

ARMY SPECIAL RULES

This section of the book describes all the different units used in a Tomb Kings army, along with the rules necessary to use them in your games of Warhammer. Where a model has a special rule that is explained in the Warhammer rulebook, only the name of that rule is given. If a model has a special rule that is unique to it, that rule is detailed alongside its description. However, there are a number of commonly recurring 'army special rules' that apply to several Tomb Kings units, and these are detailed below.

NEHEKHARAN UNDEAD

The Undead warriors of the Tomb Kings are no longer beings of flesh and blood, but sun-bleached bones animated by ritualistic magic. These fearless troops are petrifying to behold as they stride inexorably forwards to strike down the enemies of their Tomb King.

All units with the Nehekharan Undead special rule are Unbreakable, Unstable and cause Fear, as described in the Warhammer rulebook. In addition, units with the Nehekharan Undead rule can never (ever!) make march moves and, when charged, can only elect to hold.

THE HIEROPHANT

Hierophant is the title used to describe the army's highest-ranking Liche Priest. The army's Hierophant is responsible for awakening the Tomb King's legions from their ancient slumber. Without his magic, the spirits of these warriors will be dragged back to the Realm of Souls.

Your army must include at least one Nehekharan Undead Wizard to be the army's Hierophant. If your army includes several Wizards, this will be the one with the highest Wizard Level. If two or more models have the highest Wizard Level, choose which of them will be the Hierophant. Remember to tell your opponent which one is the Hierophant at the start of the battle. The Hierophant must use the Lore of Nehekharan (see page 61).

The Hierophant uses his powers to bind the souls of the dead to the mortal realm and restore the bodies of fallen warriors. The Hierophant, and all models in the same unit, have the Regeneration (6+) special rule.

If the Hierophant is destroyed, the magical animus of the army starts to dissipate. At the end of the phase in which the Hierophant is removed as a casualty, and at the start of every friendly turn thereafter, all friendly Nehekharan Undead units on the battlefield must take a Leadership test. If the test is failed, the unit immediately suffers a number of Wounds equal to the amount by which it failed the Leadership test, with no saves of any kind allowed.

Example: The army's Hierophant is destroyed in the enemy's Shooting phase. At the end of the phase a unit of Skeleton Warriors (Ld 5) takes a Leadership test and rolls a 7. They therefore suffer two Wounds. At the beginning of the Skeleton Warriors' next turn, they take another Leadership test, and this time they roll a 6, resulting in a further Wound.

TOMB KINGS BATTLE STANDARD BEARER

The Tomb King's personal banner is inscribed with incantations that focus the magic binding his army together.

In addition to the normal rules for the army battle standard, units of Nehekharan Undead within 12" of their battle standard suffer one less Wound than they normally would due to the Unstable special rule, or following the death of the army's Hierophant.

ANIMATED CONSTRUCT

Alongside the skeletal legions stride statues of unyielding stone awakened by the most powerful of incantations.

All units with the Animated Construct special rule have an armour save of 5+. In addition, these units suffer one less Wound than they normally would as a result of the Unstable special rule, or following the death of the army's Hierophant. If a unit with the Animated Construct special rule is within 12" of the Battle Standard Bearer they will, therefore, suffer two less Wounds than they normally would.

ARROWS OF ASAPH

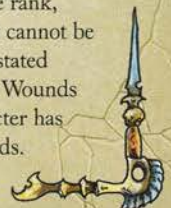
These arrows carry the blessing of the goddess Asaph, and they seek out their enemies with unerring accuracy.

Units with the Arrows of Asaph special rule never count any bonuses or penalties to hit when shooting, regardless of the source of the modifier.



RESURRECTING FALLEN WARRIORS

Some magic spells and items can restore lost Wounds and even resurrect fallen warriors in a Nehekharan Undead unit. Wounds regained in this way follow a strict order. First, the unit champion is resurrected, and then the musician (standard bearers are never resurrected – if the bearer has been destroyed, the banner crumbles to dust), displacing rank-and-file models as required. Then rank-and-file models with multiple Wounds (including command figures) are healed to their starting value. Finally, any remaining Wounds resurrect rank-and-file models. In the case of multiple-Wound rank-and-file models, the first resurrected models must be fully healed before another can be resurrected, and so on. Resurrected models are added to the front rank until it reaches at least five models (or three models if the target unit is monstrous infantry, monstrous beasts, monstrous cavalry or chariots) – additional models can then be added to the front or rear rank. If the unit already has more than one rank, models can only be added to the rear rank. A unit cannot be taken beyond its starting size. Unless specifically stated otherwise, spells and magic items that restore lost Wounds cannot heal characters or their mounts. If a character has joined a unit, only the unit will recover lost Wounds.





ENTOMBED BENEATH THE SANDS

Many skeletal warriors and statues lie dormant beneath the baking sands of Nehekhara, awaiting the signal to burst through the desert surface and ambush their foes.

A unit with this ability has the Ambushers special rule, with the following exceptions. When these units enter the battle in the Remaining Moves sub-phase, they do not move onto the board as reinforcements in the normal way. Instead, when a unit that is Entombed Beneath the Sands enters the battle, place a small marker (such as a coin) anywhere on the battlefield, but not in impassable terrain or within 1" of a deployed unit. Roll a scatter dice and an artillery dice. If you roll a Hit on the scatter dice, the marker stays in place. If you roll an arrow, move the marker the number, in inches, indicated by the artillery dice in the direction shown. If the marker is under a unit (friend or foe), impassable terrain or a building, place it 1" away from the closest edge of the unit/terrain. Once the final position of the marker is established, place the emerging unit in a legal formation such that it touches the marker, facing any direction. If you roll a misfire, or if for any reason some of the models in the unit cannot be placed, then the unit does not emerge. Instead, remove the marker and roll on the Mishap table. If a unit emerges successfully, it may act normally this turn (remember that, as it is the Remaining Moves sub-phase, the unit cannot declare a charge). Only characters that have the Entombed Beneath the Sands special rule can be deployed within such units. If you have several units Entombed Beneath the Sands, then repeat this process, one unit at a time.

ENTOMBED BENEATH THE SANDS MISHAP TABLE

1-2 Reclaimed by the Desert

The spirits animating the Undead are drawn back to the Realm of Souls before they can claw their way to the surface.

The entire unit is destroyed and treated as casualties.

3-4 Buried Too Deep

Buried far deeper than expected beneath the surface, the warriors fail to emerge in time to ambush their foes.

The unit is delayed and does not emerge – but you'll be able to try again next turn to see if it arrives, following the same process.

5-6 Shifting Sands

The entombed warriors emerge, but the shifting sands of Nehekhara have swept them away from their expected position.

The unit enters the battlefield from any point on a randomly determined board edge, moving on using the rules for reinforcements.

TOMB KINGS

Tomb Kings are the ancient, long-dead rulers of Nehekara. Their mummified corpses have been awakened by magical incantations, and their bodies are now inhabited by their undying, vengeful spirits. The Tomb Kings have been reborn to a mocking imitation of life, transformed into hideous cadavers whose kingdoms have been plundered and lost. Bitter and twisted, the Tomb Kings' rage fuels an unrelenting need to conquer; they are the true monarchs of the dead, and they are coming to reclaim their rightful dominion.

Upon their first death, the Tomb Kings were embalmed in elaborate ceremonies. Their bodies were wrapped in pitch-soaked bandages inscribed with magical wards meant to preserve their corpses for all eternity. Despite the skills of the Liche Priests, the Tomb Kings now resemble dried skeletal husks. They are, however, possessed of an incredible strength and can withstand injuries that would slay a mortal man outright. The only known way to truly destroy a Tomb King is to set their bone-dry forms ablaze.

Revived by the rituals of the Liche Priests, a Tomb King awakens from the sleep of death possessing all the ambition and lust for power he had in life. Every Tomb King seeks to reclaim his plundered treasures and restore his ancient glory. If this means the subjugation and destruction of foreign lands, then the Tomb King's army, loyal even in death, rises

from its rest at his command. Although it is the magic of the Liche Priests that animates the Tomb King's army, it is by the indomitable will of the Tomb King himself that they move and fight. Every Tomb King is an aggressive warlord, able to instill their warriors with their own unyielding vigour.

A powerful curse hangs over the mummified royalty of Nehekara, striking down those who seek to do them wrong. Tales abound of tomb robbers dropping dead as their blood magically turns into sand or they are engulfed in a ravenous swarm of desert locusts that strip flesh from bone. The most horrible fates are reserved for those that dare strike down these ancient lords in combat – those who would willingly, and foolishly, bring about such a demise are truly damned.

TOMB PRINCES

Tomb Princes are the sons of the Tomb Kings. Each of the kings of ancient Nehekara had many heirs, doubtless the result of their extensive harems, but only one could succeed their father to the throne. This was typically the second son of the king, for the firstborn were given to the gods to serve in the Mortuary Cult. The king's younger sons served as the generals and lieutenants of his armies and enforced his will over his subjects. Upon their deaths they were entombed beside the great tomb chamber of their sovereign, in an eternal council of war, waiting for the moment of awakening when they shall resume command of their Undead legions.



	M	WS	BS	S	T	W	I	A	LD
Tomb King	4	6	3	5	5	4	3	4	10
Tomb Prince	4	5	3	4	5	3	3	3	9

TROOP TYPE: Infantry (Character).

SPECIAL RULES: Flammable, Nehekharan Undead.

The Curse: If a model with the Curse rule is removed from play, then the enemy unit responsible – by inflicting the final wound, for example – will immediately suffer D6 Strength 5 hits (if the model was a Tomb King) or D6 Strength 4 hits (if the model was a Tomb Prince). These Wounds are distributed as for shooting hits. In close combat, any Wounds inflicted count towards the combat result. If more than one unit is responsible for the destruction of the model with the Curse (it is destroyed by the combat result in a multiple combat due to its Unstable rule, for example), then all guilty units are affected. If the model is killed in a challenge, then only his opponent is cursed, and not the whole enemy unit.

My Will Be Done: Any unit of Nehekharan Undead accompanied by a model with this rule uses the character's unmodified Weapon Skill in place of its own (use the highest Weapon Skill if the unit is joined by several characters with this rule). If all characters with the My Will Be Done rule in the unit are killed, the unit immediately reverts to using its own Weapon Skill. This special rule has no effect on mounts or any other characters – these always use their own Weapon Skill.

LICHE PRIESTS

Liche Priests are the undying members of Nehekhara's Mortuary Cult, and they hold the secrets to unlife. They know the rituals needed to draw forth spirits from the Realm of Souls and bind them once more into corporeal bodies. It is the Liche Priests who rouse the Tomb Kings and their courts from their slumber and awaken their armies for war. Liche Priests are also the keepers of Nehekhara's arcane lore. Through ritualistic incantations, they call upon the power of ancient gods to bestow blessings upon the warriors of the Tomb Kings, infusing their ancient bones with magical energy. Similarly, Liche Priests cast terrible curses upon their foes, summoning vengeful desert spirits to feast on their souls.

Since its founding, the Mortuary Cult was commanded to study the arts of mummification and communion with the gods. Steadily, over many centuries, the priests learned how to preserve a corpse from decay until the art of embalming had become very elaborate. The priesthood also devised a vast lore of magical incantations and rituals intended to bind the souls of the dead kings back into their royal bodies. Since a king depended on the Mortuary Cult's knowledge and loyalty in order to live beyond his own death, the Liche Priests held great power in ancient Nehekhara. Indeed, Liche Priests were the only subjects who could not be executed. In this way, the priesthood became a formidable power behind many thrones. Liche Priests acted as advisors and viziers to the kings of Nehekhara, and their status was second only to that of the ruling families.

Each necropolis, with the burial pyramids of the Tomb Kings at its core, has a temple dedicated to Nehekhara's Mortuary Cult, and it is here where the Liche Priests preside. In addition to the rituals of summoning, Liche Priests have many duties to perform in the necropolis, including renewing the seals upon the portals of the tomb vaults, maintaining the incantations of preservation, and determining the moment of a Tomb King's awakening. The Liche Priests continue to perform these duties for centuries because they cannot die a natural death, cursed forever by their own lust for immortality.

Long ago, the Liche Priests used their accumulated knowledge to trap their own souls within their bodies, and in doing so they extended their lives far beyond those of mortal men. However, whilst their spirits never passed into the Realm of Souls, their bodies have withered with the passing of centuries, and it is their spirit alone that now animates their forms. Without realising it, the entire priesthood cursed itself – not to eternal life, but to eternal undeath. Liche Priests' physical bodies are now little more than withered corpses. Hunched and frail, their dry, wizened skins are stretched like old parchment over their brittle skeletons. Each is garbed in an elaborate headdress, and clutched in their skeletal hands are ritual knives and rune-inscribed staves, which act as both the Liche Priests' crutches and symbols of office.

The Liche Priests believe the Winds of Magic to be the breath of their gods, a power that connects the mortal world to the realms beyond. The magical incantations of



Nehekhara's Liche Priests have been perfected over millennia, and they have remained unchanged since that time. The wording of each and every incantation is recorded on dusty papyrus scrolls written in the mysterious hieroglyphs of Nehekhara's ancient language. Uttered in long, monotonous rituals, the incantations of the Liche Priests must be precisely pronounced, for the slightest mistake can incite the wrath of the gods. It is not unknown for the angered deities to snap the bones of the offending Liche Priest, set his form ablaze or even rend his soul asunder as punishment – such are the risks when harnessing the power of gods.

	M	WS	BS	S	T	W	I	A	LD
Liche High Priest	4	3	3	3	4	3	2	1	8
Liche Priest	4	3	3	3	3	2	2	1	7

TROOP TYPE: Infantry (Character).

MAGIC: Liche Priests are Wizards, and use spells from one of the following: the Lore of Nehekhara (see page 61), the Lore of Light or the Lore of Death.

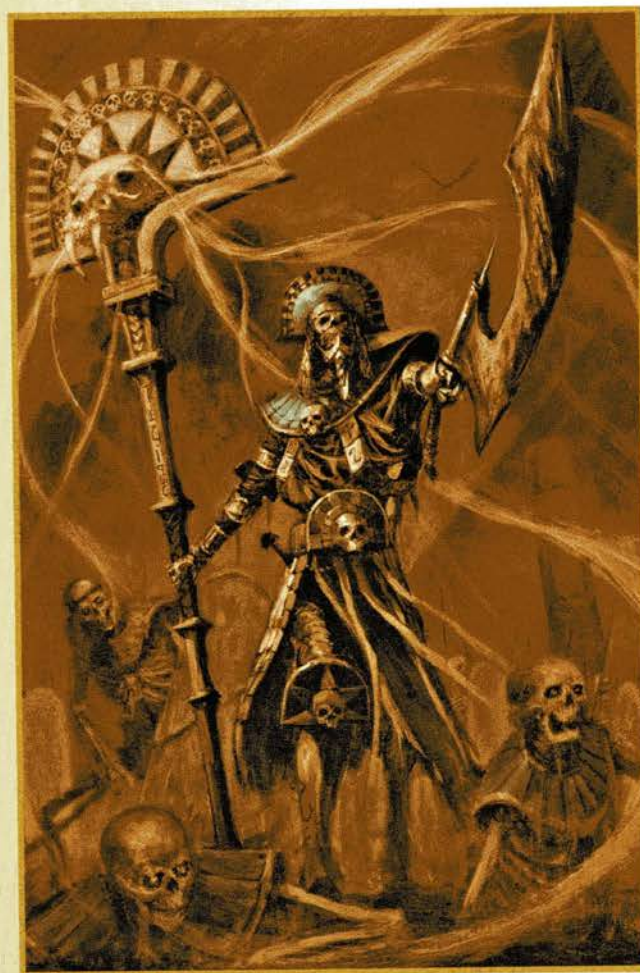
SPECIAL RULES: Nehekharan Undead.

TOMB HERALDS

A Tomb Herald is the personal champion and trusted bodyguard of a Tomb King. Obedient to a fault, these mummified warriors cut down their lord's enemies without pause or hesitation, slicing through flesh and bone with every strike until all their foes lie dead or dying at their feet.

Tomb Heralds were selected from the ranks of the elite Tomb Guard, devout warriors who had honed their skills through years of warfare. Every candidate for the rank of Tomb Herald first had to pass numerous trials of bravery and loyalty to prove worthy of the honour.

Anyone wishing to harm a Tomb King must first get past his Herald, a sworn bodyguard who moves to intercept a mortal blow, heedless of the danger. A Tomb Herald was not just a bodyguard, but also a soul-guard – his life was intrinsically bound to that of his charge, for upon his king's death he was expected to slit his own throat and serve his monarch in the Realm of Souls. A Tomb Herald was then embalmed and buried at the right-hand side of his lord in order to watch over and protect the king's spirit for all eternity. A Tomb Herald's golden armour was placed over his death shroud and his enchanted blade placed in his hand. Thus, when the Tomb King awakens from his sarcophagus, his most loyal retainer is already standing at his side, ready to slay his liege-lord's foes and enforce his will over the lands once more.



A Tomb Herald had many duties aside from the protection of his king. Disputes between Tomb Kings of different cities would be settled by a ritual duel between their nominated champions, and the Tomb Heralds often fulfilled this role. Sometimes these battles were fought to first blood, but such were the Tomb Heralds' skills in the art of slaughter that the first blow struck was often a killing strike. A Tomb Herald was also the envoy and harbinger of his Tomb King. Only when given the duty of bearing their lord's commands to distant parts of the realm would a Tomb Herald leave his charge's side, but when they did, they were empowered to speak with the king's voice. Thus, to disobey the orders of a Tomb Herald was treason, and was met with death at the champion's own ruthless hands.

