



2000 Pts - Tomb Kings - XHC09 - Kristof - Khemri

| Name | # | Mv | WS | BS | St | To | Wo | In | At | Ld | Sv | WSv | US | Mgc | Cast | Disp | Cost |
|----------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|----|----|----|----|----|----|----|----|-----|----|-----|------|------|------|
| Item (0 Pts) | | | | | | | | | | | | | | | | | |
| <i>Nehekharan Incantations</i> | 1 | | | | | | | | | | | | | | | | 0 |
| <i>Djedra's Incantation of Summoning</i> | 1 | Cast on an Undead unit within 12". The affected unit regains D3 wounds or models (Tomb Guard regain D6 wounds/models, Skeleton Warriors may roll twice and pick the best result). The unit can never have more wounds or models than it started the game with. Models summoned into a charging unit do not count as charging. | | | | | | | | | | | | | | [0] | |
| <i>Horekhah's Incantation of Righteous Smiting</i> | 1 | Cast on an Undead unit within 12" (but not more than once on the same unit per magic phase). If the unit is not engaged in combat, it can immediately shoot (i.e. take an additional shooting phase - can only be cast on Screaming Skull catapults if they haven't moved). If the unit is engaged in close combat, all models may immediately make one close combat attack against any models in base contact, exactly as they would have done in the following close combat phase (including charging bonuses, but excluding impact hits). If enough casualties are caused, the enemy must take a panic test. | | | | | | | | | | | | | | [0] | |
| <i>Mankara's Incantation of Urgency</i> | 1 | Cast on an Undead unit not engaged in combat within 12" (but not more than once on the same unit per magic phase). The unit can immediately make a normal move, just like in the movement phase. | | | | | | | | | | | | | | [0] | |
| <i>Sekhubi's Incantation of Vengeance</i> | 1 | Magic Missile, 18" Range, D6 Strength 4 hits. | | | | | | | | | | | | | | [0] | |
| Tomb King (2♠, 308 Pts) | | | | | | | | | | | | | | | | | |
| Tomb King | 1 | 4 | 6 | 4 | 5 | 5 | 4 | 3 | 4 | 10 | 5+ | 4+ | 1 | | | | 308 |
| | Composition: Lord Curse: The model that causes the final wound to a Tomb King must take a Ld test. If it fails, it suffers D6 wounds with no saves (including ward saves) that cannot be regenerated. Randomise hits between a rider and ridden monster if necessary. If no single model is responsible, apply the results to the appropriate unit (e.g. a unit of archers) as if caused by shooting. If multiple units were responsible (e.g. destroyed by combat resolution), ALL guilty units take the test; "My Will Be Done!": May cast two Incantations (either Mankara's Incantation of Urgency or Horekhah's Incantation of Righteous Smiting) at a power level of D6, either on himself, on a unit he has joined, or any friendly unit within 6"; General ; Hand Weapon; Light Armour; Flammable; Undead | | | | | | | | | | | | | | | | |
| Chariot | 1 | | | | 4 | 4 | 3 | | | | 5+ | | 3 | | | | [45] |
| | Causes D3 impact hits; Attacks hit character on 5+, rather than only a 6; Undead | | | | | | | | | | | | | | | | |
| Skeletal Steed | 2 | 8 | 2 | - | 3 | 3 | 1 | 2 | 1 | 5 | - | | | | | | [0] |
| <i>Flail of Skulls</i> | 1 | +2 strength in the first turn of close combat. 2-handed weapon. Each unsaved wound counts as 2 wounds. | | | | | | | | | | | | | | [45] | |
| <i>Goldon Ankhra</i> | 1 | 4+ Ward Save. | | | | | | | | | | | | | | [45] | |
| Liche Priest (1♠, 165 Pts) | | | | | | | | | | | | | | | | | |
| Liche Priest | 1 | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 1 | 8 | - | | 1 | | | 1 | 165 |
| | Composition: Hero Liche Priests know all 4 Nehekharan Incantations. The priest can cast any one per magic phase, at a power level of 2D6 (as a bound spell); Hand Weapon; Undead | | | | | | | | | | | | | | | | |
| <i>Dispel Scroll</i> | 1 | Once per battle, automatically dispels an enemy spell. | | | | | | | | | | | | | | [25] | |
| <i>Dispel Scroll</i> | 1 | Once per battle, automatically dispels an enemy spell. | | | | | | | | | | | | | | [25] | |
| Liche Priest (1♠, 148 Pts) | | | | | | | | | | | | | | | | | |
| Liche Priest | 1 | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 1 | 8 | 6+ | | 2 | | | 1 | 148 |
| | Composition: Hero Liche Priests know all 4 Nehekharan Incantations. The priest can cast any one per magic phase, at a power level of 2D6 (as a bound spell); Hand Weapon; Undead | | | | | | | | | | | | | | | | |
| Skeletal Steed | 1 | 8 | 2 | - | 3 | 3 | 1 | 2 | 1 | 5 | - | | | | | | [0] |
| <i>Dispel Scroll</i> | 1 | Once per battle, automatically dispels an enemy spell. | | | | | | | | | | | | | | [25] | |

