

WARHAMMER AGE OF SIGMAR

TOMB KINGS



WARSCROLLS
COMPENDIUM

INTRODUCTION

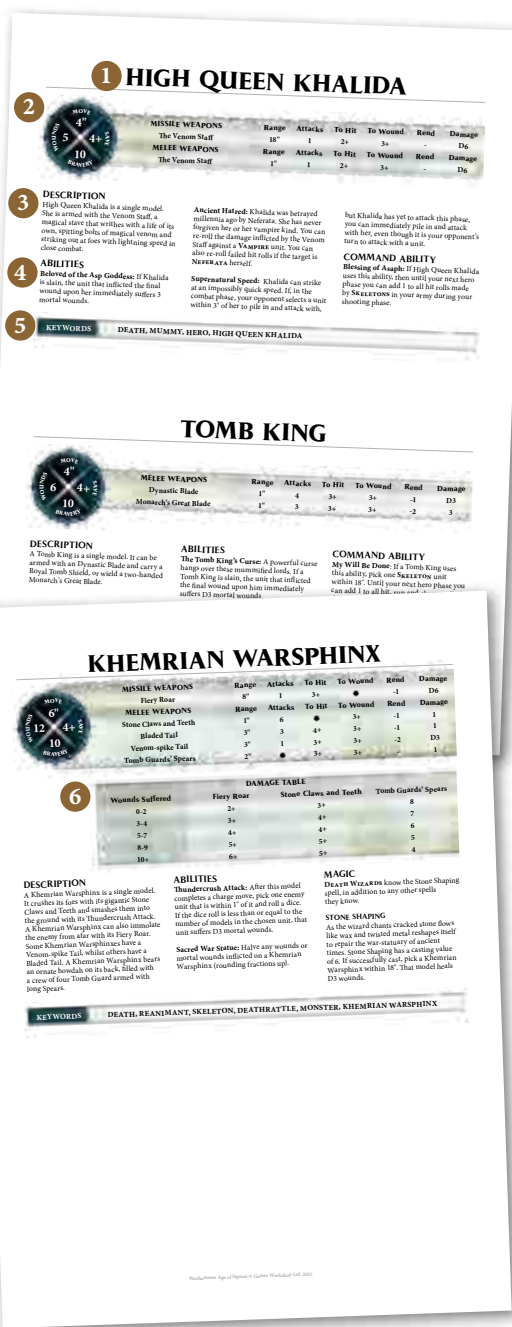
The lands of the dead are home to revenant armies, and amongst them are the phalanxes of the Tomb Kings. These undying legions are led to war by megalomaniacal conquerors whose dynasty stretches across the aeons.

Beside serried ranks of skeletons and chariots fight stone-hard reanimants and creatures from the barren deserts of the afterlife. When bound to the will of Nagash and the other masters of death, the Tomb Kings are unstoppable.

The warscrolls in this compendium allow you to use your Citadel Miniatures collection in fantastical battle, whether telling epic stories set during the Age of Sigmar, or recreating the wars of the world-that-was.

WARSCROLL KEY

- Title:** The name of the model that the warscroll describes.
- Characteristics:** This set of characteristics tells you how fast, powerful and brave the model is, and how effective its weapons are.
- Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).
- Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.
- Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword.
- Damage Table:** Some models have a damage table that is used to determine one or more of the model's characteristics. Look up the number of wounds the model has suffered to find the value of the characteristic in question.



SETTRA THE IMPERISHABLE



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

DESCRIPTION

Settra the Imperishable is a single model. He is armed with the Blessed Blade of Ptra. Settra bears the Crown of Nehekhara upon his head and the Scarab Broach of Usirian upon his breast. He rides upon the mighty scythed Chariot of the Gods, which is drawn into battle by four Skeletal Steeds that attack with their Thundering Hooves.

ABILITIES

Crown of Nehekhara: If Settra the Imperishable is your general, **MUMMY HEROES** from your army that are within 18" of him in your hero phase can use Command Abilities even though they are not your general.

Chariot of the Gods: In the combat phase, if this model charged in the same turn, Settra makes 6 attacks rather than 4 with the Blessed Blade of Ptra, and you can double the number of attacks made by his Skeletal Steeds' Thundering Hooves and add 1 to the Steeds' wound rolls.

Incantation of the Desert Wind: Settra alone among the Tomb Kings knows the secrets of the Mortuary Cult, though he has never fully mastered their mystical art. In your hero phase Settra can pray to the ancient gods to invoke the Incantation of the Desert Wind. If he does so, pick a **DEATHRATTLE** unit within 18" and roll a dice; on a 1 Settra utters an incorrect phrase and suffers 1 mortal wound. On a roll of 2 or more the incantation is successfully carried out – the chosen unit can double the distance it can move and gains the ability to fly for the duration of its next movement phase.