The king's personal icon is often carried into battle by his Tomb Herald. This honour is reserved for only the most trusted of warriors, for each banner is a priceless heirloom. These lavish standards were crafted by master artisans, encrusted with a fortune of jewels and inlaid with finely lacquered wood, gold and lapis lazuli. Emblazoned upon their imposing surfaces are images of death and immortality, and pennants declaring the king's conquests hang below them. The passing of centuries has not tarnished the magnificence of these icons, and they are held as high as they were in ancient times, proudly announcing the deathly majesty of the Tomb King and his eternal army. However, the Tomb King's personal icon is not only a symbol of his wealth and power; they were also magical relics infused with powerful incantations meant to preserve and protect his legions in the next life. It was even said that the breath of Nehekhara's gods touched these icons, blessing them with a portion of their power. The king's most trusted warrior thus protected these artefacts, for superstition had it that if they fell in battle, the gods themselves would curse the king for all eternity.

	M	WS	BS	S	T	W	I	A	LD
Tomb Herald	4	4	3	4	4	2	3	3	8

TROOP TYPE: Infantry (Character).

SPECIAL RULES: Flammable, Killing Blow, Nehekharan Undead.

Sworn Bodyguard: If you have any Tomb Kings or Tomb Princes in your army, you must nominate one of them for the Tomb Herald to protect at the start of the game. The same character may not be nominated by several Tomb Heralds – the oath is a sacred one between a master and his chosen champion. Whenever the nominated character suffers a Wound (before saves are taken) and the Tomb Herald is in the same unit as him, roll a D6. On a 1, the Wound is resolved as normal, but on a 2+ the Wound is intercepted, and re-allocated to the Tomb Herald. No more than one Wound can be re-allocated to each Tomb Herald in each phase. Wounds suffered by a Tomb King or Prince in a challenge can't be re-allocated – it is a duel of honour, and the Tomb Herald may not interfere.

NECROTECTS

Necrotects were the artisans of ancient Nehekhar. They were not common labourers, but architects of extraordinary skill whose ambitions far outpaced what could be achieved in a mortal lifespan. In death, the Necrotects have lost none of their frenetic drive. They are filled with a compulsive need to pull down the inferior, vulgar cities of their enemies and supplant them with vast monuments of their own design.

The skills of a Necrotect were in high demand, for every king needed monuments to pronounce his majesty and a vast tomb to house his mortal remains upon his death. Indeed, Necrotects were so valued that, upon completing their work, they were rewarded with a ritual execution followed by an elaborate embalming ceremony. Many Necrotects were entombed within the same pyramids they had built, buried with the tools of their trade and an intricately carved death mask made by their own hands. The reasoning behind their sacrifice was twofold. Firstly, the king would need artisans to fashion palaces of gold in the next life. Secondly, it ensured that no rival kings could hire their services to commission a more elaborate tomb for themselves. Many Necrotects went to their graves willingly, perhaps for the honour of their beloved king, or because they were unable to live knowing that nothing they created would ever surpass their lord's tomb. Other Necrotects, particularly those whose creative desires still burned strongly, tended to meet with unfortunate accidents such as falling through rotten scaffolding, tripping on slippery stairwells, or drinking poisoned wine.

Necrotects were stern taskmasters who oversaw tens of thousands of Nehekharans as they toiled under the blazing sun. Under their gaze, an army of masons carved huge slabs of rock out of cliff faces before vast columns of slaves dragged the stones across the desert and hauled them into position. All Necrotects were foul tempered, and they would dispense summary punishment at the slightest provocation. They hated anything and anyone that threatened their art. In death, much of their work lies broken or damaged by the greed of tomb robbers and invading armies. Necrotects have been driven to a blinding rage by the wanton desecration of their beloved masterpieces, and they have sworn to have revenge. In battle, Necrotects lead the Tomb King's regiments like the work gangs of old. They exude the same aura of hatred they possessed in life, and their mere presence instils a magical state of fury in the Undead warriors of Nehekhar. Necrotects no longer need to extort their followers to work faster, and they reserve the lash for those who would defile their art instead, attacking these ignorant wretches with the crack of a whip strong enough to split open backs and leave spines exposed to the elements.

Necrotects saw to the fine details of construction personally, for only they possessed the skills necessary to carve the likeness of the gods into their sculptures and engrave intricate hieroglyphs onto their surfaces. These were not merely ornamental, for the Necrotects were schooled by the Liche Priests in the ways of crafting potent symbols of preservation. Necrotects may not know the full range of the Liche Priests' incantations, but they could inscribe powerful wards nonetheless. In unlife, Necrotects constantly repair their work, for many hieroglyphs have faded through the

passage of time. When a Tomb King awakens, the Necrotects redouble their efforts as they attempt to finish their work. They tirelessly restore the great war-statues that stride to battle alongside the Tomb King's skeletal legions, renewing the hieroglyphs of protection. In battle, as Necrotects chant sinister mantras, these inscriptions glow, and the cracked stone of these animated statues flows to repair itself.

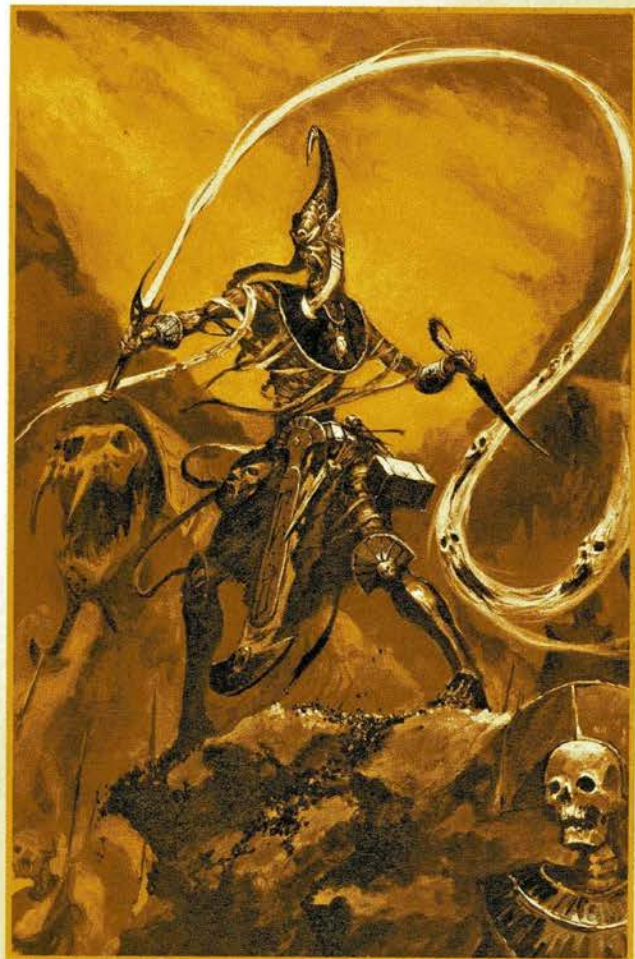
	M	WS	BS	S	T	W	I	A	LD
Necrotect	4	3	3	4	4	2	3	2	7

TROOP TYPE: Infantry (Character).

SPECIAL RULES: Flammable, Hatred, Nehekharan Undead.

Wrath of the Creator: The Necrotect confers the Hatred special rule onto his unit. If he leaves the unit, or is slain, the unit immediately loses Hatred.

Stone Shaper: Any unit of Animated Constructs within 12" of a character with the Stone Shaper rule gains the Regeneration (6+) special rule.



SKELETON WARRIORS

As the punishing midday sun blazes, the sands begin to shift, and thousands of sun-bleached skulls pierce the endless tracts of desert – sand pouring out through empty eye sockets as the Undead break the surface. Rising up from the dusty dunes come the eternal legions of the Tomb Kings; rank upon rank of Skeleton Warriors ready to kill once more in the name of their immortal monarchs. Holding curved swords and long spears, ancient forms awake from their deathly slumbers, forming up into vast regiments with a supernatural discipline that few living warriors can hope to match.



The mighty armies of Nehekhara, made up of regiment after regiment of valiant soldiers, swore oaths of eternal loyalty before the gods to serve their monarch in life and beyond into death. Thus, the bones of those who perished in battle were collected from the field of war and interred in the great tomb pits of their king's necropolis by the Liche Priests. Soldiers

who yet lived after their liege lord had died marched on, as if in a victory parade, to the necropolis on the day of the king's entombment. They strode into cavernous vaults and mighty walled courtyards, their Master of Arms leading from the front. Here they stood in regiments with their full paraphernalia of war, everything that would be needed to serve in the king's eternal army. Arranged in ranks, icons held proudly, the legions were entombed alive. No soldier flinched as the great stones were heaved into position, blocking out the light of the sun. Bravely, these warriors stood to attention as hot sand was poured into the tomb pits until the tops of standard poles disappeared from sight. There they remained until summoned by the incantations of the Liche Priests to heed the will of their king once more.

The Skeleton Warriors of Nehekhara are not mindless automatons slaved to the will of an evil necromancer. They are instead animated by the souls of their former bodies. The incantations of the Liche Priests summon the spirits of long-dead soldiers from the Realm of Souls and bind them into corporeal forms. However, without the extensive mummification lavished upon their lords and betters, the spirits of these warriors do not retain the full memory of their former existence. Upon awakening from their death-sleep, the only things that every one of these Undead soldiers can recall with perfect clarity is their unswerving loyalty to their king and the ways of war that were drilled into them in life. Thus, the skeletal regiments of Nehekhara obey every command of their Tomb King without hesitation – as they served him in life, so they serve him in death.

The Skeleton Warriors of Nehekhara are the backbone of a Tomb King's army. Under the shadow of gold-topped banners, vast phalanxes of skeletal troops advance in perfect unison towards the enemy, their polished weapons dazzling in the desert sun. As one, the skeletal soldiers turn and raise their large shields, presenting a hedge of deadly spear points to their foes. At an unseen command the Undead advance, wordlessly slaying those in their path without any thought of mercy. Skeletons are implacable warriors that know neither fear nor fatigue. Only a mortal who can overcome his fears and steady his trembling sword arm may land a blow that can destroy such unnatural creatures.

At battle's end, the Skeleton Warriors walk back, alongside their king, to their tomb pits. The only soldiers to break ranks are those that gather up the splintered bones of their former comrades, carrying the broken remains back to their tombs as the living might carry the bodies of fallen heroes. Upon their return, the Skeleton Warriors are once more buried until their sovereign has need of them again.



	M	WS	BS	S	T	W	I	A	LD
Skeleton Warrior	4	2	2	3	3	1	2	1	5
Master of Arms	4	2	2	3	3	1	2	2	5

TROOP TYPE: Infantry.

SPECIAL RULES: Nehekharan Undead.

SKELETON ARCHERS

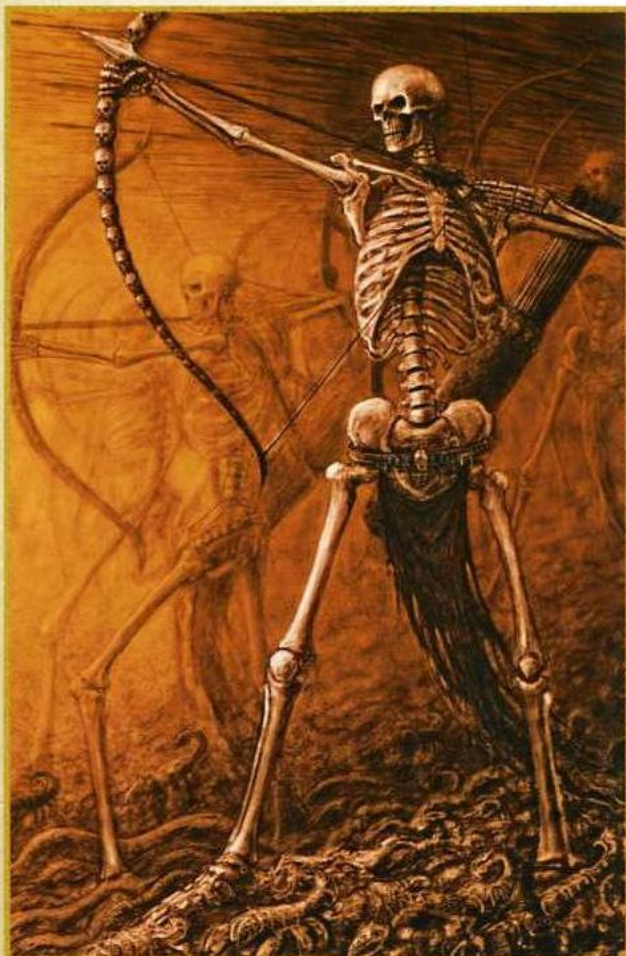
The Skeleton Archers of Nehekharas nock and loose volleys of arrows as they advance towards their foe without ever breaking stride. Raising their bows as one, the archers fire, reaching into quivers for another arrow before the first salvo has even reached the zenith of its trajectory. These Undead archers unleash great clouds of death that darken the sky moments before falling amidst the ranks of the enemy. Riders are pitched from mounts, and swathes of enemy infantry fall dead as bronze tipped arrows rain down upon them and pierce their bodies.

The kings of ancient Nehekharas knew the importance of delivering death from afar, and all of them maintained legions of highly disciplined archers. Loyal soldiers for all eternity, Skeleton Archers continue to practice their ways of war as they did in centuries long past. Awakened from the tomb pits of their king's necropolis by the magical incantations of the Liche Priests, every Skeleton Archer arises with a bow still clutched in one hand and a quiver of arrows held in the other.

There was a strong tradition of archery in ancient Nehekharas, and hunting was a popular sport amongst young princes. However, upon reaching adulthood, a prince was expected to leave behind such pastimes and devote his life to ruling his people. It became tradition for a newly crowned

king to honour the greatest marksmen amongst his legions with his royal bow. This chosen warrior was bestowed the title of Master of Arrows, a position that held much prestige amongst the common soldiery. However, it was said that should the Master of Arrows miss his target the first time he fired the bow on the field of war, his life was forfeit – such was the punishment for betraying the king's trust.

Skeleton Archers are unencumbered by the large, heavy shields of the Tomb Kings' other legions, allowing them the freedom needed to fire their long, curved bows. This leaves them with little protection against the swords and axes of their enemies, but any foe wishing them harm must first cross the killing ground, weathering a hailstorm of lethal arrows every step of the way. Only the most heavily armoured of foes can withstand such withering salvos. Less protected targets may instead turn and flee from the onslaught, but once an enemy has entered the sights of Skeleton Archers, the Undead will not stop until their foes have been killed. Skeleton Archers will relentlessly pursue their opponents, for hundreds of leagues if needed, loosing a volley of arrows every time their retreating foes re-enter range. Whilst their enemies will grow weary, the Undead warriors no longer have such concerns and will only pause in their advance when the last of their quarry lies dead. Surrounded by the arrow-pierced bodies of their slain enemies, these Skeleton Archers will then stand perfectly still, awaiting the orders of their king. If that order is not forthcoming, they stand motionless and forgotten beneath the glare of the desert sun, until they are buried by the shifting desert sands.



	M	WS	BS	S	T	W	I	A	LD
Skeleton Warrior	4	2	2	3	3	1	2	1	5
Master of Arrows	4	2	3	3	3	1	2	1	5

TROOP TYPE: Infantry.

SPECIAL RULES:

Arrows of Asaph, Nehekharan Undead.

BLESSED ARROWS

Every arrow fired by the Skeleton Archers of Nehekharas has been blessed by Asaph, the goddess of vengeance and magic, so that they seek out their foes with unerring accuracy. When loosed, these arrows swoop in mid-air, darting towards their prey with the speed of a striking snake. The ritual bestowing each arrow with Asaph's blessing is long and arduous. The wooden shafts are inscribed with incantations using the claws of dune scorpions and the black feathers of desert vultures are used to fletch them. The most important part of the ritual is performed by chanting acolytes in the heart of Asaph's sacred temples, where bronze arrowheads are forged and cooled in the blood of a hundred sacrificed serpents.

SKELETON HORSEMEN

Regiments of Skeleton Horsemen race across the sandy plains of Nehekhara mounted on the fleshless remains of their once-proud steeds, weapons lowered as they gallop towards their foes. These skeletal riders drive their heavy spears into their foes with bone-jarring force, using well-aimed thrusts that punch clean through torsos and rip open throats in a spray of blood. Those not impaled by the cavalry rider's razor-sharp spearheads are trampled into the ground by the thundering hooves of skeletal steeds.

Skeletal steeds instinctively obey the will of their riders, displaying the same supernatural discipline as the soldiery of the Tomb Kings' army. Only occasionally do these Undead horses twitch their heads as a vestigial memory of life surfaces. Even though their flesh has long since vanished, skeletal steeds are as powerful as they were in life, and they can crush a man's skull with a single kick.

Unencumbered by heavy armour or barding, a Tomb King's skeletal cavalry legions maintain a punishing pace as they traverse the scorching deserts of Nehekhara. Skeleton Horsemen often form the spearhead of a Tomb King's army and, as such, they are amongst the first of the Undead warriors to engage the foe. These vanguard warriors are not heavily armoured knights, but fearless raiders who launch devastating attacks where their opponents are weakest, luring

the enemy into overextending their reach before withdrawing to strike again. However, Skeleton Horsemen are not completely without protection, for they carry large, sturdy shields in battle to deflect the panicked blows of their foes.

Cavalry were a relatively late addition to the armies of ancient Nehekhara, for horses needed a great deal of water to survive the desert heat. As such, steeds were expensive – worth considerably more than the soldiers who rode them. Only those warriors who had proven themselves, and slain a dozen foes in mortal combat, were inducted into the ranks of one of their king's valued cavalry legions. These warriors would then spend the rest of their lives fighting from the saddle, drilled under the tutelage of the king's Master of Horse – a grizzled veteran bearing the scars of several bloody campaigns. In life, these champions often formed part of the Tomb King's council of war, for their knowledge and experience of mounted warfare were second to none, and their expertise was highly valued.

