

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.

1 **TOMB QUEEN**

2 **MISSILE WEAPONS**
Vomus Staff
Range 12" Attacks 1 To Hit 2+ To Wound 3+ Rend D6 Damage D6

3 **MELEE WEAPONS**
Vomus Staff
Range 1" Attacks 1 To Hit 2+ To Wound 3+ Rend D6 Damage D6

4 **DESCRIPTION**
A Tomb Queen is a single model. She is armed with a Vomus Staff, a magical staff that wields with a life of its own, spitting bolts of magical venom and striking out at foes with lightning speed in close combat.

5 **ABILITIES**
The Tomb Queen's Curse: If this model is slain, the unit that inflicted the final wound upon it suffers D3 mortal wounds after all of its attacks have been made.

6 **COMMAND ABILITY**
Blowing of Accursed: If a Tomb Queen uses this command ability, add 1 to hit rolls made by friendly **DEATH** & **LEONORS** units during your next shooting phase, before that enemy unit does.

KEYWORDS DEATH, TOMB KINGS, EMBALMED, HERO, TOMB QUEEN

TOMB KING

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

DESCRIPTION
A Tomb King is a single model. He can either be armed with a Dynamis Blade and carry a Royal Tomb Shield, or wield a two-handed Monsteck's Great Blade.

ABILITIES
The Tomb King's Curse: If a Tomb King is slain, the unit that inflicted the final wound upon him suffers D3 mortal wounds after all of its attacks have been made.

COMMAND ABILITY
My Will Be Done: If a Tomb King uses this command ability, pick one **DEATH** & **LEONORS** unit within 12". Until your next hero phase add 1 to all hit rolls made by that unit.

ROYAL WARSPINX

MISSILE WEAPONS
Fiery Roar
Range 12" Attacks 1 3+ To Hit 3+ To Wound 3+ Rend -1 Damage D6

MELEE WEAPONS
Stone Claws and Teeth
Bladed Tail
Vomus Staff
Tomb King's Glaive of Kings
Range 12" 6" 3" 1" Attacks 3 4+ 1 3+ To Hit 3+ 3+ 3+ To Wound 3+ 3+ 3+ 3+ Rend -1 -1 -2 D3 Damage D6 D6 D6 D6

6 **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 Warspinx is a single model. It crashes its foes with its gigantic, stone claws and teeth and smashes them into the ground with its Thundercrash Attack. A Royal Warspinx can also generate the enemy from afar with its Fiery Roar. Some Royal Warspinxes have a Venom-spitter Tail, whilst others have a Bladed Tail. A Royal Warspinx bears an ornate howdah on its back, atop which stands a Tomb King, armed with a Glaive of Kings.

ABILITIES
Thundercrash 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.

COMMAND ABILITY
Who Dares Disturb My Slumber?: If this model uses this ability, pick an enemy unit that is visible to it. Until your next hero phase, add 1 to all wound rolls for friendly **EMBALMED** and **DEATH** & **LEONORS** units that target the chosen unit.

SECRET WAR STATUS: Have the Damage characteristic (wounding up) of weapons that target this model. In addition, halve the number of mortal wounds that model suffers from spells and abilities (rounding up).

KEYWORDS DEATH, TOMB KINGS, EMBALMED, REANIMANT, MONSTER, HERO, ROYAL WARSPINX

TOMB KING ON EXALTED CHARIOT



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

DESCRIPTION

A Tomb King on Exalted Chariot is a single model. He is armed with a Blessed Blade, wears a Crown of the Desert Kingdoms upon his head and a Scarab Amulet upon his breast. He rides upon the a scythed Exalted Chariot, which is drawn into battle by four Skeletal Steeds that attack with their Thundering Hooves.

ABILITIES

Crown of the Desert Kingdoms: If this model is your general, **EMBALMED HEROES** from your army that are within 18" of it in your hero phase can use command abilities even though they are not your general. Note that a unit can only be affected by each of the following command abilities once per battle round: 'And He Did Say 'War', and the World Did Tremble...', 'Blessing of Accuracy', 'My Will Be Done' and 'Who Dares Disturb My Slumber?'

