

Tomb Kings v.1.6.2

Warband Special Rules

Raise Animal Remains

After each battle, any enemy Animals that die, may be raised as henchmen in your warband by paying that animal's hire fee +5gc:

- The raised Animal retains its characteristics values, and any special rules it had.
- It loses 2 points of Initiative and 2 points of Leadership (*both down to a minimum of 1*) and gains the 'Undead' and 'Crumble' rules.
- Undead *cannot* be raised by this ability.

Undead

Cause Fear; Immune to Poison; Immune to Concussion; Cannot take Drugs.

Crumble

When a warrior with this rule would *flee*, he takes 1 automatic S3 hit instead with no saves of any kind allowed. If this takes him *out of action*, enemies *will* experience for his demise.

- Warriors with Crumble may *not* leave close combat voluntarily.

Flammable

Warriors with this rule lose one 2 wounds instead of 1 when wounded by a *flaming* attack.

My Will Be Done (6", +1 WS)

Friendly warriors within 6" of this warrior whose race is Skeleton gain +1 WS on profile, up to a maximum of 5. This ability requires line of sight and *cannot* be used by Animals.

Warrior Wizard

Warriors with this rule may wear armour and cast spells.

Stubborn

Warriors with this rule may re-roll failed fear and panic tests.

Warband Special Rules

Scribe of Eternity

Warrior starts each battle (*and all Pit Fights*) with 1 free Power Scroll. If this scroll is not used at the end of the battle, it is lost. (*Since a warrior can only carry a single instance of each type of Special Equipment, this means that you cannot equip them with additional Power Scrolls.*)

Acolyte

Instead of shooting a missile weapon in the shooting phase, this warrior may take a Leadership test if he did not run, is not *fleeing* or engaged in close combat: If passed, he generates one Power Dice that can be used by any Wizard or Priest in the warband.

Unending Servitude (5+)

Whenever a warrior with this rule is taken *out of action*, roll a D6: On a roll of 5+, the warband gains 1 Power Dice that may be used by any wizard or priest in the warband.

Fly (8")

Warriors with this rule may *fly* 8" instead of moving. They *may* use flying moves to move into close combat with enemies, in which case they count as charging, but *cannot hide* at the end of a flying move.

Unruly

When deploying the warband, there can only be one warrior with is rule in each Combat Group.

Distorting Gaze

Warriors with this rule count as being armed with a missile weapon with the following properties:

<p>Range: 6" Strength: 3 Armour Piercing (D3) Quick to Fire: No -1 to hit for moving and shooting. Cannot be robbed, swapped, or discarded.</p>
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Warband Special Equipment

Serpent Staff 10gc

Great-Weapon: Club: Is affected by anything that would affect a Great Club, but is a separate proficiency from normal Great Clubs.

Poisonous (*May re-roll 1s to wound.*)

'To Hit' Bonus: +1 to hit in all rounds of combat.

Initiative Bonus: +1 I in all rounds of combat.

Two-handed.

Asp Arrows 10gc

Special Equipment: All of warrior's shots with Bows of any kind ignore cover. If the warrior also has other special arrows (*such as Hunting Arrows*), he must choose which arrows to use at the *start* of each Shooting phase. Asp Arrows last entire campaign. May be given to henchmen.

Tomb Kings Skill Table

	Combat	Shooting	Academic	Strength	Speed	Scarabs
Prince	V		V	V		V
Herald	V		(+10gc)	V		V
Liche	(+10gc)		V			V
Necrotect	(+10gc)		V	V		V
Attendant	V	(+10gc)	V	(+10gc)		V