When the Liche Priests summon the Tomb King's army from their sandy graves, fully formed cavalry columns stride out of the pyramids at the head of the foot legions. When the enemy is sighted, the cavalry regiment's hornblower signals the charge and a deep unsettling discord reverberates about the desert. This otherworldly sound shakes the dust from statues, and a disquieting feeling of dread permeates across the battlefield. As one, the Undead steeds gallop towards their quarry, the skeletal riders on their backs raising their shields and lowering their spears in perfect unison. Paralysed with fear, it is a brave foe indeed that does not flee as these deathless horsemen bear down upon them.



	M	WS	BS	S	T	W	I	A	LD
Skeleton Horseman	4	2	2	3	3	1	2	1	5
Master of Horse	4	2	2	3	3	1	2	2	5
Skeletal Steed	8	2	0	3	3	1	2	1	5

TROOP TYPE: Cavalry.

SPECIAL RULES: Nehekharan Undead, Vanguard.

AMANHOTEP THE INTOLERANT

During the time of the Desertblood Crusades, a regiment of Bretonnian Knights returned from Nehekhara with the remains of what they believed to be Duke Cheldric, a hero whose daring quest into the Land of the Dead was the stuff of legend. However, the Knights had actually returned to the Old World with the mummified body of King Amanhotep the Intolerant, who awakened after unknowingly being paraded up and down the length of Bretonnia and carried across a score of battlefields by zealous Battle Pilgrims. Amanhotep's wrath was great indeed, and he single-handedly slaughtered the inhabitants of dozens of towns before returning to his sarcophagus in Zandri.

SKELETON HORSE ARCHERS

The Skeleton Horse Archers of Nehekhara are likened to an angry desert wind, one that appears suddenly and leaves only the dead and the dying in its wake. Skeleton Horse Archers move relentlessly across the battlefield, firing volleys of magically blessed arrows into their foes before turning about and escaping retribution. As the Undead cavalry turn, they disappear from view as they ride into the cloud of dust thrown up by the hooves of their skeletal steeds. Before the cavalry archer's stunned victims can recover their wits, the Undead horsemen reappear, loosing another deadly salvo.

The horse archers of ancient Nehekhara were very different to the other living warriors in the king's army. They were not soldiers, raised and trained within the vast cities of Nehekhara, but nomadic tribesmen that dwelt in the deep desert. Such warriors knew the ways of the parched plains better than any city-born man, and with their swift mounts, they could traverse the shifting dunes without fear of getting lost. Such was their skill on horseback that they were said to have been born in the saddle and their marksmanship, unhindered by the jarring motion of their galloping mounts, was renowned throughout Nehekhara. The kings had great need of such warriors and guides, and they would pay much gold to hire their services as mercenaries. It was not until the reign of Rakaph III, of the second dynasty, that horse archers became a permanent feature in the armies of Nehekhara. Rakaph granted these tribes the freedom of the desert, the protection of his grand armies and as much gold as their chieftains could carry, in exchange for an annual tithe of warriors who would swear an oath of unswerving loyalty and obedience to the king. Ever since then, the kings of ancient Nehekhara maintained strong contingents of horse archers amongst their armies.

Skeleton Horse Archers are the outriders and scouts of the Tomb Kings army. Whereas mortal horses need regular rest and water, skeletal steeds cross the vast tracts of open desert at a relentless pace. Even in death, these Undead horsemen maintain an innate ability to track and hunt their quarry through the shifting dunes, and no sandstorm can obscure their targets from them. As scouts, Skeleton Horse Archers hinder the movements of the enemy and harass their flanks in fleeting, yet bloody skirmishes. These attacks do much to slow the advance of the Tomb King's enemies, pinning them in place while the Tomb King manoeuvres his own warriors into position.

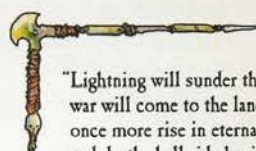
When Skeleton Horse Archers attack, they strike without warning or mercy. The first an enemy soldier knows that he is in danger is when a black fletched arrow plunges into the throat of the man next to him, the gurgling cry of pain a ghastly prelude of the slaughter to come. An instant later another comrade falls to the ground, an arrow shaft protruding from his blood-slick chest as his pierced heart empties its contents onto the desert sands. With every passing second more arrows find their mark, falling amongst the enemy like a deadly rain. As the Skeleton Horse Archers close upon their foes, their enemy sees them for the first time, appearing through the haze of the desert heat like a terrifying mirage. At a silent command, the skeletal riders urge their Undead mounts forwards and the archers'

grinning skulls turn to face the panic-stricken survivors. With eyeless sockets never wavering from their targets, the Skeleton Horse Archers raise their weapons and draw back bowstrings once more. As mortal warriors turn and flee for their lives, the last thing they ever feel is the searing agony of an arrow slamming into their backs.

	M	WS	BS	S	T	W	I	A	LD
Skeleton Horseman	4	2	2	3	3	1	2	1	5
Master of Scouts	4	2	3	3	3	1	2	1	5
Skeletal Steed	8	2	0	3	3	1	2	1	5

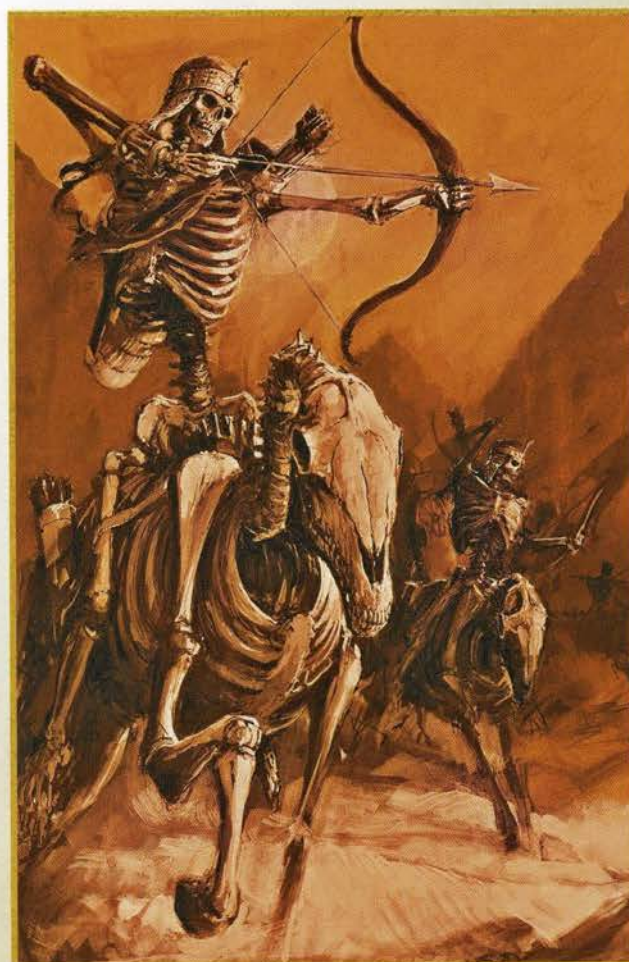
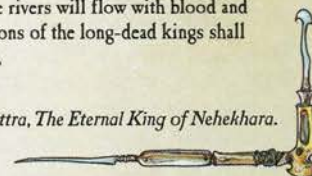
TROOP TYPE: Cavalry.

SPECIAL RULES: Arrows of Asaph, Fast Cavalry, Nehekharan Undead, Scouts.



"Lightning will sunder the skies, the rivers will flow with blood and war will come to the land. The legions of the long-dead kings shall once more rise in eternal conquest, and death shall ride beside them."

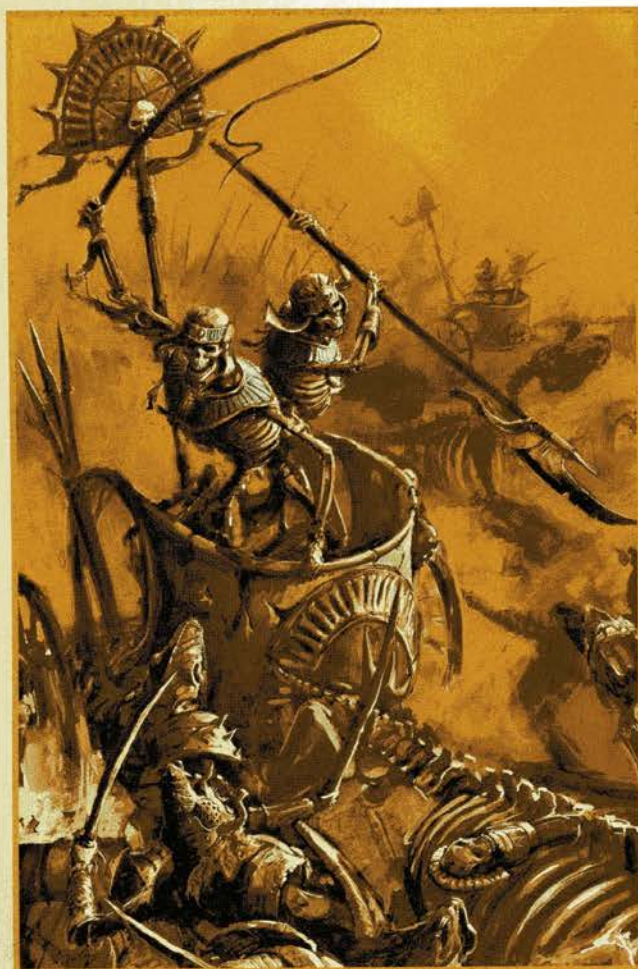
— Settra, The Eternal King of Nehekhara.



SKELETON CHARIOTS

The pride of a Tomb King's army is his charioteer legions. Their advance is heralded by a cloud of dust thrown high into the air as they drive across the sands. Moments later, units of these deadly machines crest the dunes, their wheels whirring as they careen towards their foe. The legions impact with bone-shattering force, wave after wave of chariots crushing bodies beneath heavy wheels as their Undead crew lay about the disorientated foe with lethal effect.

Nehekhara was the first great civilisation of Mankind and the place where men first used horse and chariot in battle. This was a great accomplishment, for horses had only recently been bred as beasts of war, but it was considered undignified for those of noble blood to touch such lowly brutes, let alone ride them. However, with the invention of the chariot, the ruling classes of Nehekhara could take to battle with the speed of a stallion. The ancient armies of Nehekhara included vast forces of swift chariots and each carried an arsenal of weaponry. To fight from such an armoured platform was thought to be the height of civilised warfare. As such, only royalty and nobility were permitted to fight as charioteers. As befitted their status, charioteers were bedecked in fine armour, precious metals and valuable jewels. Their chariots were created by skilled artisans, often gilded in gold and covered with images of skulls, bones and other symbols of the Mortuary Cult.



The fighting quality of the king's charioteers was a reflection of his own power and martial prowess. As such, the king entrusted the training of these regiments to the Master of Chariots. These scarred warriors were typically a minor blood relation to the royal family, such as a cousin, and thus had the aristocratic superiority to back up his years of fighting experience. The Master of Chariots was a ruthless disciplinarian, and under his command, the noble-born charioteers were drilled until they were elite warriors fit to fight in the king's name. They would ride into battle fierce and proud, the legion's standard carried high as they bore down upon their foes.

Ever since their invention, chariots have been the chosen means of transport for the kings of Nehekhara. Upon awakening from their deathly slumbers, Tomb Kings have continued to lead their armies to war from atop these ancient machines. Not only does a chariot have an armoured carriage, to protect him from harm as he slays his foes with every sweep of his enchanted blade, it also provides him an elevated platform. This grants the Undead monarch a superior view of the battlefield, enabling a Tomb King to better witness the movements of enemy formations and direct his own troops to inflict the most damage.

Squadrons of chariots were entombed beside the pyramids of the Tomb Kings of Nehekhara, ready to serve their lords upon their awakening and trample over their enemies as they had done in his mortal reign. The mere sight of Skeleton Chariots arrayed for war and riding to battle is enough to strike fear in the hearts of all who oppose them. As the chariots rumble towards their quaking foe, slowly gathering speed until they are ready to charge, that fear turns to outright panic as the pride of Nehekhara crashes into them and the slaughter begins.

	M	WS	BS	S	T	W	I	A	LD
Skeleton Chariot	-	-	-	4	4	3	-	-	-
Skeleton Charioteer	-	3	2	3	-	-	2	2	7
Master of Chariots	-	3	2	3	-	-	2	3	7
Skeletal Steed	8	2	-	3	-	-	2	1	-

TROOP TYPE: Chariot (Armour Save 5+).

SPECIAL RULES:

Arrows of Asaph, Nehekharan Undead.

Chariot Legions: A rank of Skeleton Chariots only needs three models to count for rank bonus. In addition, Skeleton Chariots add their rank bonus to the Strength of any Impact Hits that they inflict.

'And the Tomb Kings Rode to War...': Characters in a Tomb Kings army that have a chariot (including Settra the Imperishable's Chariot of the Gods) can join a unit of Skeleton Chariots. They can remain with the unit even if their mount is destroyed but, if they subsequently leave the unit whilst on foot, they will not be able to rejoin it, or join another unit of Skeleton Chariots.

TOMB GUARD

The Tomb Guard are the partially mummified remains of the king's elite guard. They are exceptional warriors, maintaining all the discipline and martial skill they had in life. In battle, the Tomb Guard form unwavering ranks of armoured warriors. They have spilled the blood of their enemies for countless centuries, and numerous armies have been dashed against their implacable shield walls.

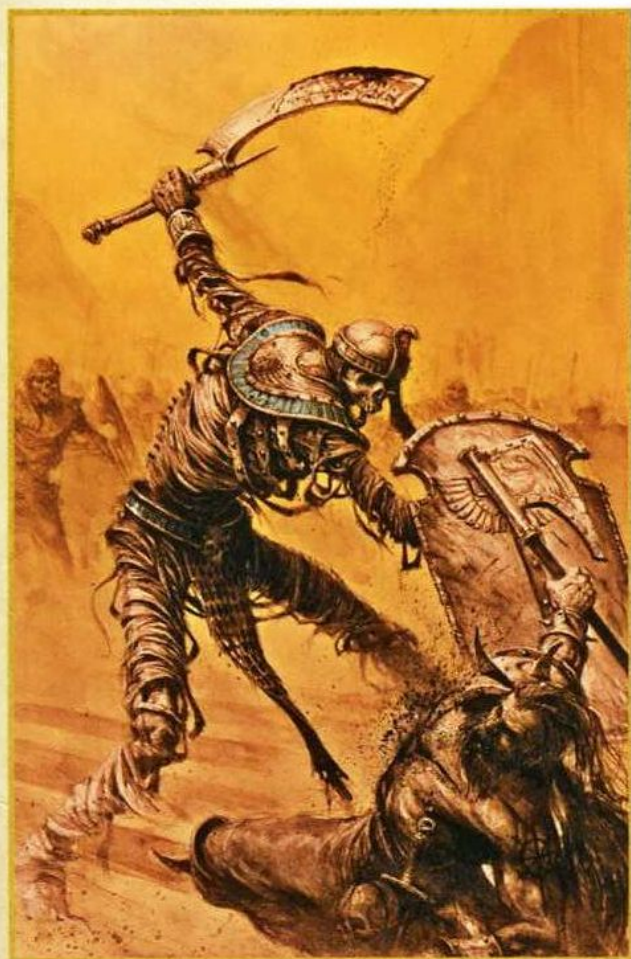
The bravest and best soldiers served as bodyguards for the ancient kings of Nehekhara. Elevation into the ranks of the Tomb Guard was perhaps the only way that a warrior not of noble-birth could ever hope to enter the royal palaces. The Tomb Guard lived in comparative luxury, each having a dozen slaves to tend to their wargear so they could keep their attentions focused on their sacred duties – the preservation of the king's life and dominion. However, worldly wealth was the least reward granted these warriors, for in respect of their position, they were honoured with the privilege of sharing his immortality. Upon their death, or that of their lord's, they were mummified by the Liche Priests and buried in close proximity to their king's sarcophagus. Just as they guarded the palace in life, so now they guard the inner sanctum of the necropolis in death. The prospect of sharing in the eternal beauty and immortality of their king, and serving him for all time, inspired these soldiers to heroic acts of bravery. They would die where they stood rather than

retreat and charge against the most hopeless odds without thought of their own survival. Time and again this selfless heroism would bring victory to the king's army and earn a place in his pyramid for the honoured fallen.

The Tomb Guard were entombed with their armour and weapons. Their bodies were further decorated with gold bracelets, headdresses and scarab-shaped brooches that fastened parchments proclaiming their deeds of bravery and devotion. The Tomb Guard rest, until awakened, in their stone sarcophagi, arranged upright around the royal tomb chamber of their king. Here they stand to attention as palace guards until the time comes when they are again needed. If intruders violate the tomb, they will awaken and defend their slumbering lord. If the king rouses from his death sleep, ready to go forth to conquer the lands of the living, they arise and form an honour guard at his side.

Although the Tomb Guard were rewarded with a form of mummification, the embalming rituals used were nowhere near as elaborate as the ceremonies that the Tomb Kings and Tomb Princes underwent. However, the Tomb Guard have been reborn with immortal bodies far stronger and more resilient than the flesh and blood forms they wore in life. Furthermore, Tomb Guard retain more of their former personalities than the massed soldiery of skeletal warriors. They awaken with memories of heroic deeds, bloody victories and the unyielding will to destroy their king's enemies still burning strongly in their minds. Above all they remember their duty to protect their Tomb King from harm, and any that threaten their charge are slain, cut down without pause.