The Scarab Broach of Usirian: Roll a dice each time Settra 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.

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

COMMAND ABILITY

And He Did Say 'War', and the World Did Tremble...: If Settra the Imperishable uses this ability, you must hold out your hand and utter 'War' in a supremely commanding tone. If you do, then until your next hero phase you can add 1 to all hit rolls for **DEATH** units in your army that are within 18" of Settra in the combat phase. If a **DEATHRATTLE** unit is affected by this ability, you can also add 1 to their wound rolls in the combat phase. However, if Settra is your general, you must not kneel for any reason during the battle. If you do, even once, you immediately lose the battle. Settra does not kneel!

KEYWORDS

DEATH, MUMMY, HERO, PRIEST, TOMB KING, SETTRA THE IMPERISHABLE

HIGH QUEEN KHALIDA



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

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 Khalida is slain, the unit that inflicted the final wound upon her immediately suffers 3 mortal wounds.

Ancient Hatred: Khalida was betrayed millennia ago by Neferata. She has never forgiven her or her vampire kind. You can re-roll the damage inflicted by the Venom Staff against a **VAMPIRE** unit. You can also re-roll failed hit rolls if the target is **NEFERATA** herself.

Supernatural Speed: 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 Khalida 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.

COMMAND ABILITY

Blessing of Asaph: If High Queen Khalida uses this ability, then until your next hero phase you can add 1 to all hit rolls made by **SKELETONS** in your army during your shooting phase.

KEYWORDS

DEATH, MUMMY, HERO, HIGH QUEEN KHALIDA

TOMB KING



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dynastic Blade	1"	4	3+	3+	-1	D3
Monarch's Great Blade	1"	3	3+	3+	-2	3

DESCRIPTION

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

ABILITIES

The Tomb King's Curse: A powerful curse hangs over these mummified lords. If a Tomb King is slain, the unit that inflicted the final wound upon him immediately suffers D3 mortal wounds.

Royal Tomb Shield: You can re-roll failed save rolls for a Tomb King with a Royal Tomb Shield.

COMMAND ABILITY

My Will Be Done: If a Tomb King uses this ability, pick one **SKELETON** unit within 18". Until your next hero phase you can add 1 to all hit, run and charge rolls for that unit.

KEYWORDS

DEATH, MUMMY, HERO, TOMB KING

TOMB KING IN ROYAL CHARIOT



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dynastic Blade	1"	4	3+	3+	-1	D3
Steeds' Thundering Hooves	1"	4	4+	5+	-	1

DESCRIPTION

A Tomb King in Royal Chariot is a single model. The Tomb King is armed with a Dynastic Blade. The chariot is drawn into battle by a pair of Skeletal Steeds that attack with their Thundering Hooves.

ABILITIES

The Tomb King's Curse: If a Tomb King in Royal Chariot is slain, the unit that inflicted the final wound upon him immediately suffers D3 mortal wounds.

Royal Chariot: In the combat phase, if this model charged in the same turn, the Tomb King makes 6 attacks rather than 4 with his Dynastic Blade and you can double the number of attacks made by his Skeletal Steed's Thundering Hooves.

COMMAND ABILITY

'And the Tomb Kings Rode to War...': If a Tomb King in Royal Chariot uses this ability you can choose to re-roll charge rolls for this model and all units of **SKELTON CHARIOTS** from your army that are within 18" of him in your next charge phase.

KEYWORDS

DEATH, MUMMY, HERO, TOMB KING

PRINCE APOPHAS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tide of Scuttling Scarabs	10"	2D6	3+	5+	-	1

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cursed Dagger of Eternal Blood	1"	5	3+	3+	-	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.

ABILITIES

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.

Desert Revenant: Instead of setting up Prince Apophas on the battlefield, you can place him to one side and say that he is set up entombed beneath the sands. In any of your movement phases, you can set him up on the battlefield more than 9" from any enemy models. This is his move for that movement phase.

KEYWORDS

DEATH, MUMMY, HERO, PRINCE APOPHAS

TOMB HERALD



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ancient Blade	1"	4	3+	3+	-1	1
Steed's Thundering Hooves	1"	2	4+	5+	-	1

DESCRIPTION

A Tomb Herald is a single model. It is armed with an Ancient Blade, and carries a Standard of the Undying Legion.

SKELETAL STEED

A Herald can ride a skeletal steed. If he does so, his Move is increased to 12" and his steed can attack with its Thundering Hooves.

ABILITIES

Sworn Bodyguard: Each time a **DEATH HERO** from your army suffers a wound or a mortal wound whilst within 3" of this model, the Tomb Herald can leap in front of the attack. If he does so, your **HERO** ignores that wound or mortal wound but the Tomb Herald suffers a mortal wound in its place.