| Name | # | Mv | WS | BS | St | To | Wo | In | At | Ld | Sv | WSv | US | Mgc | Cast | Disp | Cost |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|----|----|----|----|----|----|----|--------|-----|----|-----|------|------|------|
| Liche Priest (1\times, 160 Pts) | | | | | | | | | | | | | | | | | |
| Liche Priest | 1 | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 1 | 8 | - | | 1 | | | 1 | 160 |
| Composition: Hero Liche Priests know all 4 Nehekharan Incantations. The priest can cast any one per magic phase, at a power level of 2D6 (as a bound spell); Hierophant; Hand Weapon; Undead | | | | | | | | | | | | | | | | | |
| <i>Collar of Shapesh</i> | 1 | For each wound suffered, roll a D6. On a 4+ the wound transfers to a friendly model of your choice within 4". | | | | | | | | | | | | | | [25] | |
| <i>Cloak of the Dunes</i> | 1 | The character may move as if flying, but may not charge using his flying movement. He may pursue 3D6". | | | | | | | | | | | | | | [20] | |
| Chariots (12\times, 220 Pts) | | | | | | | | | | | | | | | | | |
| Chariots | 4 | | | | 4 | 4 | 3 | | | | | 5+ | | 3 | | | 220 |
| Composition: Core Causes D3 impact hits; Standard Bearer \mathcal{F} ; Fast Cavalry; Undead | | | | | | | | | | | | | | | | | |
| Driver | 4 | - | 3 | 2 | 3 | - | - | 2 | 1 | 7 | - | | | | | | [0] |
| Hand Weapon | | | | | | | | | | | | | | | | | |
| Warrior | 4 | - | 3 | 2 | 3 | - | - | 2 | 1 | 7 | - | | | | | | [0] |
| Hand Weapon; Bow; Spear | | | | | | | | | | | | | | | | | |
| Skeletal Steed | 8 | 8 | 2 | - | 3 | 3 | 1 | 2 | 1 | 5 | - | | | | | | [0] |
| <i>Mirage Standard</i> | 1 | Missile weapons must re-roll successful rolls to hit against this unit. Against missile weapons that don't need a roll to hit (such as Cannons and Stone Throwers) the unit gains a 5+ Ward Save. | | | | | | | | | | | | | | [40] | |
| Skeleton Light Horsemen (5\times, 70 Pts) | | | | | | | | | | | | | | | | | |
| Skeleton Light Horsemen | 5 | 4 | 2 | 2 | 3 | 3 | 1 | 2 | 1 | 5 | 6+ | | 2 | | | | 70 |
| Composition: Core Hand Weapon; Bow; Fast Cavalry; Undead | | | | | | | | | | | | | | | | | |
| Skeletal Steed | 5 | 8 | 2 | - | 3 | 3 | 1 | 2 | 1 | 5 | - | | | | | | [0] |
| Skeleton Warriors (20\times, 195 Pts) | | | | | | | | | | | | | | | | | |
| Skeleton Warriors | 20 | 4 | 2 | 2 | 3 | 3 | 1 | 2 | 1 | 3 | - | | 1 | | | | 195 |
| Composition: Core Standard Bearer \mathcal{F} ; Hand Weapon; Bow; Undead | | | | | | | | | | | | | | | | | |
| <i>Banner of the Undying Legion</i> | 1 | Bound Spell (Power 3). Casts Djedra's Incantation of Summoning upon the unit containing the bearer. | | | | | | | | | | | | | | [25] | |
| Skeleton Warriors (17\times, 136 Pts) | | | | | | | | | | | | | | | | | |
| Skeleton Warriors | 17 | 4 | 2 | 2 | 3 | 3 | 1 | 2 | 1 | 3 | - | | 1 | | | | 136 |
| Composition: Core Hand Weapon; Bow; Undead | | | | | | | | | | | | | | | | | |
| Tomb Guard (15\times, 198 Pts) | | | | | | | | | | | | | | | | | |
| Tomb Guard | 15 | 4 | 3 | 3 | 4 | 4 | 1 | 3 | 1 | 8 | 5+ /4+ | | 1 | | | | 198 |
| Composition: Special Tomb Blades: Magic Weapons, Killing Blow; Musician \mathcal{M} ; Standard Bearer \mathcal{F} ; Hand Weapon; Light Armour; Shield; Undead | | | | | | | | | | | | | | | | | |
| Tomb Scorpion (1\times, 85 Pts) | | | | | | | | | | | | | | | | | |
| Tomb Scorpion | 1 | 7 | 4 | - | 5 | 5 | 4 | 3 | 4 | 8 | 5+ | | 4 | | | | 85 |
| Composition: Special Undead Construct: Lose one less wound when defeated in close combat; "It Came From Below...": Instead of deploying at the start of the game, may use the rules on Tomb Kings rulebook p29; Killing Blow; Magic Resistance (1); Poisoned Attacks; Undead | | | | | | | | | | | | | | | | | |
| Tomb Scorpion (1\times, 85 Pts) | | | | | | | | | | | | | | | | | |
| Tomb Scorpion | 1 | 7 | 4 | - | 5 | 5 | 4 | 3 | 4 | 8 | 5+ | | 4 | | | | 85 |
| Composition: Special Undead Construct: Lose one less wound when defeated in close combat; "It Came From Below...": Instead of deploying at the start of the game, may use the rules on Tomb Kings rulebook p29; Killing Blow; Magic Resistance (1); Poisoned Attacks; Undead | | | | | | | | | | | | | | | | | |
| Carrion (5\times, 120 Pts) | | | | | | | | | | | | | | | | | |
| Carrion | 5 | 2 | 3 | - | 3 | 4 | 2 | 3 | 2 | 4 | - | | 1 | | | | 120 |
| Composition: Special Flyer; Undead | | | | | | | | | | | | | | | | | |