As befits warriors of their standing, Tomb Guard were gifted with fine suits of leather armour and bronze scale studded with jewels and precious metals. They carry lavishly crafted shields, inlaid with skulls, bones and other symbols of death. In battle, the Tomb Guard wield weapons that have had powerful incantations of cursing imbued into them, with which they carve through the ranks of their enemy, cutting through necks and felling their foes with every blow.

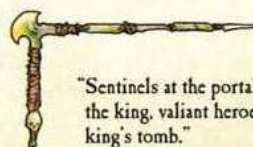


	M	WS	BS	S	T	W	I	A	LD
Tomb Guard	4	3	3	4	4	1	3	1	8
Tomb Captain	4	3	3	4	4	1	3	2	8

TROOP TYPE: Infantry.

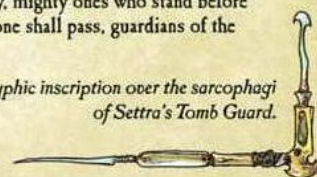
SPECIAL RULES:

Killing Blow, Nehekharan Undead.



"Sentinels at the portal of eternity, mighty ones who stand before the king, valiant heroes whom none shall pass, guardians of the king's tomb."

- Hieroglyphic inscription over the sarcophagi of Settra's Tomb Guard.



CASKETS OF SOULS

At the heart of each tomb of the mightiest kings there lies a casket, inscribed with hieroglyphs of malediction. Within this sarcophagus resides the tormented souls of those who have incited a Tomb King's wrath. Powerful binding inscriptions ensure that these souls cannot leave their prison until the moment when the casket is opened.

A Casket of Souls is not physically carried into battle, but is summoned through the incantations of a Keeper of the Casket – a priest of the Mortuary Cult whose sole responsibility is the custodianship of this revered object. As a Keeper of the Casket intones the proper chants, a fountain of skulls bursts from the ground below. These gush forth, forming into a mound that spills over revealing the Casket of Souls atop a dais of bone, with a nimbus of sorcerous energy swirling around its infernal form, and two Undead guardians by its side. The power surrounding the Casket of Souls is such that nearby Liche Priests can infuse their incantations with a portion of its energy.

When a Casket of Souls is opened, blinding light spills across the battlefield as countless souls scream into the air seeking freedom from the suffering of their confinement. These spirits plunge through the bodies of the Tomb Kings' enemies, and the hapless victims suffer unbearable agony as their life essence is utterly drained. To die thus is far worse than a physical death, for very the souls of those who perish in this manner become ensnared by the power of the casket. A Casket of Souls is a devastating weapon, for all who look upon it risk eternal damnation and imprisonment.

Only the attendant Keeper knows the incantations that will open the casket, and if he is interrupted the souls of the damned are instantly sucked back inside. If a Casket of Souls is ever destroyed, the tortured souls will escape their confines in a raging maelstrom of destruction, feeding on anything caught in the magical backlash as they wreak their vengeance.

	M	WS	BS	S	T	W	I	A	LD
Casket of Souls	-	-	-	-	10	3	-	-	-
Keeper of the Casket	4	3	3	3	3	1	3	2	8
Casket Guard	4	3	3	3	3	1	3	2	8

TROOP TYPE: War Machine.

Note: *The Casket of Souls model does not have a base – to determine its front arc, simply treat the model's square 'footprint', formed by the dais of bones, as though it were a standard base.*

SPECIAL RULES: Killing Blow (Casket Guard only), Nehekhharan Undead.

Light of Death: *When the Casket of Souls opens, tortured spirits leap from foe to foe, leaving a trail of death in their wake.*

Innate bound spell (power level 5). The Casket of Souls can use this spell as long as the Keeper of the Casket model is alive, and the Casket of Souls has not moved this turn. *Light of Death* is a **direct damage** spell with a range of 48". The

target of *Light of Death* must take a Leadership test on 3D6, adding the results together. If the test is passed, nothing happens. Otherwise, for each point the unit failed the test by, it suffers an automatic Wound with no armour saves allowed, distributed as for shooting attacks.

Once the Leadership test has been resolved, roll a D6: on a 3 or more, choose another unengaged enemy unit within 6" of the initial target – the tortured souls leap to that unit, which must also suffer the effects of the *Light of Death* spell. Keep rolling for further victims (each within 6" of the last target struck), until the roll is failed or there are no more viable targets. A unit can only be the target of *Light of Death* once per Magic phase.

Covenant of Power: If you have one or more Caskets of Souls on the table at the start of your Magic phase, you add D3 power dice to your pool.

Unleashed Souls: If a Casket of Souls is destroyed, roll a D6 for every unit (friend or foe!) within 12" of the Casket before it is removed from play. On a roll of 4+, that unit immediately suffers D6 Strength 6 hits, distributed as for shooting. These are magical attacks, and no armour saves can be taken against them. After resolving the effects of Unleashed Souls, remove the Casket of Souls as normal.

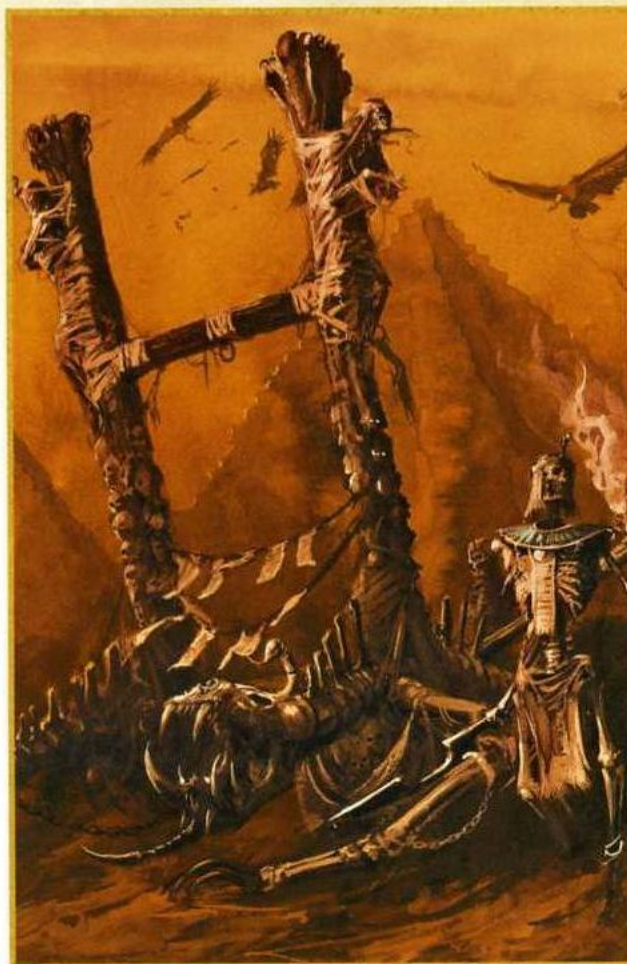


SCREAMING SKULL CATAPULTS

The catapults of a Tomb King's eternal army are akin to the stone throwers of other races, but instead of flinging rocks at the foe, they throw volleys of flaming skulls. The Liche Priests cast terrible curses upon every one of these skulls, enchanting them so that they scream hideously as they are hurled through the air, rising to a deafening crescendo just before they strike their target. These are the very death screams of the skulls' former owners, the wailing shrieks of those slaughtered on the field of battle and the agonised cries of prisoners captured at the moment of their execution. Many battle-hardened warriors are driven to the edge of insanity by the blood-curdling sound. This horrific ammunition bursts into hellish, ethereal flames when it is launched, and as the skulls arc through the air, they blaze an eerie trail of green-fire behind them. Most of these skulls explode on impact, sending fragments of splintered bone in all directions and engulfing those nearby in a wash of balefire. Others smash into their target with horrifying force, infernal flames spilling out of empty eye sockets as the skulls chew through armour and warm flesh alike.

Every Screaming Skull Catapult is crewed by a trio of Skeleton Warriors. They load and fire their war machines with silent efficiency, unperturbed by the dreadful sound of their ammunition. The artisans of ancient Nehekhar wrought Screaming Skull Catapults into the very image of destruction. The catapults' arms were shaped to resemble twisted bones, and their cradles were fashioned into vast skeletal claws – the so-called hands of death. The chassis of the catapults were carved to resemble the skeletal remains of a vicious desert predator, and sprouting from their spines are great towers of skulls. These are the remains of enemy champions, nailed to the mast of the catapult as grisly trophies. There they wail in perpetual torment until plucked from their fastenings and fired at the enemy. Even the stoutest heart trembles with fear knowing that such a fate awaits them should they fall against the Tomb Kings.

King Behedesh of Zandri was the inventor of the Screaming Skull Catapult and he ordered many to be built during his reign. He used these extensively in many wars, and most famously to defeat the rulers of Araby who rebelled against him. These treacherous kings refused to submit to Behedesh's will, but when their armies were bombarded by the skulls of their own comrades, they fled and their cities burned. At every battle's end, the catapult crews scoured the battlefield for the bodies of slain foes, decapitating any they found and carrying the severed heads back to be cursed by Zandri's Liche Priests. However, such was not the fate for the rebel kings. Behedesh decreed that these traitors were to be mummified alive and strapped atop his catapults so that they could watch the destruction of their cities first hand. Even now, many centuries later, some catapults still have withered corpses bound to their timbers. Whether these are the same renegades that opposed Behedesh, or the remains of other tormented souls, has long been forgotten. Occasionally, a muffled sound, as faint as the rustling of dried parchment, ushers from their cadaverous lips, begging for mercy. However, the skeleton crews are oblivious to their pleas, and even if they were not, they could not be heard over the banshee wailing of their ensorcelled ammunition.



	M	WS	BS	S	T	W	I	A	LD
Screaming Skull Catapult	-	-	-	-	7	3	-	-	-
Skeleton Crew	4	2	2	3	3	1	2	1	5

TROOP TYPE: War Machine (Stone Thrower).

SPECIAL RULES: Nehekharan Undead.

Screaming Skulls: All shooting attacks made by a Screaming Skull Catapult are magical and have the Flaming Attacks special rule.

In addition, any unit that suffers one or more casualties from a shooting attack by a Screaming Skull Catapult must take a Panic test as if it had taken 25% casualties.

UPGRADES:

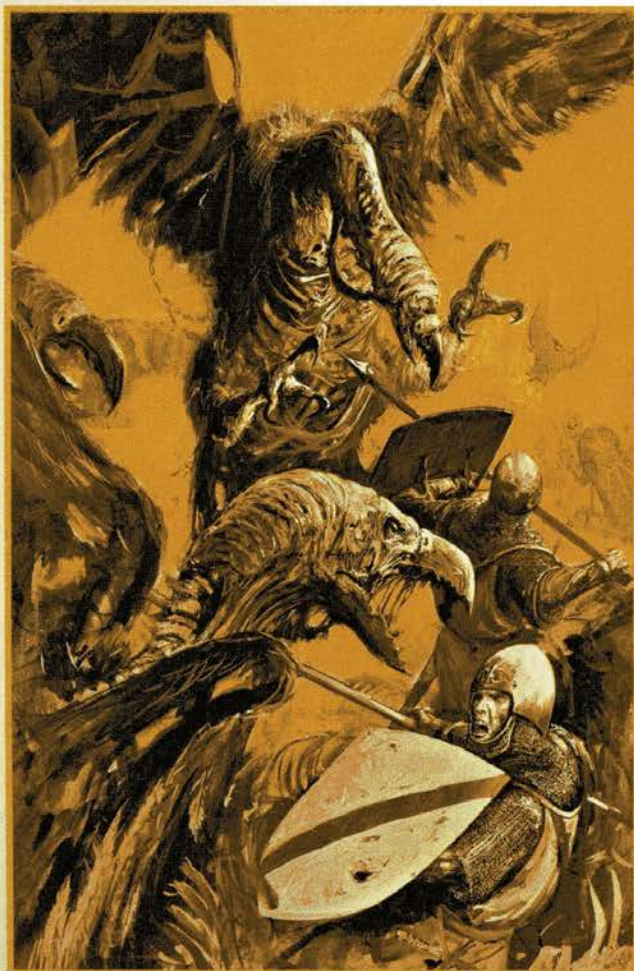
Skulls of the Foe: Some Screaming Skull Catapults fire the cursed skulls of fallen enemies, making the tormented screams of the grisly ammunition all the more terrifying.

This upgrade adds an additional effect to the catapult's Screaming Skulls. If a target unit takes a Panic test as a result of being hit by the Skulls of the Foe, then they must take the test with a -1 penalty to their Leadership.

CARRION

Carrion are giant Undead birds of prey that feast on the carcasses of the fallen. Their broad wings, covered in feathers as black as midnight, darken the sky and spread the shadow of doom upon those dying in the desert. Carrion can smell blood from leagues away, and they are drawn to battlefields like moths to flame. Wherever Carrion are seen to fly, death and carnage are surely nearby.

Carrion resemble the black desert vultures that inhabit the plains of Nehekhara, but they are far larger and more dangerous creatures. Carrion are repulsive scavengers that stand taller than a man and have vast wingspans. They have bodies that are decayed and bloated with death. Putrefied ropes of muscle hang from their frames as they fly with slow, sorrowful strokes of tattered wings. Bones poke through the rotten skin of Carrion, and gashes in their distended bellies often expose the skeletal contents of their last rotting meal. Carrion are bald headed creatures, and in life they would push their long necks deep within their prey's bodies, emerging slick with blood and viscera. They have razor-sharp beaks used to rip flesh from their victims and crack bones for the marrow within. The feet of these Undead scavengers are tipped with viciously hooked claws that can rend and tear their prey apart with frightening ease.



Carrion lived in the mountains to the east of Nehekhara and also the deserts to the west. Huge numbers of Carrion also nested in the towers and spires of Nehekhara's tomb-cities. After a great battle, with the slain strewn over the stricken field of war, the Carrion descended to feed in flocks so vast that they blotted out the light of the sun. According to inscriptions, the Carrion were sacred beasts, agents of Ualatp, the vulture-headed god of scavengers, who bore the spirits of lost warriors to the sky to fight in endless battles against the Daemons of darkness. This belief led to the Mortuary Cult burying corpses of Carrion in the necropolises, entombing many thousands of them within the pyramids of the Tomb Kings. At the will of the Liche Priests, these revered avian creatures are imbued with magical essence and once again take to the skies, their horrifying forms spreading fear amongst those who feel the chill of their shadow.

Once awakened from the slumber of death, the Carrion never again return to rest within the tombs and vaults of the pyramids. Instead, they soar above the lands of Nehekhara as they did in life, never tiring in their search for prey. Being primitive beasts, Carrion are driven by the need to feed their insatiable appetites, and they will go to great lengths to find their next meal. These ugly creatures learnt long ago that when armies clash they leave a swathe of corpses in their wake, and so when the Tomb Kings go to war, they are accompanied by great flocks of Carrion that circle high above.

Carrion will feast on the flesh of anything they can find. These scavengers are not fussy eaters and will gorge themselves on both freshly slaughtered corpses and cadavers that have festered for too long under the baking heat of the desert sun. Because of their immense size, Carrion will also prey upon the living. When Carrion hunger for live prey, they prefer to hunt the wounded and weakened, for in life they were notoriously cowardly birds, hesitant to battle foes that were able to fight back. When their victims are isolated and outnumbered, however, their ravenous hunger overcomes their craven nature and, with a hissing cry, they swoop down upon the enemy, eviscerating them with flurried swipes of their talons.

	M	WS	BS	S	T	W	I	A	LD
Carrion	2	3	0	4	4	2	3	3	4

TROOP TYPE: War Beast.

SPECIAL RULES: Fly, Nehekharan Undead.

"The Carrion of the Desert, whose mighty outstretched wings darken the sun on the day of slaughter."

- Climax of an invocation chant of the Liche Priests used at the Temple of the Sun in Khemri.

TOMB SWARMS

The tombs and pyramids of the necropolises are infested with the dried husks of scorpions, scarabs and countless other poisonous creatures of the desert. Though long dead, the mere presence of the Liche Priests and Tomb Kings fills their empty shells with animation, and they scuttle from their hiding places around the mortuary temples and beneath the scorched sands. The Liche Priests have long since gained mastery over these creatures, and they can summon them forth at will through their magical incantations. Thus, when the 'Tomb Kings' legions stride to war, they are accompanied by a scuttling swarm that spreads across the land in a black tide of crawling bodies. Those foolish enough to stand against a Tomb Swarm will drown beneath an unstoppable wave of Undead beetles, biting, clawing and burying themselves into the warmth of living flesh. Victims who gasp for air or cry out in fear are quickly silenced as a deluge of insects surge down their screaming throats, muffling cries of pain as they are devoured from the inside out.

Tomb Swarms are drawn to the magic animating the Undead, but it is to the Liche Priests and Tomb Kings that they are most keenly attracted. Not possessing a spirit of their own, they are easily controlled by the implacable will of the Tomb Kings. Left to their own devices, they revert to an instinctive lurking behaviour, making them ideal guards for the pyramids of slumbering Tomb Kings. Trespassers foolish enough to dislodge a capstone will find themselves quickly overwhelmed by a surging swarm of creatures. They are drawn to the warm blood of the living, trying to feed a hunger that no amount of flesh can ever sate. A Tomb Swarm's victims, poisoned by hundreds of bites and stings, are rapidly consumed as the vicious creatures eat through skin, clothing and bone alike.

There can be no escape from a Tomb Swarm, for the size of the creatures is such that they can crawl through the smallest of gaps without hindrance. Tomb Swarms can easily travel under the shifting sands of Nehekhara's desert and burrow beneath the feet of their unsuspecting prey. Without warning, a Tomb Swarm can erupt through cracks in the ground, flowing over the surface like a flood, dragging their victims kicking and screaming beneath the sands with the sheer weight of scuttling bodies.