Standard of the Undying Legion: In your hero phase, a Tomb Herald can plant his standard and cause fallen warriors to return to the fight once more. If he does so, you may not move the Tomb Herald until your next hero phase, but you can immediately return 1 slain model to each **DEATHRATTLE** unit from your army within 24".

KEYWORDS

DEATH, SKELETON, DEATHRATTLE, HERO, TOTEM, TOMB HERALD

LICHE PRIEST



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Mortuary Staff	1"	1	4+	3+	-1	D3
Steed's Thundering Hooves	1"	2	4+	5+	-	1

DESCRIPTION

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

SKELETAL STEED

A Liche Priest can ride a skeletal steed. If he does so, his Move is increased to 12" and he gains the Thundering Hooves attack.

ABILITIES

Hierophant's Scrolls: Once per game, when a Liche Priest attempts to unbind a spell, he can read from his ancient scrolls; if he does, that unbinding attempt is automatically successful.

MAGIC

A Liche Priest 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, Mystic Shield and Righteous Smiting spells.

RIGHTEOUS SMITING

As the verses of this incantation are spoken, a fierce light emanates from the empty eye sockets of the Liche Priest's warriors who move with unnatural speed and fury. Righteous Smiting has a casting value of 5. If successfully cast, pick a **SKELETON** or **REANIMANT** unit within 18". Until your next hero phase, all models in the unit are imbued with magical power; each time you roll a hit roll of 6 or more for one of these models, it can immediately make one extra attack using the same weapon.

KEYWORDS

DEATH, NECROMANCER, DEATHMAGE, HERO, WIZARD, PRIEST, LICHE PRIEST

CASKET OF SOULS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Keeper's Mortuary Dagger and Glaive	1"	1	4+	3+	-1	D3
Casket Guards' Double-handed Swords	1"	4	4+	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 Mortuary Dagger and Glaive, and the Casket Guards with Double-handed Swords.

ABILITIES

Covenant of Power: If a **LICHE PRIEST** from your army is within 18" of this model, 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 he were a wizard.

Unleashed Souls: In your hero phase the Keeper of the Casket can unleash the tortured souls of the damned. If he does so, pick a visible enemy unit within 20" and roll a dice. On a 3 or more that unit suffers D3 mortal wounds (it suffers D6 mortal wounds instead if its Bravery is 4 or less). Then roll a dice for each other enemy unit within 6" of the first unit. On a 5 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 4 or less).

KEYWORDS

DEATH, MUMMY, HERO, PRIEST, CASKET OF SOULS

SKELETON WARRIORS



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Ancient Blade	1"	1	4+	4+	-	1
Ancient Spear	2"	1	5+	4+	-	1

DESCRIPTION

A unit of Skeleton Warriors has 10 or more models. Some units are equipped with Ancient Blades, whilst others go to war with Ancient Spears. Units of Skeleton Warriors also carry a shield for protection, either battered Crypt Shields or tall Tomb Shields.

SKELETON CHAMPION

The leader of this unit is a Skeleton Champion. A Skeleton Champion makes 2 attacks rather than 1.

ICON AND STANDARD BEARER

Models in this unit may be Icon Bearers or Standard Bearers. You can return D6 slain models to this unit in your hero phase if it includes any Icon or Standard Bearers.

HORNBLOWER

Models in this unit may be Hornblowers. A unit that includes any Hornblowers can always move up to 6" when it charges, unless its charge roll is higher.

ABILITIES

Serve in Death: You can add 1 to hit rolls for units of Skeleton Warriors that are within 18" of a **DEATH HERO** from your army.

Skeleton Legion: Models in this unit make 1 extra attack with their melee weapon if their unit has 20 or more models. They make 2 extra attacks instead if their unit has 30 or more models.

Crypt Shield: You can add 1 to save rolls for a unit carrying Crypt Shields against attacks that have a Rend of '-'.

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.

MAGIC

DEATH WIZARDS know the Raise Skeletons spell, in addition to any other spells they know.

RAISE SKELETONS

Raise Skeletons has a casting value of 5. If successfully cast, you can set up a unit of up to 10 Skeleton Warriors within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase. If the casting roll was 10 or more, set up a unit of up to 20 Skeleton Warriors instead.

KEYWORDS

DEATH, SKELETON, DEATHRATTLE, SKELETON WARRIORS

SKELETON ARCHERS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ancient Bow	20"	1	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 Ancient Bows and can stab foes in close combat using an Arrow as an improvised dagger.

MASTER OF ARROWS

The leader of this unit is a Master of Arrows. You can add 1 to the hit rolls for a Master of Arrows firing an Ancient Bow.

ICON BEARER

Models in this unit may be Icon Bearers. You can return D6 slain models to this unit in your hero phase if it includes any Icon Bearers.

