

# Tomb Kings v.1.5.2

## 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 a warrior with this rule gain +1 WS on profile, up to a maximum of 5. This rule follows the 'Leader' rule in every respect (*i.e. it requires line of sight and cannot be used by Animals*).

### Stubborn

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

### Warrior Wizard

Warriors with this rule may wear armour and cast spells.

## Warband Special Rules

### 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.

### 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.
- Furthermore, warriors with this rule may carry any number of Power Scrolls (*warriors can normally only carry one instance of each piece of special equipment at a time*).
- Warriors with multiple Power Scrolls can still only use one Scroll per spellcasting roll.

### 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.

### Scaly Skin (6+)

Warriors with this rule have a natural 6+ armour save that stacks with other armour saves and is negated by armour piercing effects as normal. Scaly Skin saves are *not* affected by armour splintering effects.

### 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.

## Scarab Special Skills

### Scarab of Life-Essence (5+)

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

### Scarab of Discrimination

At the *start* of each of his shooting phases, this warrior may take a Leadership test: If passed, he suffers no -1 to hit for shooting further than 12" that turn, and may shoot at any enemy in range, not just the closest.

### Scarab of Insect Bite

Warrior may *poison* one of his weapons each battle. You may choose which.

### Scarab of Usirian (4+)

Warrior has a 4+ ward save vs. the effects of hostile spells.

### Scarab of Eternal Curse (D3 S3 Hits)

Whenever this warrior is taken *out of action*, the enemy responsible for the attack takes D3 automatic Strength 3 hits with armour saves as normal. Warrior *can* gain experience for taking enemies *out of action* this way, even while he is *out of action* himself.

### Scarab of Insect Swarm

All warriors (*friend or foe*) that are within 1" of this warrior suffer -1 Initiative to strike order in *all* rounds of combat. Being within 1" of multiple warriors with this skill stacks. No effect vs. Undead or Daemons.

### Scarab of Aspah

All of this warrior's *poisonous* attacks have +1 to wound (*this does not affect the enemy's armour saves*). No effect vs. enemies immune to poison.

### Scarab of Vengeance

Warrior *hates* all enemies in the first round of each close combat.

### Scarab of the Creator

Warrior may re-roll all armour saves (*but not ward or regeneration saves*) where the result was a natural 1.

## 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 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.



© Giorgos Magkakis

# Tomb Kings Skill Table

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

# Tomb Kings Equipment Lists

## Tomb Prince, Herald, and Guard

**Close Combat**  
Hand Weapon  
Great Weapon  
Halberd  
Morning Star  
Flail  
Combat Whip

**Shooting**  
Javelins  
Bow

**Armour**  
Light Armour  
Shield

## Liche-Priest

**Close Combat**  
Hand Weapon  
Great Weapon  
Serpent Staff

**Shooting**  
Sling

**Armour**  
None

## Necrotect

**Close Combat**  
Hand Weapon  
Great Weapon  
Combat Whip

**Shooting**  
Javelins  
Sling

**Armour**  
Light Armour  
Heavy Armour

## Attendant, Serf, and Skeleton Warrior

**Close Combat**  
Hand Weapon  
Great Weapon  
Spear

**Shooting**  
Javelins  
Bow

**Armour**  
Light Armour  
Shield

## Sepulchral Stalker

**Close Combat**  
Great Weapon  
Halberd

**Shooting**  
None

**Armour**  
Light Armour  
Heavy Armour

## 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 | 2 | 1 | 5  |

#### SPECIAL RULES

Undead, Scaly Skin (6+), 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.1.5.2**

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.