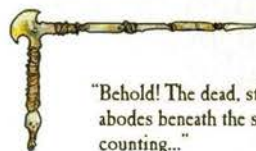
Of all the dead creatures that make up the bulk of a Tomb Swarm, two had special significance in ancient Nehekhara society. The flesh-eating, skull-carapaced Khepra beetles were believed to be messengers of Usirian, god of the Underworld. They were his agents in the mortal world, and through their eyes would Usirian know the sins of all men. It was whispered that those who displeased Usirian were punished in death. Forbidden to enter the golden paradise of the afterlife, they were instead condemned to the lowest depths of the Netherworld where a hive of Khepra beetles would burrow into their immortal bodies and gnaw on their insides for all eternity. The other creature of importance was the black-clawed desert scorpion. The scorpion is the form chosen by Sokth, the god of treachery and murderers. Ancient Nehekhara's believed that the scorpion would not sting one of Sokth's murderous followers, so those accused of killing another were pushed into a pit of scorpions. If a

victim somehow managed to survive his trial by scorpions and drag himself out of the pit, then it was taken as sign that they were indeed favoured by Sokth and hence guilty of their crime – the punishment for which was death by being thrown into a pit of snakes. Those who perished died in agony as scorpion venom coursed through their veins, but they were at least innocent.

	M	WS	BS	S	T	W	I	A	LD
Tomb Swarm	4	3	0	2	2	5	1	5	10

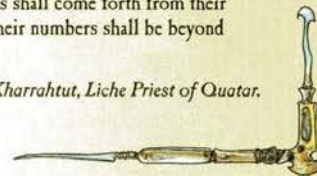
TROOP TYPE: Swarm.

SPECIAL RULES: Entombed Beneath the Sands, Nehekhara Undead, Poisoned Attacks.



"Behold! The dead, stinging ones shall come forth from their abodes beneath the sands and their numbers shall be beyond counting..."

- Kharrahtut, Liche Priest of Quatar.



NECROPOLIS KNIGHTS

Necropolis Knights are elite warriors who ride atop giant snake-shaped statues. They are tethered to their mounts by a sharp hook, held firm in one mummified hand as the other wields a heavy spear that carves through mortal flesh. Their monstrous mounts shatter bones with every swipe of their tails and sink scimitar-sized fangs deep into soft flesh.

Necroserpents were built to guard the entranceways of the Mortuary Cult's temples. They are vast in stature, and even coiled they stand at least twice the height of a man. Though the Necroserpents standing sentinel outside some mortuary temples depict images of skull-vipers or double-headed blood-asps, the vast majority of these statues are created in the image of a hooded Khemrian cobra, for Qu'aph, the Nehekharan god of Cobras, took this as his corporeal form. Qu'aph was said to have preyed on the Dragons that dwelt in the Great Land before the coming of Man. The god would lie in ambush beneath the surface of the desert before lunging towards his prey and sinking his spear-sized fangs into their scaly throats. The venom of the Khemrian cobra is so potent that even a single drop is enough to kill a dozen warhorses or scores of fully grown men. Those bitten die with a rictus grin of agony on their faces as every muscle in their body contracts to the point where their own bones and teeth snap and break. The fangs of the Necroserpents mysteriously drip with this very same poison.



At the base of every Necroserpent is a pedestal in which there is a hollow alcove. Within each rests the sarcophagus of a Necropolis Knight. In their lifetimes, these warriors served in the sacred ranks of the Tomb Guard. They were all loyal soldiers and battle-scarred veterans, however, the constant years of violence and slaughter had become so deeply ingrained in these warriors' psyches that their bloodlust threatened to overcome their famed martial discipline. Such soldiers would break ranks without warning and could no longer be trusted to stand their ground whilst a foe still lived – actions that placed the life of the king in mortal jeopardy. When faced with the dishonour of exile, many committed ritual suicide, but some instead chose an agonising death for a chance to serve their king again in his eternal army. These brave soldiers would slit their palms and smear blood onto the belly of one of the giant Necroserpents before holding the wound under the venom dripping from their fangs. As the poison wracked their bodies, it was believed that Qu'aph would judge their souls, and those that were found worthy would be reborn in the next life as Necropolis Knights – warriors blessed with the skill, power and strength of the gods. Upon their death, these elite warriors were mummified and buried with their full panoply of war beneath the very same statue that they had sacrificed themselves before.

When Necropolis Knights are awakened to serve in the Tomb King's eternal army, the Necroserpents coiled above their resting places magically slither to unlife as well. Rider and mount are animated by the same warrior spirit, and they move as one being, riding to war in perfect ranks of terrifying cavalry. Necroserpents travel beneath the ground at a relentless pace, emerging from the depths with sand cascading off their forms, warriors standing proudly upon their hooded backs with spears lowered, ready to spill the blood of their foes. Serpentine bodies weave through the battlefield, blades, fangs and tails lashing out in all directions, leaving a trail of death and woe in their wake. There are few who can stand against the charge of a Necropolis Knight, for they are incredibly powerful and difficult to destroy. As mount and rider share the same soul, only by destroying both can an opponent truly defeat a Necropolis Knight. Few foes are equal to such a task.

	M	WS	BS	S	T	W	I	A	LD
Necropolis Knight	4	4	3	4	4	1	3	2	8
Necropolis Captain	4	4	3	4	4	1	3	3	8
Necroserpent	7	3	0	5	4	3	3	3	8

TROOP TYPE: Monstrous Cavalry.

SPECIAL RULES: **Animated Construct**, **Killing Blow (Riders only)**, **Nehekharan Undead**, **Poisoned Attacks (Necroserpents only)**.

Stone Hide: Necropolis Knights have a total armour save of 3+. This takes into account the combined effects of the mount's Animated Construct special rule, and the rider's armour and high vantage point.

SEPULCHRAL STALKERS

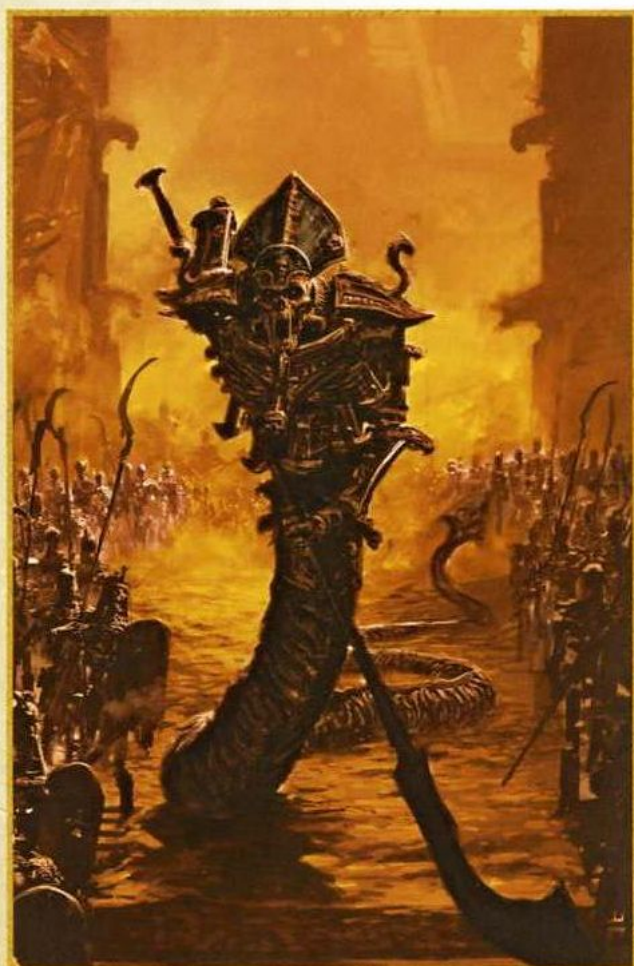
Sepulchral Stalkers were created by the ancient Nehekharans to delineate the borders of a king's realm. Over the centuries, the Sepulchral Stalkers have been swallowed by the shifting sands of the desert, and they now lie hidden beneath the dunes. Sepulchral Stalkers are statues that have the body of a snake and the upper torso of a man. Atop the statues' curved spines sit inhuman skulls, inside which glow eerie, baleful lights. Lying beneath the surface of the desert, they wait for intruders to pass by before launching a devastating ambush. When the trap is sprung, several horrifying, snake-like forms burst from the ground to surround their prey. The Sepulchral Stalkers impale their foes on ornate staves before they even realise they are under attack. However, it is not for the skill with which they wield these weapons that Sepulchral Stalkers are so feared, for those who gaze into their eyes are turned into pillars of sand, standing as still as statues themselves until a gust of wind blows them apart and scatters the grains into the desert.

The incantations required to awaken Sepulchral Stalkers are complicated and difficult. First, a Liche Priest must collect the remains of a fallen Nehekharan warrior, one whose skeletal body is broken beyond all hopes of repair. The Liche Priests then walk out into the open desert under a full-moon, where they scatter these fragments on the ground, casting powdered bone to the wind as they speak a magical

incantation. At the ritual's end, they throw the eyes of a desert cockatrice onto the sand, and the offerings sink beneath the desert surface. The spirits of the warriors' remains are thus bound into the stone frame of one of the buried Sepulchral Stalkers. They are imbued with powerful enchantments and compelled to patrol the lands against invaders for all eternity.

Sepulchral Stalkers can burrow underneath the desert as quickly as they can move across its surface. They are instinctive hunters who can sense their prey trudging across the ground above, and they can prepare their ambushes without ever being seen. Those who are foolish enough to face Sepulchral Stalkers are magically transformed into sand. Even foes who only catch a momentary glimpse of these creatures may find that one of their limbs crumbles in a shower of golden grains before their eyes – those that stare any longer seal their own doom. Sepulchral Stalkers are said to be the desert's vengeance made manifest, and as suddenly as an attack begins, it ends. A lucky survivor might just witness the tip of a tail burrowing back under the dunes as the Sepulchral Stalkers leave in search of other prey.

It is claimed by foolhardy heroes that a Sepulchral Stalker can be tricked into staring at its own reflection, for these monsters are not immune to the sorcerous enchantments of their own stares; rumours abound that they can be defeated with only a polished breastplate or a mirrored shield. However, it is perhaps safer to attempt to creep up behind a Sepulchral Stalker and strike off its head, but even then care must be taken not to look at the decapitated beast, for in death, a vestigial hint of arcane power remains in their infernal eyes.



	M	WS	BS	S	T	W	I	A	LD
Sepulchral Stalker	7	3	3	4	4	3	3	2	8

TROOP TYPE: Monstrous Beast.

SPECIAL RULES: Animated Construct, Entombed Beneath the Sands, Nehekharan Undead.

Transmogrifying Gaze: This is a shooting attack with the following profile:

Range	Strength	Special
8"	1	See below.

A Transmogrifying Gaze is a magical attack, and does not require a roll To Hit. Instead, when the unit shoots, roll an artillery dice for each Sepulchral Stalker in the unit and add the results together. The target suffers a number of automatic hits equal to the result. When rolling To Wound with these hits, substitute the target's Toughness with its Initiative value. If the target has several Initiative values, always use the highest. Targets with no Initiative value are immune to this attack. No armour saves are allowed against a Transmogrifying Gaze. Finally, for each Misfire result rolled, the Sepulchral Stalkers suffer D3 automatic Wounds with no armour saves allowed, as they catch glimpses of their own reflection in their foe's sword blades or polished shields.

USHABTI

Carved into the likenesses of the gods and goddesses of Nehekhara, Ushabti stand as guardian statues around the perimeters of the necropolises and within the passageways of the great pyramids of the Tomb Kings. Ushabti are imposing monuments, and all who pass through their shadows tremble. In times of need, the Liche Priests awaken the Ushabti with powerful incantations, and with the sound of cracking stone, the Ushabti step down from their plinths and daises, silent and ready for war. In ancient times, the living warriors of Nehekhara took great strength from the fact that the Ushabti fought alongside them, for who could fail to be inspired by the physical representations of their gods marching into battle at their sides?

It was the ancient Nehekhara's belief that their gods and goddesses dwelt in the Great Land before the birth of Man. It is said that the span of the deities' lives numbered in the thousands of years. After this golden era, when gods walked as men, they became invisible spirits, able to take on any form they desired. Thus it was that Asaph, the beautiful goddess of vengeance and magic, chose the form of the asp, while others chose the crocodile, the lion, the vulture or some other fearsome animal of the desert. Most depictions of the gods in this grand pantheon show them in these powerful forms, and their visages are commonly carved as guardian Ushabti in the necropolises of Nehekhara. Some of

the most common statues depict the image of Djaf, the jackal-headed god of war and the dead, and Phakth, the hawk-faced deity of the sky whose piercing gaze is said to be able to see the sins of the deceased. Sculpted from stone, marble and even jade, this magnificent statuary is decorated with filigreed gold and dazzling polished jewels.

The rituals needed to animate these towering god-statues are far more difficult and complex than those needed to awaken the legions of Skeleton Warriors. As a result, Ushabti are far more resilient than the skeletal warriors of the Tomb King's eternal army, and their warrior-spirits are bound with far more powerful magic.

In the ancient language of Nehekhara, the name Ushabti translates literally as 'chosen of the gods'. Indeed, the divinities do not consent to any mere mortal inhabiting statues made in their image. Only the most powerful souls, those of particularly brave warriors and heroic champions, are judged worthy enough to animate an Ushabti's sculpted form. Thus, Ushabti are possessed by the souls of Nehekhara's mightiest heroes. Ushabti stride through the battlefield like gods of war, infused with the temperament and strength of their form's pantheon deity. Their statuesque bodies can withstand enormous damage, and they are incredibly strong. With a single hand, an Ushabti is capable of crushing an enemy's steel helmet, and its contents, with contemptuous ease.

Ushabti wield huge ritualistic weapons, from large-bladed staves that would take the combined strength of three mortal men to lift, to great bows that fire arrows the size of spears. These mighty weapons are as elaborately crafted and decorated as the Ushabti who brandish them, their gilded surfaces engraved by a dozen sculptors with intricate patterns and hieroglyphs. In battle, Ushabti wield their massive weapons effortlessly. Every sweeping arc of their blades cutting a bloody swathe through their foes and every arrow fired punching through their targets in an explosion of bone and gore.



	M	WS	BS	S	T	W	I	A	LD
Ushabti	5	4	2	4	4	3	3	3	8
Ushabti Ancient	5	4	2	4	4	3	3	4	8

TROOP TYPE: Monstrous Infantry.

SPECIAL RULES: Animated Construct, Arrows of Asaph, Nehekhara Undead.

EQUIPMENT

Great Bows: The spear-sized arrows fired from these mighty bows can punch through an armoured knight with ease, and inflict grievous wounds on even the toughest foes.

Great bows are missile weapons with the following profile:

Range	Strength	Special
30"	6	Volley Fire.

TOMB SCORPIONS

Tomb Scorpions are powerful creations of the Mortuary Cult, formed from a combination of stone, metal, lacquered wood and fused bone. Burrowing beneath the surface of the desert, they attack suddenly and without warning, exploding into the fray in a shower of sand. They are lethal foes, for a Tomb Scorpion's tail carries a potent sting that can incapacitate the largest foes, and they have powerful pincers that can slice a man in half. As they scuttle forward on eight segmented legs, they hack apart anything in their path.

Tomb Scorpions are carved and moulded into the representations of the giant, mythical scorpions that are said to guard the entrance to the Nehekharan Underworld. These fabled creatures are said to protect the Realm of Souls from the predations of dark Daemons who wish to feed upon the spirits of dead kings.

Tomb Scorpions also serve as sarcophagi, for the shell of each construct is formed around the cadaverous body of an ancient Liche Priest. Although Liche Priests are unable to die a natural death, many have perished through wounds sustained in battle. Those that fall are embalmed and interred within a Tomb Scorpion. Canopic jars containing their vital organs, or what withered remains are left of them, are embedded within the scorpion-tombs in a ritualistic pattern that symbolises death. However, some remnant of a Liche Priest's spirit always remains trapped within their mummified corpses. Through incantations, these embers are rekindled, infusing the inanimate shells of the Tomb Scorpions with power. This magical source also provides Tomb Scorpions with a degree of protection against the spells of enemy wizards, whose sorcerous bolts of energy unravel and fade as they are absorbed harmlessly by the Undead constructs' carapaces.

Each scorpion-shaped sarcophagus is inscribed with hieroglyphs of preservation, and a ceremony of awakening is spoken by a Liche Priest to animate to them. If the ritual has been performed correctly, the Tomb Scorpion will become infused with the residual power of the corpse within it. This ritual is exceptionally complex and lasts from moonrise until the first rays of dawn. The slightest mistake or mispronunciation can have dire consequences; a swarm of Undead scorpions may burst out of the desert and sting the Liche Priest to death, or desert spirits may turn the wizard's body inside out and feast on his withered remains. At the very least the ritual will fail and must be recited from the very beginning. Occasionally, despite every syllable being uttered correctly, some of these ancient ones no longer respond to the incantations of awakening. That these constructs are truly dead is doubtful, as a spark of power can still be felt radiating from their carapaces. Rather, it is thought that by binding their souls to the mortal plane, the Liche Priests cheated the god of the Underworld out of his rightful due. Thus it is thought that this jealous deity is not always willing to give up his long awaited prizes by allowing the spirits of Liche Priests to leave the Realm of Souls.

When the Tomb Kings go to war, the Liche Priests send out their magical call and summon the Tomb Scorpions into wakefulness. Those Tomb Scorpions that respond to the

incantations will travel for leagues beneath the ground before clawing their way to the surface and falling upon their enemies with razor-sharp claws and stinging tails. It is a truly terrifying sight to behold the sands parting to reveal the monstrous form of a Tomb Scorpion, and very often, the last thing their enemies will ever witness.