HORNBLOWER

Models in this unit may be Hornblowers. A unit that includes any Hornblowers can always move up to 6" when it charges, unless its charge roll is higher. In addition, a unit that includes any Hornblowers can shoot even if they ran in the same turn.

ABILITIES

Hail of Ancient Arrows: Units of Skeleton Archers make 1 extra attack with their Ancient Bows if their unit has 20 or more models and there are no enemy models within 3" in the shooting phase.

MAGIC

DEATH WIZARDS know the Raise Skeleton Archers spell, in addition to any other spells they know.

RAISE SKELETON ARCHERS

Raise Skeleton Archers has a casting value of 5. If successfully cast, you can set up a unit of up to 10 Skeleton Archers within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase. If the casting roll was 10 or more, set up a unit of up to 20 Skeleton Archers instead.

KEYWORDS

DEATH, SKELETON, DEATHRATTLE, SKELETON ARCHERS

SKELETON HORSEMEN



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bronze-tipped Cavalry Spears	2"	1	4+	4+	-	1
Steed's Thundering Hooves	1"	2	4+	5+	-	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. They are mounted upon Skeletal Steeds that attack with their Thundering Hooves.

MASTER OF HORSE

The leader of this unit is a Master of Horse. A Master of Horse makes 2 attacks rather than 1 with his Bronze-tipped Cavalry Spear.

ICON BEARER

Models in this unit may be Icon Bearers. You can return D3 slain models to this unit in your hero phase if it includes any Icon Bearers.

HORNBLOWER

Models in this unit may be Hornblowers. A unit that includes any Hornblowers can always move up to 6" when it charges, unless its charge roll is higher.

ABILITIES

Deathly Charge: Add 1 to the wound rolls for attacks made with a Skeleton Horseman's Bronze-tipped Cavalry Spear if it charged in the same turn.

Horsemen's Shield: You can add 1 to the save rolls for a Skeleton Horseman in the combat phase.

First to Face the Foe: Skeleton Horsemen can charge even if they ran in the same turn.

MAGIC

DEATH WIZARDS know the Raise Horsemen spell, in addition to any other spells they know.

RAISE HORSEMEN

Raise Horsemen has a casting value of 5. If successfully cast, you can set up a unit of up to 5 Skeleton Horsemen within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase. If the casting roll was 10 or more, set up a unit of up to 10 Skeleton Horsemen instead.

KEYWORDS

DEATH, SKELETON, DEATHRATTLE, SKELETON HORSEMEN

SKELETON HORSE ARCHERS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ancient Bow	20"	2	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Arrow	1"	1	5+	5+	-	1
Steed's Thundering Hooves	1"	2	4+	5+	-	1

DESCRIPTION

A unit of Skeleton Horse Archers has 5 or more models. They are armed with Ancient Bows and can stab foes in close combat using Arrows as improvised daggers. They are mounted upon Skeletal Steeds that attack with their Thundering Hooves.

MASTER OF SCOUTS

The leader of this unit is a Master of Scouts. Add 1 to the hit rolls for a Master of Scouts firing an Ancient Bow.

ICON BEARER

Models in this unit may be Icon Bearers. You can return D3 slain models to this unit in your hero phase if it includes any Icon Bearers.

HORNBLOWER

Models in this unit may be Hornblowers. A unit that includes any Hornblowers can always move up to 6" when it charges, unless its charge roll is higher. In addition, a unit that includes any Hornblowers can shoot even if they ran in the same turn.

ABILITIES

Like the Angry Desert Wind: This unit can shoot instead of moving in the movement phase. If it does so, it can move in the shooting phase of the same turn, but cannot shoot. If it moves in the shooting phase, it can retreat.

MAGIC

DEATH WIZARDS know the Raise Horse Archers spell, in addition to any other spells they know.

RAISE HORSE ARCHERS

Raise Horse Archers has a casting value of 5. If successfully cast, you can set up a unit of up to 5 Skeleton Horse Archers within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase. If the casting roll was 10 or more, set up a unit of up to 10 Skeleton Horse Archers instead.

KEYWORDS

DEATH, SKELETON, DEATHRATTLE, SKELETON HORSE ARCHERS

SKELETON CHARIOTS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ancient Bows	18"	2	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Charioteer's Spears	2"	2	4+	4+	-	1
Steeds' Thundering Hooves	1"	4	4+	5+	-	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 Ancient Bows. The chariots are drawn into battle by a pair of Skeletal Steeds that attack with their Thundering Hooves.

MASTER OF CHARIOTS

The leader of this unit is a Master of Chariots; he makes 3 attacks rather than 2 with his Charioteer's Spear.

ICON BEARER

Models in this unit may be Icon Bearers. You can return 1 slain model to this unit in your hero phase if it includes any Icon Bearers.