Exalted Chariot: In the combat phase, if this model made a charge move in the same turn, add 2 to the Attacks characteristic of its Blessed Blade. In addition, double the Attacks characteristic of, and add 1 to wound rolls for, the Skeletal Steeds' Thundering Hooves.

Incantation of the Desert Wind: In your hero phase this model can invoke the Incantation of the Desert Wind. If he does so, pick a **DESERT LEGIONS** unit within 18" and roll a dice; on a roll of 1 this model suffers a mortal wound. On a roll of 2+ the incantation is successfully carried out – the chosen unit's Move characteristic is doubled and it can fly for the duration of your next movement phase.

Scarab Amulet: Roll a dice each time this model suffers a wound or a mortal wound. On a roll of 5+ the wound is negated.

Ancient Curse: If this model is slain, the unit that inflicted the final wound upon him suffers D6 mortal wounds after all of its attacks have been made.

COMMAND ABILITY

And He Did Say 'War', and the World Did Tremble...: If a Tomb King on Exalted Chariot uses this command ability, then in your next combat phase you can add 1 to hit rolls for **TOMB KINGS** units in your army while they are within 18" of this model. If a **DESERT LEGIONS** unit is affected by this ability, you can also add 1 to their wound rolls in the combat phase.

KEYWORDS

DEATH, TOMB KINGS, EMBALMED, HERO, PRIEST, TOMB KING ON EXALTED CHARIOT

TOMB QUEEN



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

DESCRIPTION

A Tomb Queen is a single model. She is armed with a 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

The Tomb Queen's Curse: If this model is slain, the unit that inflicted the final wound upon it suffers D3 mortal wounds after all of its attacks have been made.

Supernatural Speed: When an enemy unit within 3" of this model is picked to pile in and attack in the combat phase, if this model has not yet attacked this phase, you can immediately pile in and attack with it before that enemy unit does.

COMMAND ABILITY

Blessing of Accuracy: If a Tomb Queen uses this command ability, add 1 to hit rolls made by friendly **DESERT LEGIONS** units during your next shooting phase.

KEYWORDS

DEATH, TOMB KINGS, EMBALMED, HERO, TOMB QUEEN

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. He can either be armed with a Dynastic Blade and carry a Royal Tomb Shield, or wield a two-handed Monarch's Great Blade.

ABILITIES

The Tomb King's Curse: If a Tomb King is slain, the unit that inflicted the final wound upon him suffers D3 mortal wounds after all of its attacks have been made.

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 command ability, pick one **DESERT LEGIONS** unit within 18". Until your next hero phase add 1 to all hit, run and charge rolls for that unit.

KEYWORDS

DEATH, TOMB KINGS, EMBALMED, 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 suffers D3 mortal wounds after all of its attacks have been made.

Royal Chariot: In the combat phase, if this model charged in the same turn, add 2 to the Attacks characteristic of the Tomb King's Dynastic Blade and double the Attacks characteristic of the Skeletal Steed's Thundering Hooves.

COMMAND ABILITY

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

KEYWORDS

DEATH, TOMB KINGS, EMBALMED, HERO, TOMB KING

SCARAB PRINCE



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	1"	5	3+	3+	-	1

DESCRIPTION

A Scarab Prince is a single model. He is armed with the Cursed Dagger, and can send forth a Tide of Scuttling Scarabs to engulf his enemies.

FLY

A Scarab Prince can fly.

ABILITIES

Soul Reaper: Add 1 to hit and wound rolls for this model's Cursed Dagger if the target is a **HERO**.

Scarab Prince: This model heals one wound in each of your hero phases. If this model is slain, before it is removed it can immediately make a Tide of Scuttling Scarabs attack as if it were the shooting phase.

