

REFERENCE

Lords	M	WS	BS	S	T	W	I	A	Ld	
Tomb King	4	6	4	5	5	4	3	4	10	<i>Undead, Embalmed, The Curse, "My Will Be Done!"</i>
Liche High Priest	4	3	3	3	3	3	2	1	9	<i>Undead</i>
Heroes	M	WS	BS	S	T	W	I	A	Ld	
Tomb Prince	4	5	4	4	5	3	3	3	9	<i>Undead, Embalmed, The Curse, "My Will Be Done!"</i>
Icon Bearer	4	4	3	4	4	2	3	2	8	<i>Tomb Blades, Undead</i>
Liche Priest	4	3	3	3	3	2	2	1	8	<i>Undead</i>
Core	M	WS	BS	S	T	W	I	A	Ld	
Skeleton	4	2	2	3	3	1	2	1	3	<i>Undead</i>
Skeleton Champion	4	2	2	3	3	1	2	2	3	<i>Undead</i>
Skeleton Horseman	4	2	2	3	3	1	2	1	5	<i>Undead: Fast Cavalry</i>
Sk. Horseman Champ.	4	2	2	3	3	1	2	2	5	<i>Undead: Fast Cavalry</i>
Chariot	-	-	-	4	4	3	-	-	-	<i>Light Chariot, Undead: count as Special choice if army is led by a Tomb Prince</i>
Skeletal Steed	8	2	0	3	3	1	2	1	5	
Tomb Swarm	4	3	0	2	2	5	1	5	10	<i>Undead, Swarm, Small, Skirmishers, Poisoned Attacks, "It Came From Below..."</i>
Special	M	WS	BS	S	T	W	I	A	Ld	
Tomb Guard	4	3	3	4	4	1	3	1	8	<i>Tomb Blades, Undead</i>
Tomb Guard Champion	4	3	3	4	4	1	3	2	8	<i>Tomb Blades, Undead</i>
Ushabti	5	4	0	6	4	3	3	3	10	<i>Undead Constructs</i>
Carrion	2	3	0	3	4	2	3	2	4	<i>Flying unit, Undead</i>
Tomb Scorpion	7	4	0	5	5	4	3	4	8	<i>Undead Construct, "It Came From Below...", Poisoned Attacks, Killing Blow, Magic Resistance (1)</i>
Rare	M	WS	BS	S	T	W	I	A	Ld	
Screaming Skull Catapult	-	-	-	-	7	3	-	-	-	<i>Stone Thrower, Screaming Skulls, Undead, Skulls of the Foe</i>
Bone Giant	6	3	0	6	5	6	1	4	8	<i>Undead Construct, Large Target, Terror, Unstoppable Assault.</i>
Casket Guard	4	3	3	4	4	1	3	2	8	<i>Casket Guard: Undead, Tomb Blades, Casket of Souls: Terror, Light of Death, Spirit-Souls</i>

Tomb Kings Rules of Undeath

- All models in the army list are Undead.
- The army must include at least one Tomb King or Tomb Prince, who will be the army's General.
- The army must include at least one Liche Priest or High Priest who will be the army's Hierophant.
- If the Hierophant is destroyed, every friendly Undead unit, but not character, must take a Leadership test at the end of the phase, and at the beginning of every Undead turn thereafter. Every unit suffers a number of wounds equal to the amount the test is failed by. The General's or a Champion's Leadership may be used for this if appropriate.
- Undead are Unbreakable, but Undead units beaten in combat suffer one additional wound for every point they lose the combat by.
- Undead within 12" of their Battle Standard suffer one less wound than normal when defeated in combat.
- Undead are Immune to Psychology (see page 112 of the Warhammer rulebook).
- Undead cause *fear* (Warhammer rulebook, page 81).
- Undead cannot make a march move.
- Undead can only react to charges by holding.

Nehekhharan Incantations

- All magical effects must be performed in strict order:
 - 1 All bound items not used by characters.
 - 2 Icon Bearer: Bound items
 - 3 Tomb Princes: "My Will be Done!" and Bound items
 - 4 Tomb Kings: "My Will be Done!" and Bound items
 - 5 Hieratic Hierarchy – High liche Priest & Liche Priest Bound items and incantations.
 - 6 The Casket of Souls
- Liche Priests and High Priests generate no Power dice.
- Liche Priests generate 1 Dispel Dice, High Priests generate 2 Dispel dice.
- All Priests know all four Incantations. Liche Priests may cast one per turn; High Priests may cast two per turn.
- Power level is rolled for each incantation as it is cast; Power Level 2D6 for Priests' incantations, or 3D6 for High Priests' incantations.

INCANTATIONS

Incantation of Vengeance: *Magic missile*; range 18"; D6 Strength 4 hits.

Incantation of Righteous Smiting: Target friendly Undead within 12". If not in close combat, unit may take extra Shooting phase immediately. If unit is in close combat, all models, including mounts, can make one close combat attack against models they are in base contact with. Units may be affected by this incantation only once per Magic phase.

Incantation of Summoning: Target Undead within 12", even if engaged in combat. Unit regains D3 wounds (or D3 wounds worth of models). Tomb Guard regain D6 wounds worth of models rather than D3. Skeleton Warriors are easier to resurrect than other Undead, so two D6 may be rolled, and choose highest.

Incantation of Urgency: Target unit within 12" and not in combat may immediately make a normal move. Unit may charge and all normal charging rules apply. A unit charged by means of this incantation reacts as normal and must take the appropriate Psychology tests. Units may be affected by this incantation only once per Magic phase, regardless of its source.