HORNBLOWER

Models in this unit may be Hornblowers. A unit that includes any Hornblowers can always move up to 6" when it charges, unless its charge roll is higher. In addition, a unit that includes any Hornblowers can shoot even if they ran in the same turn.

ABILITIES

Crush them Beneath Our Wheels: Skeleton Chariots double the number of attacks they make with all of their melee weapons if they charged in the same turn.

KEYWORDS

DEATH, SKELETON, DEATHRATTLE, SKELETON CHARIOTS

TOMB GUARD



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Tomb Blade	1"	2	3+	4+	-1	1
Bronze Halberd	1"	2	4+	3+	-1	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

The leader of this unit is a Tomb Captain. A Tomb Captain makes 3 attacks rather than 2.

ICON BEARER

Models in this unit may be Icon Bearers. You can return D3 slain models to this unit in your hero phase if it includes any Icon Bearers.

HORNBLOWER

Models in this unit may be Hornblowers. A unit that includes any Hornblowers can always move up to 6" when it charges, unless its charge roll is higher.

ABILITIES

Cursed Weapons: If the wound roll for an attack made by a model from this unit is 6 or more, that attack inflicts double damage.

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

MAGIC

DEATH WIZARDS know the Raise Tomb Guard spell, in addition to any other spells they know.

RAISE TOMB GUARD

Raise Tomb Guard has a casting value of 5. If successfully cast, you can set up a unit of up to 5 Tomb Guard within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase. If the casting roll was 10 or more, set up a unit of up to 10 Tomb Guard instead.

KEYWORDS

DEATH, SKELETON, DEATHRATTLE, TOMB GUARD

NECROTECT



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Overseer's Whip	2"	2	4+	4+	-	1
Dagger of Ages	1"	2	4+	3+	-	1

DESCRIPTION

A Necrotect is a single model. He is armed with an Overseer's Whip and a Dagger of Ages.

ABILITIES

Stern Taskmaster: In your hero phase, you can pick a **DEATHRATTLE** unit within 8" of this model. That unit can move an extra 3" in its next movement phase. Furthermore, you can re-roll wound rolls of 1 for that unit in the combat phase until your next hero phase.

KEYWORDS

DEATH, MUMMY, HERO, PRIEST, NECROTECT

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	D3

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. The Knights ride large Necroserpents that snap at the foe with Poisoned Fangs.

NECROPOLIS CAPTAIN

The leader of this unit is a Necropolis Captain. He makes 3 attacks rather than 2 with his Heavy Spear.

ICON BEARER

Models in this unit may be Icon Bearers. You can return 1 slain model to this unit in your hero phase if it includes any Icon Bearers.

HORNBLOWER

Models in this unit may be Hornblowers. A unit that includes any Hornblowers can always move up to 6" when it charges, unless its charge roll is higher.

ABILITIES

Necrovenom: If the wound roll for a Necroserpent's Poisoned Fangs is a 6 or more, the target unit suffers a mortal wound in addition to any other damage.

Necropolis Shield: You can add 1 to the save rolls for a unit of Necropolis Knights with Necropolis shields in the combat phase.

MAGIC

DEATH WIZARDS know the Reanimate Necropolis Knight spell, in addition to any other spells they know.

REANIMATE NECROPOLIS KNIGHT

Reanimate Necropolis Knight has a casting value of 5. If successfully cast, pick a unit of Necropolis Knights within 18". You can add one model to that unit.

KEYWORDS

DEATH, REANIMANT, SKELETON, DEATHRATTLE, NECROPOLIS KNIGHTS

TOMB SCORPIONS



MELEE WEAPONS

Tail Stinger

Powerful Pincers

Range	Attacks	To Hit	To Wound	Rend	Damage
3"	1	3+	3+	-1	3
2"	2	4+	3+	-2	D3

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: Instead of setting up a unit of Tomb Scorpions on the battlefield, you can 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 6" from any enemy models. This is the unit's move for that movement phase.

Liche Priest's Sarcophagi: Tomb Scorpions serve as sarcophagi for Liche Priests that have been slain in battle, and the remains of the ancient priests still provide a measure of protection against enemy spells. Roll a dice each time a Tomb Scorpion suffers a wound or a mortal wound caused by a spell. Add one to the roll if the Tomb Scorpion is within 18" of a **NECROTECT** from your army. On a 5 or more, that wound or mortal wound is ignored.

MAGIC

DEATH WIZARDS know the Reanimate Tomb Scorpion spell, in addition to any other spells they know.

REANIMATE TOMB SCORPION

Reanimate Tomb Scorpion has a casting value of 6. If successfully cast, pick a unit of Tomb Scorpions within 18". You can add one model to that unit.