	M	WS	BS	S	T	W	I	A	LD
Tomb Scorpion	7	4	0	5	5	3	3	4	8

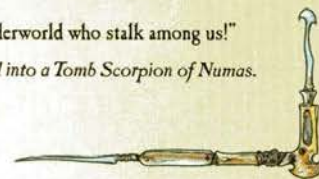
TROOP TYPE: Monstrous Beast.

SPECIAL RULES: Animated Construct, Entombed Beneath the Sands, Killing Blow, Magic Resistance (1), Nehekharan Undead, Poisoned Attacks.



"Beware the guardians of the Underworld who stalk among us!"

— Inscription carved into a Tomb Scorpion of Numas.



KHEMRIAN WARSPHINX

Khemrian Warsphinxes are giant leonine statues that wade through the ranks of their foes, crushing them underfoot as if they were nothing more than bothersome insects. They are almost impervious to harm, and their stone-hard hides protect them from all but the truest strikes; anything less than a direct hit from a war machine is likely to glance harmlessly away. Atop each Khemrian Warsphinx is an ornate howdah in which several Tomb Guard ride. These elite warriors direct their mount's actions as if it were an extension of their own mummified bodies, laying into the foes below with great, double-handed spears.

Warsphinxes were first constructed in Khemri to guard the entranceways to the kings' inner sanctums. Over time, the rulers of other cities demanded similar guardians, and before long Warsphinxes stood sentry within every burial pyramid. Here, inside the vast amphitheatre chambers, they are said to roam, preying on intruders whilst the king slumbers. Some kings even had a Warsphinx constructed to stand watch over their own sacred sarcophagi, and these were especially lavish and ornate. Upon awakening, a Tomb King would ride his royal Warsphinx into battle, leading his army out of the burial chambers and into the blinding light of day.

As with any Nehekhara sculpture, no two Khemrian Warsphinxes are quite alike. The Necrotects were always

looking to build grander and more impressive creations than those of their predecessors. Some Warsphinxes have scorpion tails filled with potent venom, whilst others breathe fire, immolating their foes in blazing conflagrations. It is rare indeed for a new Khemrian Warsphinx to be constructed, and most of those that are seen prowling alongside the Tomb Kings' armies have existed for thousands of years. If one of these giant constructs is somehow destroyed in battle, its sacred pieces are gathered up by skeletal work gangs and dragged back to the cities of Nehekhara to be restored and resculpted by the Necrotects of the necropolises.

Khemrian Warsphinxes are terrifying foes to face, and enemies that do not flee before them are swatted aside by stone claws or torn apart by fanged jaws. However, this is just a fraction of their full destructive power. When a Khemrian Warsphinx rears up above its prey, those lurking in its shadow are doomed. As the leonine monster crashes down, it smashes its boulder-sized limbs into the ground with appalling force. The resultant shockwave knocks foes off their feet, pulping organs and splintering bones. Those that survive this earth-shattering impact find themselves in a crater of broken, twisted bodies. However, there can be no hope for anything caught directly underneath the point of impact. All that remains of these crushed unfortunates is a fine, red mist that sprays over the victim's stunned comrades.



	M	WS	BS	S	T	W	I	A	LD
Khemrian Warsphinx	6	4	0	5	8	5	1	4	8
Tomb Guard Crew	-	3	3	4	-	-	3	1	8

TROOP TYPE: Monster.

SPECIAL RULES: Animated Construct, Killing Blow (Tomb Guard Crew only), Large Target, Nehekharan Undead, Terror.

Thundercrush Attack: After its crew have attacked, a Khemrian Warsphinx may exchange all of its Attacks to make a single Thundercrush Attack (though it can still Thunderstomp). Roll To Hit against the highest Weapon Skill amongst the enemy models in base contact. If this Attack hits, place the small template anywhere so that it is touching the Khemrian Warsphinx's base. Any infantry, war beasts or swarm models that lie underneath the template (friend or foe!) suffer a single Strength 3 hit. The model under the template's central hole instead suffers a single Strength 9 hit with the Multiple Wounds (D3) special rule. Other troop types underneath the template are too big to be crushed, and don't suffer any hits.

Howdah Crew: Unless the Khemrian Warsphinx is taken as a mount for a character, it is ridden by four Tomb Guard Crew. Like a chariot, the monster and its howdah crew have their own characteristics, but are treated as a single model.

When moving, the model always uses the Movement characteristic of the Khemrian Warsphinx. The Khemrian Warsphinx and Tomb Guard crew use their own Weapon Skill, Strength, Initiative and Attacks characteristics when they attack. Each can attack any opponent that the model is in base contact with.

All hits upon the Khemrian Warsphinx are resolved using the monster's Toughness and Wounds, and use its save. In combat, enemy models attacking the Khemrian Warsphinx roll against the monster's Weapon Skill when rolling To Hit.

Apart from these exceptions, a Khemrian Warsphinx is treated as a monster in all respects, as described in the Warhammer rulebook. A Khemrian Warsphinx can be taken as a ridden monster for a Tomb King or a Tomb Prince who will replace all the Tomb Guard Crew. In this case, shooting attacks against it will hit the monster on the D6 roll of 1-4, and the character on a roll of 5+, as normal.

UPGRADES:

Envenomed Sting: Many statues have a scorpion's sting, dripping with a virulent poison that can boil a victim's blood.

All Attacks made by a model with this upgrade have the Poisoned Attacks special rule. This does not affect the Attacks made by the crew, mounted characters (if any are present), Thundercrush Attacks or Thunderstomps.

Fiery Roar: A Khemrian Warsphinx's ferocious roar is born from the heat of a thousand funeral pyres.

A Khemrian Warsphinx with this upgrade has a Strength 4 Breath Weapon with the Flaming Attacks special rule.

THE CRIMSON KING

Imrathepis, the Crimson King of Numas, was an aggressive and brilliant general. His stalwart legions were easily recognised by their blood-red banners and shields, and Imrathepis himself rode to war atop a magnificent Khemrian Warsphinx whose flanks were deep scarlet. In his mortal lifetime, King Imrathepis fought beside Alcadizaar the Conqueror, and he was one of the great ruler's chief lieutenants. The Crimson King was present during many pivotal battles, including the of subjugation of Ka-Sabar, the pacification of the Black Boar Orc tribes and the sacking of cursed Lahmia, where Imrathepis bested several Vampires in personal combat.

In undeath, King Imrathepis' thirst for battle was no longer tempered by the wisdom of Alcadizaar. Upon awakening from his sacred sarcophagus, the Crimson King immediately set about reclaiming the lands he had conquered in centuries past. Imrathepis and his legions swept north through the Badlands like a hurricane of blood. From atop the armoured platform of his Khemrian Warsphinx, the Crimson King slew scores of greenskin savages. Imrathepis would lead every charge from the front, driving his curved, golden-edged blade deep into the flesh of his enemies as his Khemrian Warsphinx, dripping with the blood of the slaughtered, waded through the hordes of Orcs and pulped their bodies underfoot. The impetuous king then drove his Undead legions eastwards into the Mountains of Mourn, forging through the wind-swept passes in search of more foes to vanquish.

King Imrathepis' arrogance was to be his undoing, and he was finally defeated by the Ogres of the Thunderhoof Tribe. Imrathepis mistakenly believed the Ogres to be nothing more than simple brutes. The Crimson King was therefore completely unprepared when the Ogres ambushed the Undead by unleashing a herd of stampeding Rhinoxes within the narrow confines of Daggertooth Valley. The skeletal warriors of the Crimson King's legions were crushed to powdered bone by the great cave beasts, and only Imrathepis, standing atop his carmine Warsphinx, survived. Though his mount had been buffeted and its stone body was cracked, the great Khemrian Warsphinx did not yield. Alas, Imrathepis was now alone and surrounded by the entire Ogre tribe. Howling a curse, the Crimson King and his battered mount drove on regardless, smiting a score of Ogres before finally succumbing to the hammer-blows of the tribe's Ironguts. After the battle, the Ogre's Tyrant, Folgut the Corpulent, snapped the Tomb King's leg off and fashioned it into a toothpick before returning to his mountain lair.

However, the royal line of King Imrathepis did not end there, and Prince Rakaph III, dynastic heir to the Crimson King, set off from Numas a mere decade later to enact his father's revenge. Rakaph III led not one, but a dozen Khemrian Warsphinxes into the Mountains of Mourn to destroy the Thunderhoof Ogres. The hulking leonine statues trekked to the summit of Cragg Rock, which overlooked the Ogres lair, before battering their stone limbs into the mountainside, causing a titanic avalanche that buried the entire Thunderhoof Tribe beneath several thousand tons of rock and ice.

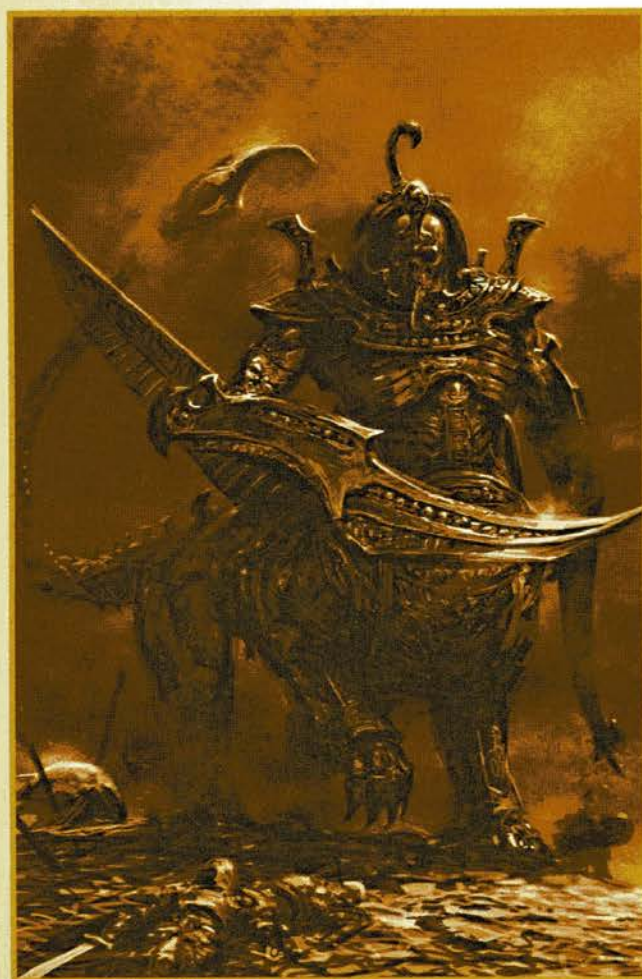
NECROSPHINX

Necrosphinxes are nightmarish beasts of destruction that glide through the air in bounding leaps before falling amongst their terrified prey, scything down the living as mortals reap the wheat of the field. None can stand against such terrifying beings, and only when all before them have been butchered will they stop.

A Necrosphinx is a bizarre and horrifying statue – a strange amalgamation of the mythical beasts that are said to inhabit the Nehekharan Underworld, maintaining order amongst the honoured dead. A Necrosphinx has a torso and face of a man, and is armed with gigantic, scything blades that can sever the neck of a Dragon in a single slice. Many also have a scorpion-like tail, better enabling them to stand sentry against the predations of evil. Finally, sprouting from the statue's back are a pair of ornate wings which mimic those of the falcons that circle the highest levels of the Underworld, keeping watch so that the souls of the damned may not escape. It was believed that by combining all these forms the ancient Nehekharans were creating the ultimate warrior, one that possessed the strength to destroy all their enemies. However, many of the Mortuary Cult's Liche Priests believed these sculptures to be an abomination, whose presence would curse the land, for surely such beasts had no right to exist on the mortal plane. Following a century of plague and famine, the superstitious kings of Nehekharah agreed that the Necrosphinxes were to

blame, but none dared destroy them in case it angered the gods of the Underworld. Instead, vast pits were dug in the desert in which the Necrosphinxes were buried and all but forgotten with the passage of time.

A Necrosphinx did not see the light of day again until millennia later, when a mighty Orc Waaagh! swept down from the Badlands into Nehekharah. The greenskin horde attacked with a score of monstrous Wyverns at their head, destroying everything in their path. As the Waaagh! pushed towards Khemri, Settra himself ordered the Mortuary Cult to reawaken the ancient Necrosphinxes. More fearful of Settra's wrath than anything else, the cowering Liche Priests obeyed and began a week-long magical ceremony. Upon the ritual's completion, a deep rumble reverberated throughout the desert. Moments later, fountains of bone-dry earth exploded from the ground as a dozen Necrosphinxes broke the surface. Without pause, the stone monsters pounced upon the greenskins, slaughtering the savages with every sweep of their massive claws. Not even the mighty Wyverns could halt their murderous rampage, for the nightmarish statues cut through the greenskin's monsters' thick, scaly necks with single strokes of their razor sharp pincers. All Necrosphinxes have since been reclaimed from the desert sands to stand proudly in the sun once more, forming an important part of the Tomb King's eternal army, and wherever they travel they spread death and destruction.



The Liche Priests do not think that a Necrosphinx is animated by the soul of a valiant warrior like the other war-statues that walk beside the Tomb King's skeletal legions. Instead, they believe that the sinister gods, Pha'a and Usekph, breathed life into these horrifying creations. These malevolent deities are said to dwell within mighty tombs beneath the sands, buried by the other gods for their destructive ways. If the Liche Priests are right, then the mysterious gods have finally found a means by which to vent their fury upon the world. Whatever the truth, deep within every Necrosphinx is the burning need to destroy, and the incantations of servitude laid upon them are the only things that keep them from turning upon their creators and tearing Nehekharah asunder.

	M	WS	BS	S	T	W	I	A	LD
Necrosphinx	6	4	0	5	8	5	1	5	8

TROOP TYPE: Monster.

SPECIAL RULES: Animated Construct, Fly, Killing Blow, Large Target, Nehekharan Undead, Terror.

Decapitating Strike: Before rolling To Hit, nominate one of the Necrosphinx's Attacks to be made with the Decapitating Strike ability, and roll it separately. This special Attack strikes at Strength 10 and has the Heroic Killing Blow special rule.

UPGRADES:

A Necrosphinx may take the Envenomed Sting upgrade, which works exactly as described on page 49.

NECROLITH COLOSSUS

Towering over the Tomb King's skeletal legions, mighty statues of venerated heroes and ancient kings stride to battle. These stone giants are the Necrolith Colossi, and none can stand against them.

In ancient times, before the rise of Settra and the founding of the Mortuary Cult, many were the legends of beings of immense stature that walked the land. According to half-forgotten inscriptions, these giant warriors were left by Nehekhara's gods to stand watch over the lands, immortal sentinels who would guard their realms against evil Daemons. So it is thought that the most ancient of the Necrolith Colossi were created by the gods themselves. However, the ancient Nehekharans constructed countless more – hewing their forms from mighty pillars of rock and carving them directly into the faces of cliffs and pyramids. Every necropolis in Nehekhara is now watched over by at least one of these imposing figures. Outside the ancient cities, Necrolith Colossi stand as motionless sentries, guarding important valley entrances and gateways from rampaging monsters and enemy warbands for aeons at a time.

Made to resemble immense heroes of old, Necrolith Colossi stand noble and proud. Their forms are covered in skulls, bones and mortuary ornamentation. Indeed, such was Nehekhara's obsession with death and immortality that some

Colossi have even been carved to resemble giant skeletons. Breastplates, vambraces and sometimes great crested helmets were hammered onto the stone bodies of these constructs, each lavishly decorated and engraved.

As the skill of the priesthood grew, they turned their talents towards binding the souls of Nehekhara's foremost warriors into these vast statues, for who could face such a creation in battle? The incantations of summoning required were long and arduous, demanding the combined power of a score of Liche Priests. Such is the magic instilled into Necrolith Colossi that once spirits are bound within their mighty frames, they will never again need the incantations of Liche Priests to prompt them into wakefulness. Necrolith Colossi will react immediately to the presence of unwelcome strangers and move to strike them down. Stirring from their vigil, they shake loose the sand and dust that has settled on their immense forms and stride relentlessly towards the intruders.

A Necrolith Colossus is armed with traditional weapons and armour, only on a massive scale, carrying vast bows or giant swords that stand taller than a Troll. A Necrolith Colossus is a supremely powerful foe, and its weapons can carve through an armoured knight and his barded steed in a single stroke. In battle, Necrolith Colossi are terrifying to behold. The desert itself trembles at their passing, the impacts of their heavy footfalls sounding a mighty drumbeat that heralds impending doom. They are nigh impossible to stop, crushing foes beneath their feet and sending dead and broken bodies flying in all directions.

THE WAR-STATUARY OF NEHEKHARA

It was not just the elite soldiery of Nehekhara's legions that achieved great status in ancient times. The names of countless war-statues are recorded on the surfaces of tombs and sarcophagi as well.

The Bone Giants of Bhagar were such creations, magnificent Necrolith Colossi whose bodies and limbs were carved from a white marble said to be indistinguishable from actual bone. Time and again the Bone Giants strode out to battle, and not even the bravest heroes could stand against these skull-faced giants of death. The Alabaster Army of Quatar was perhaps even more feared, for their ivory ranks crushed whole armies underfoot. These towering Ushabti fought like the gods they portrayed, and they would return after a battle won to stand once more in the alcoves of the White Palace, their flanks still slick with the blood of the slain.

The Emerald Sentinels of Lybaras, the Golden Warsphinx of King Anubekh, the Skull Guardian of the Charnel Valley, the list of legendary constructs goes on. However, all these statues are said to be eclipsed by the size and majesty of the Hieroscorpion of Khemri, whose titanic form, as large as a burial pyramid, was forged from jet obsidian and blood-cooled bronze. This gargantuan creation prowls the deserts to this day, preying on any who dare trespass into the Land of the Dead.

	M	WS	BS	S	T	W	I	A	LD
Necrolith Colossus	6	3	2	6	6	5	1	4	8

TROOP TYPE: Monster.