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

KEYWORDS

DEATH, TOMB KINGS, HERO, EMBALMED, SCARAB PRINCE

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. He 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: If a friendly **EMBALMED** model from your army is allocated a wound or mortal wound while within 3" of this model, the Tomb Herald can leap in front of the attack. Roll a dice for each wound or mortal wound. On a 2+ that wound or mortal wound is allocated to the Tomb Herald instead.

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 friendly **DESERT LEGIONS** unit within 24".

KEYWORDS

DEATH, TOMB KINGS, SKELETON, DESERT LEGIONS, 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

Righteous Smiting has a casting value of 5. If successfully cast, pick a **DESERT LEGIONS** 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+ for a model in this unit, make one additional hit roll for the same weapon at the same target.

KEYWORDS

DEATH, TOMB KINGS, MORTUARY PRIESTHOOD, 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: While a **LICHE PRIEST** from your army is within 18" of this model, add 1 to their casting rolls.

Casket: This model cannot make charge moves. However, you can add 1 to all save rolls for this 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 you can declare that the Keeper of the Casket will unleash the tortured souls of the damned. If you do so, pick a visible enemy unit within 20" and roll a dice. On a 3+ that unit suffers D3 mortal wounds (if its Bravery is 4 or less it suffers D6 mortal wounds instead). Then roll a dice for each other enemy unit within 6" of the first unit. On a 5+ that unit is also attacked by the vengeful souls, and suffers D3 mortal wounds (if its Bravery is 4 or less it suffers D6 mortal wounds instead).

KEYWORDS

DEATH, TOMB KINGS, MORTUARY PRIESTHOOD, HERO, PRIEST, CASKET OF SOULS

SKELETAL LEGIONNAIRES



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 Skeletal Legionnaires has 10 or more models. Some units are equipped with Ancient Blades, whilst others go to war with Ancient Spears. Skeletal Legionnaires also carry tall Tomb Shields for protection.

SKELETON CHAMPION

The leader of this unit is a Skeleton Champion. Add 1 to the Attacks characteristic of the Skeleton Champion's Ancient Blade or Ancient Spear.

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.

ABILITIES

Serve in Death: Add 1 to this unit's hit rolls while it is within 18" of any friendly **EMBALMED HERO**.

Skeleton Legion: Add 1 to the Attacks characteristic of this unit's melee weapons if it has 20 or more models. If it has 30 or more models, add 2 instead.

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.

KEYWORDS

DEATH, TOMB KINGS, SKELETON, DESERT LEGIONS, SKELETAL LEGIONNAIRES

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. Add 1 to hit rolls for a Master of Arrows' attacks in the shooting phase.

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: Add 1 to the Attacks characteristic of this unit's Ancient Bows while it has 20 or more models and there are no enemy models within 3" of it.

KEYWORDS

DEATH, TOMB KINGS, DESERT LEGIONS, SKELETON, 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. Add 1 to the Attacks characteristic of the Master of Horse's 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 wound rolls for attacks made with this unit's Bronze-tipped Cavalry Spears if it charged in the same turn.

Horsemen's Shield: Add 1 to the save rolls for this unit in the combat phase.

First to Face the Foe: This unit can charge even if it ran in the same turn.

KEYWORDS

DEATH, TOMB KINGS, DESERT LEGIONS, SKELETON, 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 hit rolls for a Master of Scouts' attacks in the shooting phase.

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 it 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.

KEYWORDS

DEATH, TOMB KINGS, DESERT LEGIONS, SKELETON, 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
Steed's 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; Add 1 to the Attacks characteristic of the Master of Chariot's 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 it ran in the same turn.

ABILITIES

Crush them Beneath Our Wheels: If this unit makes a charge move, then in the subsequent combat phase you may double the number of attacks it makes with its melee weapons.

KEYWORDS

DEATH, TOMB KINGS, DESERT LEGIONS, SKELETON, 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. Add 1 to the Attacks characteristic of the Tomb Captain's Tomb Blade or Bronze Halberd.