KEYWORDS

DEATH, REANIMANT, TOMB SCORPIONS

USHABTI



MISSILE WEAPONS

Great Bow

MELEE WEAPONS

Stone Fists

Ritual Blade-stave

Range	Attacks	To Hit	To Wound	Rend	Damage
24"	1	4+	3+	-1	D3
Range	Attacks	To Hit	To Wound	Rend	Damage
1"	3	4+	3+	-	1
1"	3	3+	3+	-1	D3

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: Ushabti have a save of 3+ instead of 5+ against attacks that have a Damage characteristic of 1.

The Likeness of Ancient Gods: Ushabti are often restored and embellished by the labours and blessings of Necrotects. You can re-roll save rolls of 1 for Ushabti while its unit is within 18" of a **NECROTECT** from your army.

MAGIC

DEATH WIZARDS know the Reanimate Ushabti spell, in addition to any other spells they know.

REANIMATE USHABTI

Reanimate Ushabti has a casting value of 5. If successfully cast, pick a unit of Ushabti within 18". You can add one model to that unit.

KEYWORDS

DEATH, REANIMANT, USHABTI

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	1"	6	*	3+	-1	1
Bladed Tail	3"	3	4+	3+	-1	1
Venom-spike Tail	3"	1	3+	3+	-2	D3
Tomb Guards' Spears	2"	*	3+	3+	-	1

DAMAGE TABLE			
Wounds Suffered	Fiery Roar	Stone Claws and Teeth	Tomb Guards' Spears
0-2	2+	3+	8
3-4	3+	4+	7
5-7	4+	4+	6
8-9	5+	5+	5
10+	6+	5+	4

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. 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 1" of it and roll a dice. If the dice roll is less than or equal to the number of models in the chosen unit, that unit suffers D3 mortal wounds.

Sacred War Statue: Halve any wounds or mortal wounds inflicted on a Khemrian Warsphinx (rounding fractions up).

MAGIC

DEATH WIZARDS know the Stone Shaping spell, in addition to any other spells they know.

STONE SHAPING

As the wizard chants cracked stone flows like wax and twisted metal reshapes itself to repair the war-statuary of ancient times. Stone Shaping has a casting value of 6. If successfully cast, pick a Khemrian Warsphinx within 18". That model heals D3 wounds.

KEYWORDS

DEATH, REANIMANT, SKELETON, DEATHRATTLE, MONSTER, KHEMRIAN WARSPHINX

ROYAL 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	1"	6	✱	3+	-1	1
Bladed Tail	3"	3	4+	3+	-1	1
Venom-spike Tail	3"	1	3+	3+	-2	D3
Tomb King's Glaive of Kings	1"	✱	3+	3+	-2	3

DAMAGE TABLE			
Wounds Suffered	Fiery Roar	Stone Claws and Teeth	Glaive of Kings
0-2	2+	3+	3
3-4	3+	4+	3
5-7	4+	4+	2
8-9	5+	5+	2
10+	6+	5+	1

DESCRIPTION

A Royal 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 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. A Royal Warsphinx bears an ornate howdah on its back, atop which stands a Tomb King, armed with a Glaive of Kings.

ABILITIES

Thundercrush Attack: After this model completes a charge move, pick one enemy unit that is within 1" of it and roll a dice. If the dice roll is less than or equal to the number of models in the chosen unit, that unit suffers D3 mortal wounds.

The Tomb King's Curse: If a Royal Warsphinx is slain, the unit that inflicted the final wound upon it immediately suffers D3 mortal wounds.

Sacred War Statue: Halve any wounds or mortal wounds inflicted on a Royal Warsphinx (rounding fractions up).

MAGIC

DEATH WIZARDS know the Stone Shaping spell, in addition to any other spells they know.

STONE SHAPING

As the wizard chants cracked stone flows like wax and twisted metal reshapes itself to repair the war-statuary of ancient times. Stone Shaping has a casting value of 6. If successfully cast, pick a Royal Warsphinx within 18". That model heals D3 wounds.

COMMAND ABILITY

Who Dares Disturb My Slumber?: If a Tomb King atop a Royal Warsphinx uses this ability, pick one unit in the enemy army that is visible to the Tomb King. Until your next hero phase, you can add 1 to all wound rolls for **MUMMY** and **DEATHRATTLE** units in your army that target the chosen unit.

KEYWORDS

DEATH, MUMMY, REANIMANT, MONSTER, HERO, TOMB KING, ROYAL WARSPHINX

NECROSPHINX



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gigantic Scything Blades	2"	4	3+	*	-3	3
Stone Claws	1"	*	4+	3+	-1	1
Bladed Tail	3"	3	4+	3+	-1	1
Venom-spike Tail	3"	1	3+	3+	-2	D3

DAMAGE TABLE			
Wounds Suffered	Move	Scything Blades	Stone Claws
0-2	12"	2+	4
3-4	10"	3+	4
5-7	8"	3+	3
8-9	6"	4+	3
10-11	4"	4+	2

DESCRIPTION

A Necrosphinx is a single model. It is armed Gigantic 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: Halve any wounds or mortal wounds inflicted on a Necrosphinx (rounding fractions up).

