Some Necrosphinxes have a Venom-spike Tail, whilst others have a Bladed Tail.

FLY
A Necrosphinx can fly.

ABILITIES
Need to Destroy: If a Necrosphinx is within 12" of the enemy in the charge phase, it must attempt to charge even if it ran in the preceding movement phase. In addition, when you make a charge roll for this model, roll 3 dice rather than 2, and use the 2 highest scores.

Sacred War Statue: Each time you allocate a mortal wound to this unit, roll a dice. On a 5+ that mortal wound is negated.

Decapitating Strike: If a Necrosphinx directs all of its attacks with its Scything Blades at the same **MONSTER**, and two or more of the wound rolls have an unmodified result of 6, the **MONSTER** suffers 10 mortal wounds in addition to the normal damage.

Tomb venom: If the unmodified wound roll for an attack made with a Venom-spike Tail is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

KEYWORDS	DEATH, TOMB KINGS, DEATHRATTLE, REANIMANT, MONSTER, NECROSPHINX

SCREAMING SKULL CATAPULT

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Screaming Skulls	6-36”	2	4+	3+	-	5
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Crew’s Tools	1”	3	5+	5+	-	1

DESCRIPTION

A Screaming Skull Catapult consists of a catapult equipped with Screaming Skull ammunition and a unit of 3 Skeleton Crew, who can defend their war machine using their Tools as improvised weapons.

The Screaming Skull Catapult and its crew are treated as a single model, using the characteristics given above. The crew must remain within 1" of the Screaming Skull Catapult.

ABILITIES

Arcing Skulls: This war machine can lob its Screaming Skulls at targets that are not visible to it.

Screaming Ammunition: A unit that is hit by any Screaming Skulls must subtract 2 from its Bravery until the end of the next battleshock phase.

KEYWORDS	DEATH, TOMB KINGS, DEATHRATTLE, WAR MACHINE, SCREAMING SKULL CATAPULT

CARRION

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Rotting Talons and Sharp Beaks	1”	4	4+	3+	-	1

DESCRIPTION
A unit of Carrion can have any number of models. They swoop down upon their prey from on high, eviscerating them with their Rotting Talon s and Sharp Beaks.

FLY
Carrion can fly.

ABILITIES
Circling High Above: When deploying your army, you can instead of setting this unit on the battlefield, place them to one side and say that they flying high in the skies above. In any of your movement phases, you can set the unit up on the battlefield more than 9" from any enemy models. This is the unit's move for that movement phase.

Scavenger's Dive: The first time a unit of Carrion charges, you can roll 3 dice rather than 2 to see how far it charges (when doing so, you can declare a charge if it is within 18" of the enemy, rather than 12").

KEYWORDS	DEATH, TOMB KINGS, SUMMONABLE, CARRION

TOMB SWARM

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Rotting Talons and Sharp Beaks	1”	5	5+	5+	-	1

DESCRIPTION
A Tomb Swarm can have any number of models. The creatures that make up the swarm attack with Bites and Stingers.

ABILITIES
Underground Scuttlers: When deploying your army, you can instead of setting this unit on the battlefield, place them to one side and say that they are set up beneath the ground. In any of your movement phases, you can set the unit up on the battlefield more than 9" from any enemy models. This is the unit's move for that movement phase.

Burrower: Instead of making a normal move with this unit, you can say that it will burrow beneath the sands (it can retreat and disengage). If you do so, remove this model from the battlefield and set it up again more than 1" from any terrain features or objectives and more than 9" from any enemy models.

Hidden Abodes: If a Tomb Swarm burrows back underground as described above, it is joined by more of its scuttling brethren who had remained hidden. D3 slain models are returned to the unit.

KEYWORDS	DEATH, TOMB KINGS, SUMMONABLE, TOMB SWARM

PITCHED BATTLE PROFILES

TOMB KINGS	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELD ROLE	NOTES
Screaming Skull Catapult	1	1	160	Artillery	
Skeleton Legionares	10	40	80	Battleline	
Skeleton Archers	10	40	100	Battleline	
Skeleton Horsemen	5	20	100	Battleline	
Skeleton Horse Archers	5	20	120	Battleline	
Skeleton Chariots	3	12	160	Battleline	
Hierotitan	1	1	220	Behemoth	
Khemrian Warsphinx	1	1	280	Behemoth	
Necrolith Collosus	1	1	170	Behemoth	
Necrosphinx	1	1	340	Behemoth	
Casket of Souls	1	1	220	Leader, Artillery	
Liche Priest	1	1	90	Leader	
Liche Priest on Steed	1	1	110	Leader	
Necrotect	1	1	70	Leader	
Necrotect on Chariot	1	1	110	Leader	
Tomb Herald	1	1	90	Leader	
Tomb Herald on Steed	1	1	110	Leader	
Tomb Herald on Chariot	1	1	130	Leader	
Tomb King	1	1	140	Leader	
Tomb King on Royal Chariot	1	1	200	Leader	
Tomb King on Royal Warspinx	1	1	380	Leader, Behemoth	
Tomb Prince	1	1	90	Leader	
Tomb Prince of Royal Chariot	1	1	150	Leader	
Grand Hierophant Khatep	1	1	200	Leader	Unique
High Queen Khalida	1	1	140	Leader	Unique
Prince Apophas	1	1	100	Leader	Unique
Ramhotep the Visionary	1	1	90	Leader	Unique
Settra the Imperishable	1	1	400	Leader	Unique
The Herald Nekaph	1	1	110	Leader	Unique
Carrion	3	12	60		
Necropolis Knights	3	12	260		
Sepulchral Stalkers	3	12	180		
Tomb Guard	5	30	70		Battleline if general is **TOMB KING**
Tomb Scorpions	1	3	110		
Tomb Swarm	2	8	50		
Ushabti	3	12	120		

Tomb King Allies: ARKHAN, DEATHRATTLE