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+, add 1 to the Damage characteristic of their Tomb Blade or Bronze Halberd for that attack.

Tomb Shield: This unit 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.

KEYWORDS

DEATH, TOMB KINGS, DESERT LEGIONS, SKELETON, 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 friendly **DESERT LEGIONS** unit within 8" of this model. That unit can move an extra 3" in your next movement phase. In addition, re-roll wound rolls of 1 for that unit in your next combat phase.

KEYWORDS

DEATH, TOMB KINGS, EMBALMED, 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. Add 1 to the Attacks characteristic of the Necropolis Captain's Knight's 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: Each time you make a wound roll of 6+ for a Necroserpent's Poisoned Fangs, that attack inflicts 1 mortal wound in addition to its normal damage.

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

KEYWORDS

DEATH, TOMB KINGS, REANIMANT, SKELETON, DESERT LEGIONS, NECROPOLIS KNIGHTS

TOMB SCORPIONS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tail Stinger	3"	1	3+	3+	-1	3
Powerful Pincers	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.

Liche Priest's Sarcophagi: Roll a dice each time a model in this unit suffers a wound or a mortal wound caused by a spell. Add 1 to the roll if the model is within 18" of a friendly **NECROTECT**. On a 5+ that wound or mortal wound is negated and has no effect.

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 9" from any enemy models. This is the unit's move for that movement phase.

KEYWORDS

DEATH, TOMB KINGS, REANIMANT, TOMB SCORPIONS

USHABTI



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Great Bow	24"	1	4+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stone Fists	1"	3	4+	3+	-	1
Ritual Blade-stave	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: Add 2 to save rolls for this unit against attacks that have a Damage characteristic of 1.

The Likeness of Ancient Gods: Re-roll save rolls of 1 for this unit while it is within 18" of a friendly **NECROTECT**.

KEYWORDS

DEATH, TOMB KINGS, REANIMANT, USHABTI

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

Wounds Suffered	DAMAGE TABLE		
	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 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 Warsphinx can also immolate the enemy from afar with its Fiery Roar. Some Warsphinxes have a Venom-spike Tail, whilst others have a Bladed Tail. A 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 makes 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 the Damage characteristic (rounding up) of weapons that target this model. In addition, halve the number of mortal wounds this model suffers from spells and abilities (rounding up).

KEYWORDS

DEATH, TOMB KINGS, DESERT LEGIONS, REANIMANT, SKELETON, MONSTER, 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

Wounds Suffered	DAMAGE TABLE		
	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 suffers D3 mortal wounds after all of its attacks have been made.

Sacred War Statue: Halve the Damage characteristic (rounding up) of weapons that target this model. In addition, halve the number of mortal wounds this model suffers from spells and abilities (rounding up).

COMMAND ABILITY

Who Dares Disturb My Slumber?: If this model uses this ability, pick an enemy unit that is visible to it. Until your next hero phase, add 1 to all wound rolls for friendly **EMBALMED** and **DESERT LEGION** units that target the chosen unit.

KEYWORDS

DEATH, TOMB KINGS, EMBALMED, REANIMANT, MONSTER, HERO, 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

Wounds Suffered	DAMAGE TABLE		
	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 two highest rolls.

Sacred War Statue: Halve the Damage characteristic (rounding up) of weapons that target this model. In addition, halve the number of mortal wounds this model suffers from spells and abilities (rounding up).

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

KEYWORDS

DEATH, TOMB KINGS, REANIMANT, MONSTER, NECROSPHINX

SEPULCHRAL STALKERS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Transmogrifying Gaze	10"	—	—	See below	—	—
MELEE WEAPON	Range	Attacks	To Hit	To Wound	Rend	Damage
Ornate Stave	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 this unit makes a Transmogrifying Gaze attack, choose an enemy unit within 10". Roll a dice for each model in the attacking unit; for each roll of 1, a Sepulchral Stalker has caught a glimpse of its own reflection and the attacking unit suffers 1 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 1 mortal wound as it briefly 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.