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 a result of 6 or more, the **MONSTER** suffers 10 mortal wounds in addition to the normal damage.

MAGIC

DEATH WIZARDS know the Stone Shaping spell, in addition to any other spells they know.

STONE SHAPING

As the wizard chants cracked stone flows like wax and twisted metal reshapes itself to repair the war-statuary of ancient times. Stone Shaping has a casting value of 6. If successfully cast, pick a Necrosphinx within 18". That model heals D3 wounds.

KEYWORDS

DEATH, REANIMANT, MONSTER, NECROSPHINX

SEPULCHRAL STALKERS



MISSILE WEAPONS

Transmogrifying Gaze

Range	Attacks	To Hit	To Wound	Rend	Damage
10"	—	—	See below	—	—

MELEE WEAPON

Ornate Stave

Range	Attacks	To Hit	To Wound	Rend	Damage
2"	2	4+	3+	-1	2

DESCRIPTION

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

ABILITIES

Transmogrifying Gaze: When making a Transmogrifying Gaze attack, roll a dice; on a 1, the Sepulchral Stalker catches a glimpse of its reflection and its own unit suffers a mortal wound. On a 2 or 3 the target unit keeps its eyes shut and nothing happens. On a 4 or 5 the target unit suffers a mortal wound as it momentarily meets the Stalker's gaze, but on a 6 it suffers D3 mortal wounds as it foolishly stares into the Stalker's eyes and crumbles to sand.

Underground Stalkers: Instead of setting up a unit of Sepulchral Stalkers on the battlefield, you can 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. The Sepulchral Stalkers can burrow back underground in any of your future movement phases. If they do, remove the unit from the battlefield – it can return in a later turn as described above.

MAGIC

DEATH WIZARDS know the Reanimate Stalker spell, in addition to any other spells they know.

REANIMATE STALKER

Reanimate Stalker has a casting value of 5. If successfully cast, pick a unit of Sepulchral Stalkers within 18" of the caster. You can add one model to that unit.

KEYWORDS

DEATH, REANIMANT, SEPULCHRAL STALKERS

BONE GIANT



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Gigantic Blades	2"	3	4+	3+	-2	3
Heavy Footfalls	1"	4	4+	3+	-1	1

DESCRIPTION

A Bone Giant is a single model. It is armed with Gigantic Blades that it wields to devastating effect, and can crush those that stand before it beneath its Heavy Footfalls.

ABILITIES

Unstoppable Assault: Each time you roll a hit roll of a 6 or more for a Bone Giant, it can immediately make one extra attack using the same weapon.

Colossus of War: After a Bone Giant has attacked in the combat phase for the first time roll a dice. Add one to the result if a **NECROTECT** from your army is within 18". On a 5 or more, that Bone Giant can immediately pile in and attack for a second time that turn.

MAGIC

DEATH WIZARDS know the Reanimant Wrath spell, in addition to any other spells they know.

REANIMANT WRATH

As the wizard intones an ancient mantra the spirits of vengeful gods imbue this war construct with terrible strength. Reanimant Wrath has a casting value of 5. If successfully cast, pick a Bone Giant within 18". You can re-roll failed hit rolls for that model until your next hero phase.

KEYWORDS

DEATH, REANIMANT, MONSTER, BONE GIANT

SCREAMING SKULL CATAPULT

WAR MACHINE



MISSILE WEAPONS

Screaming Skulls

Range	Attacks	To Hit	To Wound	Rend	Damage
6-36"	1	4+	3+	-1	*

WAR MACHINE CREW TABLE

Crew within 1"	Move	Screaming Skulls
3 models	4"	4
2 models	3"	3
1 model	2"	2
No models	0	0

CREW



MELEE WEAPONS

Crew's Tools

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	1	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.

ABILITIES

Crewed War Machine: A Screaming Skull Catapult can only move if its **CREW** are within 1" at the start of the movement phase. If its Crew are within 1" of the catapult in the shooting phase, they can fire the war machine. The war machine cannot make charge moves, does not need to take battleshock tests and is unaffected by any attack or ability that uses Bravery. The **CREW** are in cover while they are within 1" of their war machine.

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

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

Deathless Overseer: Necrotects imbue Skeleton Crews with extra animus to work and reload faster than any mortal could achieve. You can shoot a Screaming Skull Catapult twice in your shooting phase instead of once if there is a **NECROTECT** from your army within 1" of the war machine.

MAGIC

DEATH WIZARDS know the Skeleton Crew spell, in addition to any other spells they know.