Tomb Kings Equipment Lists

<p>Tomb Prince, Herald, and Guard</p> <p>Close Combat Hand Weapon Great Weapon Halberd Morning Star Flail</p> <p>Shooting Javelins Bow</p> <p>Armour Light Armour Shield</p>	<p>Liche-Priest</p> <p>Close Combat Hand Weapon Great Weapon Serpent Staff</p> <p>Shooting Sling</p> <p>Armour None</p>	<p>Necrotect</p> <p>Close Combat Hand Weapon Great Weapon Combat Whip</p> <p>Shooting Sling Javelins</p> <p>Armour Light Armour Heavy Armour</p>
<p>Attendant, Serf, and Skeleton Warrior</p> <p>Close Combat Hand Weapon Great Weapon Spear</p> <p>Shooting Javelins Bow</p> <p>Armour Light Armour Shield</p>	<p>Sepulchral Stalker</p> <p>Close Combat Great Weapon Halberd</p> <p>Shooting None</p> <p>Armour Light Armour Heavy Armour</p>	

HEROES

0-1 Tomb Prince

55gc to hire

Starting Experience: 24

Race: Skeleton

M	WS	BS	S	T	W	I	A	Ld
3	4	4	3	4	3	3	1	8

SPECIAL RULES

Leader (6"), Undead, Crumble, Flammable, My Will Be Done (6", +1 WS)

0-2 Tomb Heralds

40gc to hire

Starting Experience: 12

Race: Skeleton

M	WS	BS	S	T	W	I	A	Ld
3	4	3	3	4	3	2	1	7

SPECIAL RULES

Undead, Crumble, Flammable

0-2 Liche Priests

35gc to hire

Starting Experience: 8

Race: Skeleton

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	3	2	1	7

SPECIAL RULES

Undead, Crumble, Scribes of Eternity, Wizards (Light or Death): Start with 1 spell.

0-1 Necrotect

40gc to hire

Starting Experience: 12

Race: Skeleton

M	WS	BS	S	T	W	I	A	Ld
4	3	2	3	3	3	2	1	7

SPECIAL RULES

Undead, Crumble, Flammable, Warrior Wizard, Wizard (Stone Shaper Magic): Starts with 1 spell.

0-3 Tomb Attendants

20gc to hire

Starting Experience: 4

Race: Skeleton

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	3	2	1	6

SPECIAL RULES

Undead, Crumble, Acolytes

HENCHMEN

Skeleton Serfs

15gc to hire

Starting Experience: 0

Race: Skeleton

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	3	2	1	4

SPECIAL RULES

Undead, Crumble, Unending Servitude (5+)

Skeleton Warriors

25gc to hire

Starting Experience: 6

Race: Skeleton

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	3	2	1	6

SPECIAL RULES

Undead, Crumble

0-3 Tomb Guards

45gc to hire

Starting Experience: 14

Race: Skeleton

M	WS	BS	S	T	W	I	A	Ld
3	4	3	3	4	3	2	1	7

SPECIAL RULES

Undead, Crumble, Flammable, Stubborn

0-2 Sepulchral Stalkers

35gc to hire

Starting Experience: 12

Race: Skeleton

M	WS	BS	S	T	W	I	A	Ld
5	4	3	3	3	3	2	1	5

SPECIAL RULES

Undead, Distorting Gaze, Cannot Climb, Flee 3D6" (Note that Stalkers do not have 'Crumble.')

0-2 Carrion

35gc to hire

M	WS	BS	S	T	W	I	A	Ld
3	3	-	3	3	3	2	1	4

SPECIAL RULES

Undead, Crumble, Fly (8"), Unruly, Animals (Cannot Climb; Cannot Hide; Cannot use the Leader's Ld; Cannot Capture Objectives; Fight Unarmed; No Promotion.)

v.1.6.1

Clarified that Asp Arrows do not stack with any other kind special arrows, not just hunting arrows.

v.1.6

Scribe of Eternity rule simplified.

Sepulchral Stalkers gain Distorting Gaze, BS3.

v.1.5.2

Attendants' acolyte ability cannot be used the same turn they made a running move.

v.1.5.1

Tomb Prince, Herald, and Guard can also use Morning Star and Combat Whip

Scarab of Discrimination also suffers no -1 to hit for shooting further than 12".

v.1.5

Serfs gain Unending Servitude rule.

v.1.4

revamped My Will Be Done rule to +1 WS

revamped hatred scarab from Id test each round to auto-hatred in first round of close combat.