

Tomb Kings v.2.2

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 Strength 4 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

Flaming hits have an additional +1 Strength vs. warriors that are Flammable.

Embalmer

Whenever this warrior is deployed, choose any other hero in the warband whose race is Skeleton: That warrior gains the 'Scarab of Life-Essence (5+)' skill from the Scarabs skill list for the duration of this battle. (*No effect if he has it already.*)

Warband Special Rules

Honoured in Death

Warrior starts with 1 free Scarab skill when hired, chosen by you.

Scribe of Eternity

In each battle, roll a D6 at the *end* of any Shooting Phase where this warrior used a Power Scroll: On a roll of 6+, the Power Scroll is *not* lost, but may be used again for another spellcasting roll.

Warrior Wizard

Warriors with this rule may wear armour and cast spells.

Acolyte

Whenever this warrior is deployed, the warband gains 1 Power Dice that may be used by any Wizard or Priest in the warband. (*Also applies in Pit Fights.*)

Unending Servitude (6+)

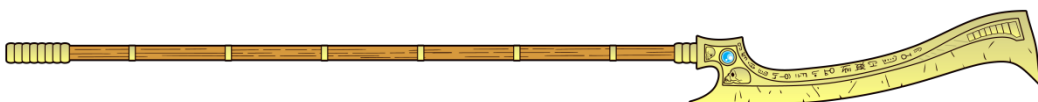
Whenever a warrior with this rule is taken *out of action*, roll a D6: On a roll of 6+, the warband gains 1 Power Dice that may be used by any wizard or priest in the warband.

Fly (10")

Warriors with this rule may *fly* 10" 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.



Scarab Skills

Scarab of Life-Essence (5+)

Warrior has 'Regeneration (5+)' as long as he is down to 1 Wound.

Eternal Dominion

Must have the 'Leader' ability to take this skill. If this warrior is deployed and *not fleeing*, the warband may re-roll one failed Rout Test. Multiple warriors with this skill may allow multiple Rout Tests to be re-rolled, though each Rout Test can only be re-rolled once.

Scarab of Stinging

Warrior may *poison* one of his weapons each battle. You may choose which. This skill may be taken multiple times.

Scarab of Usirian (4+)

Warrior has a 4+ ward save vs. the effects of hostile spells. (*Other warriors may still be affected.*)

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

Must have the 'Leader' ability to take this skill. Other warriors in the warband who are within 6" of this warrior and whose race is Skeleton gain +1 WS, up to a maximum of 5. Being within 6" of multiple warriors with this skill does *not* stack. Requires line of sight.

Scarab Swarm (-1 I)

All enemies that are within 1" of this warrior suffer -1 Initiative to strike order in *all* rounds of combat. No effect vs. Undead and Daemons. Being within 1" of multiple warriors with this skill does *not* stack.

Scarab of Vigilance (+1 M)

Warrior gains +1 Movement, up to a maximum of Movement 4.

Scarab of Aspah

All of warrior's *poisonous* attacks have +1 to hit. No effect vs. enemies immune to poison.

Will of the Creator

Warrior ignores hits from the 'Crumble' rule.

Will of the Destroyer

Warrior may re-roll his first natural 1 'to hit' in each close combat phase (*i.e. including opponent's*). (*Re-rolled dice cannot cause critical hits.*)

Warband Special Equipment

Serpent Staff 10gc

Close Combat Weapon

Poisonous (*May re-roll 1s 'to wound' except vs. enemies immune to poison.*)

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

Only Club Axe, or Sword in off hand.

Can only be carried by Wizards.

Arrows of Aspah 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. Arrows of Aspah last entire campaign. May be given to Henchmen.

Blessed Wrappings 10gc

Special Equipment: Warrior loses the 'Flammable' rule if he has it. May be given to Henchmen, including Animals. (*This is an exception to the rule that Animals never use Special Equipment.*)

Soul Casket 10gc

Special Equipment: Whenever the warband takes an 'Unending Servitude' roll, if the warrior who caused the roll by going *out of action* was within 12" of wielder, the roll is automatically successful.

- This ability does *not* require line of sight, and may be used while either warrior is *hiding* or *fleeing*.

Can only be carried by Wizards.



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Tomb Kings Skill Table

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

Tomb Kings Equipment Lists

Tomb Prince, Herald and Guardians

Close Combat
Hand Weapon
Great Weapon
Halberd
Morning Star
Flail

Shooting
Javelins
Bow

Armour
Light Armour
Shield

Attendants, Serfs and Warriors

Close Combat
Hand Weapon
Great Weapon
Spear

Shooting
Javelins
Bow

Armour
Light Armour
Shield

Necrotect

Close Combat
Hand Weapon
Great Weapon
Combat Whip

Shooting
Sling
Javelins

Armour
Light Armour
Heavy Armour

Liche-Priest

Close Combat
Hand Weapon
Great Weapon
Serpent Staff

Shooting
Sling

Armour
None



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HEROES

0-1 Tomb Prince

50gc to hire
Starting Experience: 20
Race: Skeleton

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

SPECIAL RULES

Leader (6"), Undead, Crumble, Flammable, Honoured in Death

0-2 Tomb Heralds

40gc 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, Honoured in Death

0-1 Necrotect

35gc 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.

0-2 Liche Priests

30gc to hire
Starting Experience: 6
Race: Skeleton

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

SPECIAL RULES

Undead, Crumble, Scribes of Eternity, Wizards (Light, Death or Lore of Nehekara): Start 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, Embalmers

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	5

SPECIAL RULES

Undead, Crumble, Unending Servitude (6+)

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

0-2 Tomb Guardians

40gc to hire
Starting Experience: 14
Race: Skeleton

M	WS	BS	S	T	W	I	A	Ld
3	4	3	3	4	3	2	1	8

SPECIAL RULES

Undead, Crumble, Flammable

0-3 Basteti Cats

30gc to hire
Starting Experience: 6
Race: Skeleton

M	WS	BS	S	T	W	I	A	Ld
6	4	-	3	3	3	3	1	5

SPECIAL RULES

Undead, Crumble, Flammable, Acolytes, Animals

0-3 Carrion

35gc to hire
Starting Experience: 6
Race: Skeleton

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

SPECIAL RULES

Undead, Crumble, Fly (10"), Unruly,

Animals (*Cannot Climb; Cannot Hide;*

Cannot use the Leader's Ld; Cannot Capture Objectives; Fight Unarmed; No Promotion.)

v.2.2

Sepulchral Stalkers replaced with Bastethi Cats.
Tomb Attendants replace Acolyte with Embalmer.
Revamped Scribes of Eternity rule.

v.2.1

Carrion may fly 10".
Liche Priests may use Lore of Nehekharu.
Necrotect can only use Stone Shaper Magic.

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.