RAISE SKELETON CREW

Raise Skeleton Crew has a casting value of 5. If successfully cast, pick a Screaming Skull Catapult from your army within 18" which has no remaining crew. You can set up a unit of up to 3 Skeleton Crew within 1" of the war machine. The unit is added to your army and can crew that war machine, but cannot move in the following movement phase.

WAR MACHINE

KEYWORDS

DEATH, WAR MACHINE, SCREAMING SKULL CATAPULT

CREW

KEYWORDS

DEATH, SKELETON, DEATHRATTLE, CREW

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 Talons and Sharp Beaks.

FLY

Carrion can fly.

ABILITIES

Circling High Above: When first set up, units of Carrion are assumed to be flying high above the battlefield. As long as they remain high in the sky, they cannot be charged, attacked, targeted by spells or

affected by abilities used by either side, and they also cannot make any attacks themselves as they soar far above their foes. Enemy units ignore the Carrion as they move (they move underneath them).

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"). As they charge, the Carrion are assumed to drop down to low level, and the Circling High Above ability no longer applies to the unit for the rest of the battle.

MAGIC

DEATH WIZARDS know the Summon Carrion spell, in addition to any other spells they know.

SUMMON CARRION

Summon Carrion has a casting value of 5. If successfully cast, you can set up a unit of up to 3 Carrion within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase.

KEYWORDS

DEATH, CARRION

TOMB SWARM



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bites and Stingers	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: Instead of setting up a Tomb Swarm on the battlefield, you can 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. The unit can burrow back underground in any of your future movement phases. If it does, remove the unit from the battlefield – it can return in a later turn as described above.

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.

MAGIC

DEATH WIZARDS know the Summon Tomb Swarms spell, in addition to any other spells they know.

SUMMON TOMB SWARMS

Summon Tomb Swarms has a casting value of 5. If successfully cast, you can set up a unit of up to 3 Tomb Swarms within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase.

KEYWORDS

DEATH, TOMB SWARM

TOMB KINGS

ROYAL LEGION OF CHARIOTS

ORGANISATION

A Royal Legion of Chariots consists of the following units:

- 1 Tomb King in Royal Chariot
- 4 units of Skeleton Chariots

ABILITIES

The Pride of Nehekharu: The fighting quality of a Tomb King's Royal Legion of Chariots is a reflection of his own power and martial prowess. Only the finest steeds and the most noble of warriors fight in such an elite brigade. You can add 1 to all hit rolls for Skeleton Chariots that are part of a Royal Legion of Chariots.

Bone-crunching Impact: The chariots in this Legion impact with devastating force, wave after wave of war machines crushing bodies beneath heavy wheels. Roll a dice after a model from a Royal Legion of Chariots completes a charge move within 1" of an enemy unit. On a 4 or more, that unit suffers a mortal wound.

TOMB KINGS

TOMB LEGION

ORGANISATION

A Tomb Legion consists of the following units:

- 1 Tomb King
- 1 Liche Priest
- 2 units of Skeleton Warriors
- 2 units of Skeleton Archers
- 1 unit of Tomb Guard
- 1 unit of Skeleton Chariots, Skeleton Horsemen, Skeleton Horse Archers or Necropolis Knights

ABILITIES

The Tomb King's Wrath: Every Tomb King is an aggressive warlord, able to instil the warriors of their Tomb Legion with their own unyielding vigour. If you roll a wound roll of 6 or more in the combat phase for a model in a Tomb Legion and that model's unit is within 18" of their Tomb King, it can immediately make one extra attack using the same weapon.

The Hierophant's Duty: A Tomb Legion's Liche Priest is known by the title Hierophant, and it is his responsibility to awaken the warriors' souls and restore their fallen bodies. Roll a dice if a model in a Tomb Legion is slain within 18" of their Liche Priest; on a 6, the Hierophant immediately resurrects that warrior and the wound or mortal wound that caused that model to be slain is ignored.

SUBSTITUTE WARSCROLLS

The following do not have warscrolls. Instead, use the substitute warscrolls below.

Unit	Warscroll
Arkhan the Black on Foot	Liche Priest
Arkhan the Black on Skeletal Chariot	Settra the Imperishable
Grand Hierophant Khatep	Liche Priest
Liche High Priest	Liche Priest
The Herald Nekaph	Tomb Herald
Tomb Herald on Chariot	Tomb King in Royal Chariot
Ramhotep the Visionary	Necrotect
Tomb Prince	Tomb King
Tomb Prince on Skeletal Chariot	Tomb King in Royal Chariot
Tomb Prince on Khemrian Warsphinx	Royal Warsphinx
Tomb King on Khemrian Warsphinx	Royal Warsphinx
Necrolith Colossus	Bone Giant
Hierotitan	Bone Giant