KEYWORDS

DEATH, TOMB KINGS, 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: For each hit roll of 6+ for a Bone Giant's attacks, it can immediately make one extra attack using the same weapon.

Colossus of War: After this unit has attacked for the first time in the combat phase, roll a dice. Add 1 to the result if a friendly **NECROTECT** is within 18". On a 5+ this unit can immediately pile in and attack for a second time this turn.

KEYWORDS

DEATH, TOMB KINGS, REANIMANT, MONSTER, BONE GIANT

SCREAMING SKULL CATAPULT

WAR MACHINE



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

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	Range	Attacks	To Hit	To Wound	Rend	Damage
Crew's Tools	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 shoot at targets that are not visible to it.

Screaming Ammunition: A unit that suffers any wounds from Screaming Skulls must subtract 2 from its Bravery characteristic until the end of the turn.

Deathless Overseer: You can fire Screaming Skulls an additional time in your shooting phase if there are any friendly Necrotects within 1" of the war machine.

WAR MACHINE

KEYWORDS

DEATH, TOMB KINGS, WAR MACHINE, SCREAMING SKULL CATAPULT

CREW

KEYWORDS

DEATH, TOMB KINGS, DESERT LEGIONS, SKELETON, 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. Other units ignore the Carrion as they move (they move underneath them).

Scavenger's Dive: The first time this unit declares a charge, 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.

KEYWORDS

DEATH, TOMB KINGS, 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. You may restore D3 slain models to the unit.

KEYWORDS

DEATH, TOMB KINGS, TOMB SWARM

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	Tomb King on Exalted Chariot
Grand Hierophant Khatep	Liche Priest
The Herald Nekaph	Tomb Herald
Hierotitan	Bone Giant
High Queen Khalida	Tomb Queen
Khemrian Warsphinx	Warsphinx
Liche High Priest	Liche Priest
Necrolith Colossus	Bone Giant
Prince Apophas	Scarab Prince
Ramhotep the Visionary	Necrotect
Settra the Imperishable	Tomb King on Exalted Chariot
Skeleton Warriors	Skeletal Legionnaires
Tomb Herald on Chariot	Tomb King in Royal Chariot
Tomb King on Khemrian Warsphinx	Royal Warsphinx
Tomb Prince	Tomb King
Tomb Prince on Khemrian Warsphinx	Royal Warsphinx
Tomb Prince on Skeletal Chariot	Tomb King in Royal Chariot

PITCHED BATTLE PROFILES

TOMB KINGS UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Screaming Skull Catapult	1	1	160	Artillery	
Skeleton Chariots	3	12	140	Battleline	
Skeleton Horsemen	5	30	100	Battleline	
Skeletal Legionnaires	10	40	80	Battleline	
Bone Giant	1	1	200	Behemoth	
Casket of Souls	1	1	160	Leader, Behemoth	
Necrosphinx	1	1	440	Behemoth	
Warsphinx	1	1	280	Behemoth	
Tomb Queen	1	1	120	Leader	
Liche Priest	1	1	120	Leader	
Necrotect	1	1	100	Leader	
Scarab Prince	1	1	80	Leader	
Tomb Herald	1	1	100	Leader	
Tomb King	1	1	100	Leader	
Tomb King on Exalted Chariot	1	1	460	Leader	
Tomb King in Royal Chariot	1	1	160	Leader	
Royal Warsphinx	1	1	440	Leader, Behemoth	
Carrion	3	12	80		
Necropolis Knights	3	12	240		
Sepulchral Stalkers	3	12	140		
Skeleton Archers	10	30	100		Battleline if army has TOMB KINGS allegiance and a Tomb Queen is the army general.
Skeleton Horse Archers	5	20	140		
Tomb Guard	5	30	80		
Tomb Scorpions	1	3	80		
Tomb Swarm	2	8	80		
Ushabti	3	12	120		