| Name | # | Mv | WS | BS | St | To | Wo | In | At | Ld | Sv | WSv | US | Mgc | Cast | Disp | Cost |
|----------------------------------------------------------------------------------------------------------------------|---|----|----|----|----|----|----|----|----|----|----|-----|----|-----|------|-------------|------|
| War Engines (4x, 110 Pts) | | | | | | | | | | | | | | | | | |
| Screaming Skull Catapult | 1 | | | | | 7 | 3 | | | | | | 3 | | | | 110 |
| Composition: Rare Skulls of the Foe: Enemy units have -1 to Panic tests; Stone Thrower; Undead | | | | | | | | | | | | | | | | | |
| Crew | 3 | 4 | 2 | 2 | 3 | 3 | 1 | 2 | 1 | 3 | - | | | | | | [0] |
| Screaming Skulls: Flaming & Magic attacks, any unit suffering one or more wounds must take a panic test; Hand Weapon | | | | | | | | | | | | | | | | | |
| Total Cost: | | | | | | | | | | | | | | | | 2000 | |

| Option Footnotes | |
|---------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Options | |
| Bow | 24" Range, Strength 3. |
| Hand Weapon | +1 Armour save bonus in combat when on foot and fighting with a shield; no effect if mounted. |
| Light Armour | 6+ Armour save. |
| Musician  | +1 to combat resolution in a tie. +1 Leadership when attempting to Rally (may not exceed 10). |
| Shield | +1 Armour save bonus. |
| Spear | May fight in two ranks to the front if on foot; +1 Strength when mounted and charging. |
| Standard Bearer  | +1 to Combat Resolution; Standard can be captured if unit Flees. |
| Stone Thrower Misfire Table | 1) Destroyed! Remove the model and crew. 2-3) Disabled! Cannot shoot this turn, or next turn. 4-6) May not shoot Cannot shoot this turn. |

Roster Design Information

Undead units cannot be broken, but suffer one wound for every point they lose the combat by (-1 if they're within 12" of the battle standard).
Undead models never count any penalties or bonuses to hit when shooting.
Undead are Immune to Psychology, Cause Fear, cannot March, and can only Hold against charges.

Validation Report

Edition: 7th Edition; Game Type: Normal Game; Profile Options: Show Points; Special Rules: Forbid Special Characters, Forbid Storm of Chaos, Forbid Albion, Forbid Lustria, Forbid Regiments of Renown, Allow Obsolete Armies, Allow Forge World; Army Subtype: Tomb Kings Army

Roster satisfies all enforced validation rules

Roster Statistics

Casting Dice: 2
Dispel Dice: 5
General's Ld: 10
Models: 85
Total Characters: 781.0
Total Core: 621.0
Total Magic Items: 275.0
Total Rare: 110.0
Total Special: 488.0
% Characters: 39.1
% Core: 31.1
% Magic Items: 13.8
% Rare: 5.5
% Special: 24.4

| Group | Min | Max | Used |
|-----------------------|-----|-----------|------|
| Heroes | 0 | 4 | 3 |
| Lords | 0 | 1 | 1 |
| Core | 3 | Unlimited | 4 |
| Special | 0 | 4 | 4 |
| Rare | 0 | 2 | 1 |
| Points of Characters | 0 | !! | 781 |
| Points of Core | 0 | !! | 621 |
| Points of Special | 0 | !! | 488 |
| Points of Rare | 0 | !! | 110 |
| Points of Magic Items | 0 | !! | 275 |