

TOMB KINGS

Army Trait

All is Dust ...

When a Tomb King Wizard is slain all Tomb King units in and adjacent to the Wizards box take 1 hit, as if from melee.

Saves cannot be made.



Army Characteristics

Endless Undead

Troops marked as Endless Undead can rally when in an enemies ZOC. Undead always rally on a 6+ with no modifiers - positive or negative. Endless Undead are also Fearless, and immune to Poison.

Armies of Khemri

Troops with this characteristic have their VP increased by 1.

Screaming Skulls

If Screaming Skull missiles hit, place a *Screaming Skulls token* in the box of the target.

Screaming Skulls token - (Command +1) , in addition the token has the the *Terror* characteristic

Spells

RAISE DEAD

Cast 7+

At the Wizard's beckoning the mangled corpses that litter the battleground rise from the dead to continue the slaughter.

If successful create a new unit of core troops, in the same or orthogonally adjacent box of the casting Wizard. The new unit cannot be placed adjacent to a box containing enemy troops. This new unit is in the same command as the casting Wizard. It does not however add any Victory points to the army. The card used to cast the spell is placed as the raised units activation.

DEATH BOLT

Cast 7+

A fearsome bolt of sorcerous lightning flies from the Wizard's outstretched finger tips and strikes an enemy unit.

Using line of sight, as if shooting, target a unit within 3 boxes of the casting Wizard. Successfully casting the spell does one automatic hit. On an 11+ an extra hit is inflicted per PIP over 10 - up to the level of the caster. Saves can be made as normal with a -1 penalty

If cast with a 10-PIP card then saves cannot be made, but the Wizard is obliterated in the process.

DOOM AND DESPAIR

Cast 6+

A dark cloud of doom and despair settles over the enemy, sapping their courage and dampening their warlike spirit.

When cast successfully place a Doom and Despair token in a target box within 3 boxes of the casting Wizard

Doom and Despair token: Command (+4)

Note that even other Undead are not immune - they are overcome by the ennui of the tomb!

TOUCH OF DEATH

Cast 8+

The Wizard's enemies crumble to dust as he smites them with the corrupting Touch of Death.

Target enemy unit in adjacent box to the Wizard takes 1 hit. This hit cannot be saved.

If a 10-PIP card is drawn for casting the Wizard also takes a hit - this hit can be saved.

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All is Dust

Points

-30

Leader	Min	Max	Unit type	Characteristics	VMs	Save	VP	Points	
General	1	4	General on foot		2	2 +	2	50	
Wizard Level 1	0	3	General on foot	Wizard : Level 1	3	3 +	2	100	
Wizard Level 2	0	3	General on foot	Wizard : Level 2	4	3 +	2	150	
Wizard Level 3 (Max 1)	0	1	General on foot	Wizard : Level 3	5	3 +	2	200	
Detached General or Mounted General or Senior General								+10	
Major Hero	0	4				+ 1		+10	
Brilliant	0	1					+1	+40	
Minor Heroes	2	4						+10	
Camp	1	1 - Per Command						+1	+10

Monstrous Mount	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
Zombie Dragon	Monstrous Creature (III)	Raw		Fly Breath Weapon	-	3	4	7 +	1	235

Troops

Unit name	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
Skeleton Cavalry	●	2	6	Cavalry, javelin	Raw		Endless Undead Armies of Khemri	2	2	8 +	3		85
Skeleton Chariots		0	6	Chariots, bow	Veteran		Endless Undead Armies of Khemri	2	2	7 +	3		125
Skeletons	●	2	10	Warriors	Raw		Endless Undead Armies of Khemri	2	2	8 +	3		55
Skeleton Bowmen	●	2	10	Bowmen	Raw		Endless Undead Armies of Khemri	2	2	9 +	3		65
Tomb Guard		0	2	Billmen	Veteran		Endless Undead	2	2	6 +	2		100
Ushabti		0	1	Monstrous Creature (I)			Endless Undead	2	2	5 +	1		110
Carrion		0	2	Light cavalry, javelin			Fly	1	1	8 +	1		80
Bone Giant		0	1	Monstrous Creature (II)			Endless Undead Terror	2	3	5 +	1		160
Sphinx		0	1	Monstrous Creature (III)			Endless Undead	3	4	5 +	1		210
Tomb Swarms		0	3	Mobs	Raw		Swarm Ethereal Poison	3	3	9 +	2		80
Skull Chukka		0	2	Artillery (Catapult)			Endless Undead Screaming Skulls Deviates	1	1	7 +	1		85
Bone Thrower		0	2	Artillery (Cannon)			Endless Undead	1	1	7 +	1		80
Casket of Souls		0	1	War wagon - no shooting	Raw		Army Standard (II) Endless Undead	3	3	8 +	3		100