SPECIAL RULES: Animated Construct, Arrows of Asaph, Large Target, Nehekharan Undead, Terror.

Unstoppable Assault: In the turn in which a Necrolith Colossus charges, every unsaved Wound that it inflicts in close combat immediately allows it to make an additional Attack. Note that these additional Attacks also benefit from the Unstoppable Assault rule, but Thunderstomps do not.

EQUIPMENT

Bow of the Desert: Only the Necrolith Colossi can wield these massive bows, which fire enormous arrows that rip through the ranks of the enemy.

A bow of the desert is a Bolt Thrower with the profile shown below. The Attack can be made even if the Necrolith Colossus moves.

Range	Strength	Special
48"	6	Multiple Wounds (D3).

Armour saves are not permitted against Wounds caused by a bow of the desert.

HIEROTITANS

A Hierotitan is a gigantic animated statue whose face is carved in the likeness of one of the Nehekharan deities of death. These idols radiate a sinister aura of magic, and it is said that those who stand within their shadow can hear the cruel laughter of ancient gods.

Hierotitans were constructed to stand within the uppermost chambers of the 'Tomb Kings' burial pyramids. It was believed that they would act as spirit guides for the souls of deceased kings, responsible for ushering the eternal spirits of monarchs between the mortal world and the Realm of Souls.



No expense was spared in sculpting a Hierotitan, a towering effigy whose form was lavished with gold and gems. In one hand, a Hierotitan carries an elaborate staff, which bears the hieroglyph of the sun god and lights the Hierotitan's path as it walks in the abyss that separates the mortal world from the Realm of Souls. This light wards away the evil spirits that dwell in the dark, Daemons who would otherwise prey on the souls of those wandering the void. The Hierotitan's other hand grasps a giant pair of scales. According to legends, it is upon these scales that the king's soul is judged by the god of the Underworld to see if it is worthy enough to enter the realm of the honoured dead, or whether it is to be cast into the fiery pits of the Netherworld. Both these items are wrought with powerful incantations, for the fate of the king's eternal spirit depends upon them. In battle, the Hierotitan can infuse his staff with the light of the sun god, causing those caught in the dazzling rays to burst into flames. Likewise, the Hierotitan can unleash the power contained within its foreboding scales, and ethereal claws will stretch out and rip their foes' souls from their bodies.

Interred within the chest of a Hierotitan is the mummified body of an ancient priest. These were the high priests of the Mortuary Cult that lived and died as mortal men, before the time when their knowledge was such that they could walk the lands of Nehekhar for all time. In their lifetime, these priests studied the art of communion with the gods. Thus, as they served their king in life, so their soul would continue to serve him in death. It is the magically attuned spirit of the deceased priest that allows the Hierotitan to walk in two worlds at once, acting as a conduit between the two realms.

To a Hierotitan, the world appears as a dream. Their very presence on the battlefield creates a direct link between the mortal world and the Realm of Souls through which the gods hear the rituals of the Liche Priests. When a Hierotitan strides across the land, the incantations of the Mortuary Cult are leant great power. Entire regiments of enemy soldiers are dragged beneath the sands at the uttering of the simplest incantation, and a single syllable read from a magical scroll can summon a vast plague of desert locusts that envelops and consumes their foes.

	M	WS	BS	S	T	W	I	A	LD
Hierotitan	6	3	0	6	6	5	1	3	8

TROOP TYPE: Monster.

SPECIAL RULES: Animated Construct, Large Target, Nehekharan Undead, Terror.

Spirit Conduit: Hierotitans act as magical loci for the army's Liche Priests. While a friendly Nehekharan Undead Wizard is within 12" of one or more Hierotitans adds +D3 to the casting result of each spell he attempts to cast (roll for the bonus each time).

EQUIPMENT:

Icon of Ptrā: An Icon of Ptrā is said to illuminate the path to the Realm of Souls with the sun god's own light.

Bound Spell (power level 3). An Icon of Ptrā contains the spell *Shem's Burning Gaze* (see the Lore of Light).

Scales of Usirian: The souls of those who gaze upon the Scales of Usirian are judged by the god of the Underworld, and those that are found unworthy are condemned to oblivion.

Bound Spell (power level 4). The Scales of Usirian contain the spell *Spirit Leech* (see the Lore of Death).

THE CRATER OF THE WAKING DEAD

Such was the rivalry between King Imanotep of Mahrak and King Ushtep of Rasetra that they drove their Undead legions across the desert to end a feud that mortal death had not settled.

The two armies clashed in a giant crater situated between the two cities, and the mummified rulers met in personal combat beside a half-buried Hierotitan. The Tomb Kings dueled for hours, but their immortal bodies never grew weary and the thrill of battle soon ebbed to be replaced with a joyless bitterness. In frustration, the warring Tomb Kings vented their anger upon the gods, blaming them for their cursed existence and uttering a string of insults. These words did not go by unheard, for the Hierotitan in whose shadow the monarchs were fighting was literally a conduit between the mortal plane and the Realm of Souls. The deities heard the profanities as clearly as if they had been uttered to their faces, and their anger was great.

The gods cursed the rival Tomb Kings to wage an endless war. Countless thousands of skeletal warriors now battle across the vast crater, chariots smashing into each other and crushing their foes into the dust. However, the crater is saturated with magical energy, and the instant a Skeleton is cut down its broken bones mend anew and the warrior staggers to its feet, ready to continue the fight. The battle has now raged for over three millennia, and in the centre of the crater are the two ancient kings – locked in a perpetual duel. It is said that a hundred Hierotitans now line the crater's edge and the gods themselves watch the eternal war unfold through their eyes.

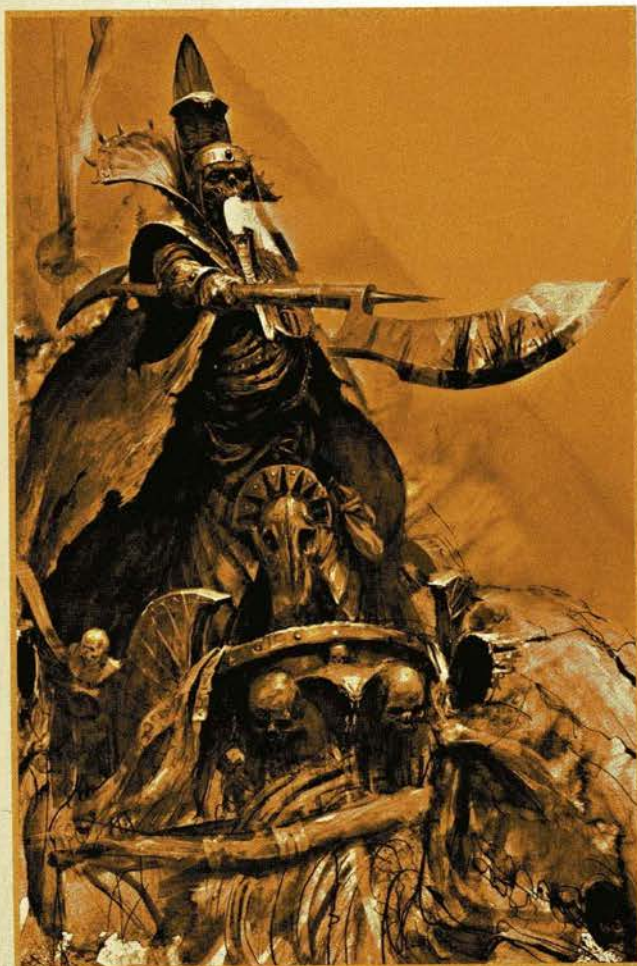
SETTRA THE IMPERISHABLE

THE GREAT KING OF NEHEKHARA

Settra the Imperishable is the King of all Tomb Kings. He is a ruthless leader whose thirst for conquest knows no bounds. Settra's power is far greater than any other Tomb King, and his unyielding will is such that he never needs to return to his sarcophagus to rest. Instead, he chooses to remain awake, the ruler of a devastated land. The immortality he lusted after in life is now his, and the civilisations that flourished in his absence feel his wrath.

Settra rides to war upon his magical chariot, the Crown of Nehekhara resting majestically upon his head as a symbol of his might. Settra is a bloodthirsty and skilled warrior, and he drives his enemies before him without pity, scything through the ranks of mortals with every sweep of his blessed blade.

Settra alone among the Tomb Kings knows the secrets of the Liche Priests. He understands their language, but to his eternal frustration, Settra has never been able to fully master their magical arts. Though he has not forgiven the Mortuary Cult for their lies, Settra still has need of their abilities to summon forth his vassal kings and maintain his realm. However, it is a foolish Liche Priest who thinks he can wield power over the King of Khemri. Any that invite Settra's wrath, Liche Priest or otherwise, are torn limb from limb.



	M	WS	BS	S	T	W	I	A	LD
Settra the Imperishable	4	7	3	6	5	4	3	5	10
Chariot of the Gods	-	-	-	5	5	5	-	-	-
Skeletal Steed	8	2	-	3	-	-	2	1	-

TROOP TYPE:

Infantry (Special Character; Tomb King & Liche Priest).

MAGIC: Settra the Imperishable is a Level 1 Wizard. He uses spells from the Lore of Nehekhara.

SPECIAL RULES: **The Curse** (see page 30), **Flammable**, **My Will Be Done** (see page 30), **Nehekharan Undead**.

Settra the Great: If you take Settra the Imperishable, he must be your army's General. Settra's Inspiring Presence has a range of 18".

MAGIC ITEMS:

The Crown of Nehekhara: *Incorporating several crowns into one, this regal headdress allows Settra to instil his unyielding will into all those nearby.*

Enchanted Item. Settra the Imperishable's My Will Be Done special rule affects all friendly Nehekharan Undead units within 6" of him, not just the unit he has joined.

The Chariot of the Gods: *This mighty chariot carries with it the blessings of all the gods and goddesses of Nehekhara, and its wheels blaze with mystical flame.*

Enchanted Item. Settra rides a scythed chariot drawn by four skeletal steeds. Its profile can be found above. Impact Hits from the Chariot of the Gods are magical attacks that have the Flaming Attacks special rule. The Chariot of the Gods has an armour save of 4+.

The Scarab Brooch of Usirian: *Made in the image of a skull-carapaced khepra beetle, this talisman surrounds the wearer with the protective energies of Usirian, god of the Underworld.*

Talisman. The Scarab Brooch of Usirian grants Settra the Imperishable and the Chariot of the Gods a 4+ ward save and the Magic Resistance (1) special rule.

The Blessed Blade of Ptra: *This revered weapon has been blessed by the sun god, Ptra. The blade's white-hot edge, infused with the heat of the desert sun, sets the air itself ablaze, and glows so brightly that it blinds Settra's foes.*

Magic Weapon. Hits from the Blessed Blade of Ptra have the Flaming Attacks special rule. Armour saves cannot be taken against Wounds caused by this weapon. In addition, a character or monster that suffers one or more unsaved Wounds from the Blessed Blade of Ptra suffers -1 to its rolls To Hit (both shooting and close combat) for the remainder of the game.

THE HERALD NEKAPH

EMISSARY OF SETTRA

Nekaph is Settra's chosen herald, his personal champion and most trusted servant, loyal unto death and beyond into the next life. When Settra left the mortal realm, Nekaph was the first to commit suicide, and his body was entombed beside his lord. When Settra the Imperishable awoke from his centuries of slumber, Nekaph's mummified form was already standing by, prepared to fulfil his king's indomitable will and smite his enemies once more.

The Herald Nekaph was not born of noble birth. Indeed it was whispered that he was not even born of Nehekharan blood and that his parents were from the uncivilised tribes to the north of the Great Land. Thus, as Nekaph grew into a man and joined the legions of Khemri's army, he was considered by all to be little more than an uncouth barbarian. Despite his heritage, however, Nekaph's strength, feats of skill and unswerving loyalty to his king were unsurpassed. Nekaph distinguished himself in battle time and again, and before his eighteenth year he was inducted into the prestigious ranks of the elite Tomb Guard. Within two years, Nekaph had risen to command Settra's royal guard, and soon after he was appointed as his personal herald, for there was no more incorruptible warrior in all of Nehekharan. As a mark of Settra's trust in his chosen champion, Nekaph was gifted the Flail of Skulls – an unmistakable symbol of Settra's power and a weapon that the ruler of Khemri himself once wielded on the field of battle.



Nekaph was a formidable man in life, renowned for his powerful physique and uncompromising sense of duty. Even unarmed, Nekaph was deadly, and he could cave in the skulls of his opponent's with a single blow of his fist. Though he slew many enemies at the behest of Settra, it was only when he fought duels on behalf of his king that the Herald Nekaph's true warrior potential was reached, for he would fight all the harder knowing that the honour of his lord was at stake – something far more important than his own life. Nekaph would deflect the blows of his opponent with consummate skill before delivering a fatal blow of his own. Nekaph was not only a mighty warrior, he was also possessed of a great intelligence. This is an essential quality in any Tomb Herald, for they must be able to remember their lord's many and elaborate titles. Indeed, such was Settra's power and achievements that reciting his entire list of titles took Nekaph almost two hours.

Nekaph rides from city to city, as he did in life, at the head of one of Settra's eternal legions. When they arrive at the enemy's gates, Nekaph halts and demands an audience with the city's rulers. When the cowering leaders come forth, the

Emmissary of Settra addresses them and offers them a single chance to surrender. Though his jaw does not move, and no discernable sound ushers from his lipless mouth, Nekaph's trembling foes hear a deep voice echoing in their heads. Rulers of nations quake with fear as Nekaph demands their fealty, and they realise that their doom has arrived. Those that refuse to kneel before the might of Settra, or those that foolishly choose to attack Nekaph's assembled legion, must face the unbridled wrath of Khemri. Leading from the front, Nekaph advances towards his foes, smashing them asunder with every blow of the Flail of Skulls. As the bodies of the enemy stack up and the Undead legions continue their implacable advance, the defenders realise the futility of their resistance – but the Herald Nekaph shows no mercy. The time for surrender has long since passed, for once battle has been joined no parley can be entered into. Defiance is met only with death and, at the battle's end, the skull of another conquered king will hang from Nekaph's magical flail.

	M	WS	BS	S	T	W	I	A	LD
The Herald Nekaph	4	5	3	4	4	2	3	3	8

TROOP TYPE: Infantry (Special Character; Tomb Herald).

SPECIAL RULES: Flammable, Killing Blow, Nehekharan Undead, Sworn Bodyguard (see page 32).

Settra's Champion: If able to, Nekaph must always issue and accept challenges. When fighting in a challenge, Nekaph gains a 5+ ward save, and his Killing Blow will take effect on any To Wound rolls of 5+.

Herald of Despair: Enemy units in base contact with Nekaph roll one additional dice when taking a Fear test, discarding the lowest result.

MAGIC ITEMS:

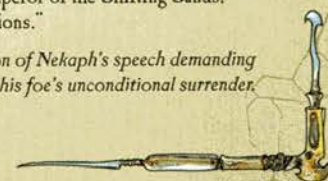
Flail of Skulls: *This flail, is made from the gilded skulls of conquered kings, whose skulls bite into their victims.*

Magic Weapon. Requires Two Hands. Attacks made with the Flail of Skulls strike at +2 Strength during the first round of close combat. In addition, the Flail of Skulls has the Multiple Wounds (2) special rule.



"Kneel before the might of Settra the Imperishable, Khemrikhara, King of Nehekharan, Lord of the Earth, Monarch of the Sky, Ruler of the Four Horizons, Mighty Lion of the Infinite Desert, Great Hawk of the Heavens, Majestic Emperor of the Shifting Sands, Eternal Sovereign of Khemri's Legions."

- A small fraction of Nekaph's speech demanding his foe's unconditional surrender.



HIGH QUEEN KHALIDA

BELOVED OF ASAPH

Khalida Neferher, the Warrior-Queen of Lybaras, was highly respected across all the lands of Nehekharu. Her intelligence and bravery were as legendary as her intense sense of honour and justice. Her reign was tragically short, as she was cut down in her prime, and all of Nehekharu mourned her passing.

Khalida was killed by her cousin Neferata, Queen of Lahmia, in ritual combat during a great celebratory feast. Neferata desired the death of Khalida, for the Warrior-Queen had been growing ever more suspicious of her cousin. Khalida was right to be wary, for Neferata had attempted to recreate the Elixir of Life, and in doing so had become the first of the Vampires. If Khalida was not silenced, then the Lahmian's dark secret would be discovered. So it was that Neferata falsely accused Khalida of treason, and the Warrior-Queen rose to personally defend her honour. The two women fought before the shocked nobility, their blades weaving a delicate and deadly dance. Khalida was a skilled warrior, yet she could not match Neferata's preternatural speed or unholy strength and was struck a mortal blow. As Khalida lay dying, Neferata bit hard on her own tongue and placed her mouth over the lips of her cousin, letting vampiric blood flow down the Warrior-Queen's throat. As the life began to leave her body, Khalida knew that cursed blood now flowed through her veins. In desperation, she cried out to the gods to save her from the same fate that had taken hold of Neferata. Asaph, the asp goddess, heard her pleas and purified the vampiric taint from Khalida's veins, though it drained the remaining life from her as well. In sorrow, she was borne back to her home city of Lybaras.

Khalida was embalmed and placed in a seated position within a specially made reliquary. There she sits unmoving, her face concealed behind a beautiful death mask created in her likeness. In times of need Khalida awakens, and the power of Asaph infuses her mummified remains. Her flesh returns to its former beauty, gradually becoming as pale and hard as pristine white marble. Gracefully, she rises from her throne and glides across the temple floor, commanding the tall heavy doors to open with a delicate motion of her hand. Her famed archer legions, buried in vast tomb pits beside the temple, arise at her bidding, marching alongside their immortal Warrior-Queen as they did in life, bringing death to those that intrude upon her realm.

High Queen Khalida is the embodiment of the asp goddess, and divine energy flows through her limbs. Venom runs in Khalida's veins, and she moves with the speed of a striking asp. Only when all her foes lie dead at her feet does she lead her legions back to Lybaras and sit upon her throne again. However, though Khalida sleeps, her soul is troubled. Deep within the High Queen burns a loathing for those tainted by Nagash's vile sorcery, and only when the last Vampire has been slain will she finally rest in peace.

TROOP TYPE: Infantry (Special Character; Tomb King).

SPECIAL RULES: Always Strikes First, The Curse (see page 30), Flammable, Hatred (Vampire Counts), Nehekharan Undead, Poisoned Attacks.

Incarnation of the Asp Goddess: The power of the asp goddess flows in Khalida's veins. Poisoned Attacks cannot wound Khalida automatically – they always roll To Wound.

Blessing of Asaph: The asp goddess smiles on Khalida and her followers. Any unit of Skeleton Archers joined by High Queen Khalida uses her unmodified Ballistic Skill in place of its own. In addition, all shooting attacks made by this unit have the Poisoned Attacks special rule.

MAGIC ITEMS:

The Venom Staff: *Khalida wields a staff shaped like a striking asp that writhes as if alive and spits at its enemies with the anger and spite of Asaph herself.*

Arcane Item. Bound Spell (power level 5). The Venom Staff contains a **magic missile** with a range of 24". If successfully cast, the target takes 2D6 Strength 4 hits.



	M	WS	BS	S	T	W	I	A	LD
High Queen Khalida	6	6	3	4	5	3	9	5	10

GRAND HIEROPHANT KHATEP

LICHE LORD OF KHEMRI

Khatep is the Grand Hierophant of Khemri, the head of the Mortuary Cult's hieratic council, and he alone knows all its secrets and unwritten lore. Khatep is the oldest and wisest of all the Liche Priests and the first member of their order to truly deny death's embrace, if not the ravages of time. He is ancient beyond memory, cadaverous and hunched over as if he carries the weight of epochs upon his shoulders.

Following the casting of Nagash's Great Ritual, civil war threatened to destroy Nehekhara. Khatep therefore took it upon himself to restore order. He broke the magical seals of the Grand Pyramid of Khemri and awoke the greatest of the Tomb Kings – Settra. At the end of the mighty incantation Settra arose and smote any who opposed him. Before long all bowed their heads to Settra, and though he once more sat upon the throne of Khemri, his wrath was great. Settra was angry foremost with the Mortuary Cult, believing they had whispered lies about the extent of their powers. In his fury, he exiled Khatep from Khemri and forbade him to set foot within any of the great cities until such time as he could fulfil the Mortuary Cult's ancient promise and reinstate the golden age of Nehekhara. Thus, Khatep wanders the deserts in search of scrolls, inscriptions and relics of power that he believes will restore his beloved kingdom to its former glory.

Khatep roams the Land of the Dead to this day, lending his aid to the Tomb Kings when he can. When King Dhekesh of Mahrak battled with the Lizardmen of the south, their ferocity proved too great for his skeletal legions. As reptilian soldiers smashed through ranks of Skeletons, and towering war-statues were hewn by powerful magics, Mahrak stood on the brink of destruction. Then, through a whirling cloud of dust a single figure appeared and he intoned a single word that silenced the sorceries of the enemy. This stooped being then raised his copper staff, and across the battlefield the broken bones of thousands of fallen Skeletons were whole again. The Lizardmen found themselves surrounded and outnumbered, and the sands were soon awash with their blood. Before King Dhekesh could greet the mysterious stranger, he had vanished back into the dust-storm. This and a hundred other such tales have been attributed to Grand Hierophant Khatep, the Liche Lord of Khemri.

	M	WS	BS	S	T	W	I	A	LD
Grand Hierophant Khatep	4	3	3	3	4	3	2	1	9

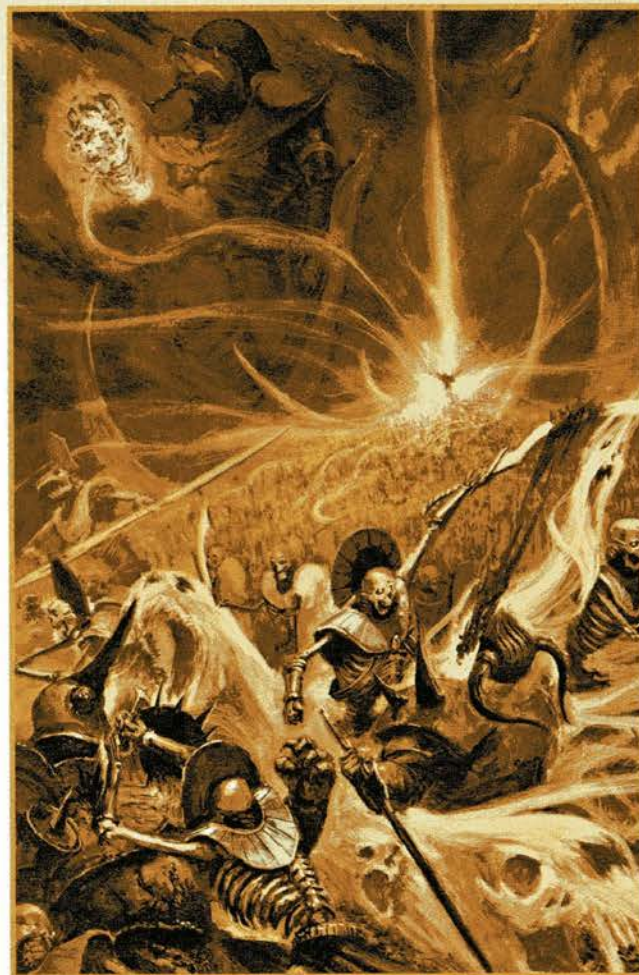
TROOP TYPE:

Infantry (Special Character; Liche High Priest).

MAGIC: Grand Hierophant Khatep is a Level 4 Wizard. He uses spells from the Lore of Nehekhara.

SPECIAL RULES: Loremaster (Lore of Nehekhara), Nehekharan Undead.

Grand Hierophant of Khemri: If you take Grand Hierophant Khatep, he must be your army's Hierophant.



MAGIC ITEMS:

The Liche Staff: *This ancient copper staff is inscribed with the names of all the gods and goddesses of Nehekhara and it grants Khatep mastery of their magical power.*

Arcane Item. Khatep can declare that he is using the Liche Staff immediately after rolling the dice to cast a spell, even if the result indicates irresistible force. If Khatep uses the Liche Staff, he re-rolls all the casting dice used in the attempt. Khatep can use the Liche Staff once per turn.

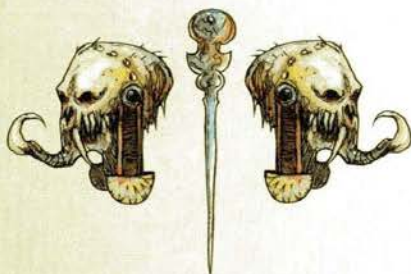
Scroll of the Cursing Word: *This scroll curses those who utter vile sorceries, filling their mouths with dung beetles or replacing the air in their lungs with scorching sand.*

Arcane Item. One Use Only. When an enemy spell has been cast, Khatep can read this scroll instead of attempting to dispel it. The spell is cast as normal, but the caster must immediately take a Toughness test. If the test is passed, nothing happens. If the test is failed, the enemy Wizard cannot cast any more spells that turn, as he spits out a mouthful of foul-tasting insects. If the test is failed on the roll of a 6, the caster immediately suffers D3 Wounds as well, with no saves of any kind allowed.

ARKHAN THE BLACK

THE LICHE KING

Arkhan the Black was the first and most loyal of the evil Nagash's followers. Arkhan helped lead the coup which brought the arch-necromancer to power, and he was the first, after his lord, to imbibe the Elixir of Life. Arkhan was the most adept of Nagash's pupils in the study of dark sorcery, and he quickly rose to become the necromancer's trusted vizier and principal lieutenant. Arkhan led many armies against Nagash's enemies and was never defeated in open combat. In the end, however, the sheer numbers of the Priest Kings' soldiers forced Nagash to retreat. It was Arkhan who led the suicidal counter-attack that gave Nagash the opportunity to escape. For over an hour Arkhan held back the Army of the Seven Kings through feats of martial prowess and powerful sorcery. Arkhan finally fell, not to a hero's sword, but to a single spear hurled by an unknown soldier. Arkhan stared in horror at the shaft protruding from his chest, knowing that it had pierced his heart. With his dying breath, he threatened that a terrible curse would befall any who touched his corpse, and with that, he slumped to the ground. Within seconds, dark flames had consumed Arkhan's flesh leaving behind only a blackened skeleton. Whilst the rest of Nagash's followers were beheaded and burnt, none dared risk desecrating Arkhan's remains, and so they covered them under a cairn of stones instead.



Nagash did not forget his most able lieutenant, and when he returned to wreak vengeance on Nehekhar, Arkhan was reborn as the Liche King – the first of Nagash's nine Dark Lords. These fell beings were the foremost of Nagash's captains, and they brought despair and destruction to his foes. Though Nagash was eventually slain, his loyal servant Arkhan remained. For countless generations, Arkhan the Black vented his anger on the lands of the living, butchering the inhabitants of the world from the kingdoms of Araby in the west to the fledgling Empire in the north. However, Arkhan the Black retained his master's unquenchable thirst for dominion over the realms of Nehekhar above all else, and he finally returned to the Land of the Dead. From his cursed Black Tower, Arkhan has carved out a powerful realm. The other Tomb Kings tolerate Arkhan, for he is a powerful ally to those who can afford his price.

Of all the rulers in the Land of the Dead, Arkhan's greatest rival remains Settra the Imperishable. The two have fought against each other a dozen times, and though Arkhan's army cannot rival the might of Settra's, neither can the King of Nehekhar overcome the Liche King's dark sorcery. Their battles thus end in stalemate, and only when Arkhan bows

his head and utters false promises of fealty does Settra return satisfied to Khemri. Whilst Arkhan feigns servitude, he is secretly plotting for a way to hasten the inevitable return of Nagash. To this end, he has scoured the globe in search of the Great Necromancer's enchanted items, for a fraction of his evil will still reside within each. Arkhan the Black wields his master's own magical staff, plucked from the clutches of the Vampire Mandregan, and with it he channels the Winds of Magic to his whim. However, Arkhan's most prized possession is the Liber Mortis, one of the nine Books of Nagash that hold the secrets to necromantic magic. One day Arkhan the Black will succeed in resurrecting his dark master, and on that day the Tomb Kings shall be destroyed, and the world shall drown in death.

	M	WS	BS	S	T	W	I	A	LD
Arkhan the Black	4	4	3	5	5	3	3	3	9

TROOP TYPE: Infantry (Special Character; Liche High Priest & Tomb King).

MAGIC: Arkhan is a Level 4 Wizard. He uses spells from the Lore of Death, even if he is your army's Hierophant.

SPECIAL RULES: The Curse (see page 30), Nehekharan Undead, Flammable.

MAGIC ITEMS:

The Tomb Blade of Arkhan: *The flesh of those slain by this dread blade burns away, leaving behind only a charred skeleton enslaved for all eternity to Arkhan's dark will.*

Magic Weapon. For every unsaved Wound caused by this blade to an enemy in close combat, Arkhan's unit immediately recovers a Wound for each one inflicted, as described in Resurrecting Fallen Warriors (see page 28).

Staff of Nagash: *This staff was created by the Arch Necromancer Nagash to harness the reservoirs of dark magic stored within the accursed Black Pyramid.*

Arcane Item. At the end of the opponent's Magic phase, you can store up to three unused dispel dice from your pool in the Staff of Nagash. At the beginning of your next Magic phase, add these dice to your power dice pool. If Arkhan the Black is removed as a casualty before your next Magic phase, these power dice are lost.

The Liber Mortis: *This accursed tome is one of the fabled nine Books of Nagash, the most potent source of necromantic magic in the world.*

Arcane Item. Whilst Arkhan the Black has the Liber Mortis his Wizard Level is increased to 5. If the Liber Mortis is ever destroyed, Arkhan the Black immediately loses a Wizard Level, and therefore must lose a randomly determined spell.

PRINCE APOPHAS

THE CURSED SCARAB LORD

Apophas was a jealous prince who lusted after the throne of Numas. To this end, he slit the throats of the entire royal line while they slept and proclaimed himself king. However, the people of Numas rebelled against him, and those loyal to the murdered king broke into the throne room and dragged the usurper to the temples to be judged. Of all the crimes in Nehekhar, the most terrible was regicide. Typically, those who attempted to seize the throne were denied the privilege of mummification, and their bones were thrown to the carrion of the desert. Denied access to the lands of the honoured dead, these unfortunates were consigned, at best, to the torturous depths of the Nehekharan Underworld, or at worst, to utter oblivion. Apophas' crimes warranted a more severe punishment; he was entombed alive within a sarcophagus filled with flesh-eating scarabs. It is said that his death screams could be heard through the temple walls, but when the lid was opened, there was no trace of the beetles. All that remained was a skull picked clean of flesh. Before this was thrown into the deep desert, it was inscribed with a single magical hieroglyph cursing Apophas' soul for all eternity.

Upon his death, Apophas' soul was claimed by Usirian, god of the Underworld, to be tormented in perpetuity for his crimes. However, being of noble birth, Apophas was able to strike a bargain with Usirian, promising that, in exchange for his release, he would claim for the god a soul to stand in his stead, a perfect match for his own. Usirian agreed, and thus Apophas was reborn as the Cursed Scarab Lord.

Apophas appears from a swarm of beetles that flow up from the ground until they reveal a black-swathed figure in their midst. Apophas is not a reanimated corpse but a desert-revenant whose body is formed from a writhing swarm of scarabs. Atop this undulating mass, his skull looks upon the world in search of his chosen victim – a soul he believes can buy his freedom. In Apophas' hand is the same blade he used to slit the throats of his family, and it drips with their blood to this day. Only by slaying the perfect soul with this weapon can Apophas hope to earn his freedom.

The scarabs making up Apophas' form scuttle over rubble and through gaps in ruins without impediment. Apophas' body can even burst apart in an explosion of chitinous wings, flying across the battlefield before reforming into the mocking semblance of a man. Apophas sweeps aside those that stand between him and his prey, and when he opens his jaw, a tide of insects erupts forth to drown his foes. No matter how hard his enemies swipe and hack at his horrifying form, insect bodies flow over to fill open wounds and re-grow lost limbs. Apophas is utterly implacable, and he will not stop until his victim lies dead at his hand.

Apophas then binds his target's spirit in a mystical soul-cage before returning to the depths of the Underworld. Here the soul is placed on a pair of scales and compared with Apophas' own cursed spirit. However, the truth is that no two souls are ever equal, and the scales are never balanced. Though he doesn't know it, Apophas has doomed himself to roam the lands for eternity.

	M	WS	BS	S	T	W	I	A	LD
Prince Apophas	4	4	3	4	3	4	1	5	8

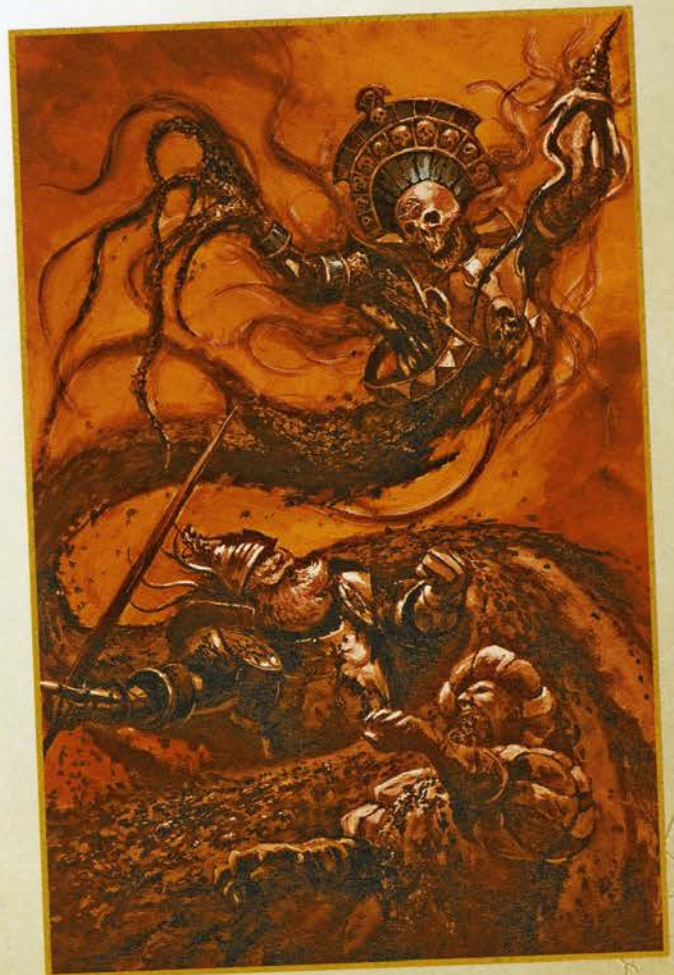
UNIT TYPE: Infantry (Special Character; Tomb Prince).

SPECIAL RULES: Entombed Beneath the Sands, Fly, Nehekharan Undead, Regeneration, Strider, Terror.

Desert Revenant: Prince Apophas cannot join any units, and he cannot be your army's General.

Scarab Prince: Prince Apophas' body is made of a scuttling tide of scarabs that he can vomit over his foes. Apophas has a Strength 2 Breath Weapon. In addition, if Apophas is ever destroyed (by any means), then before removing the model all enemy units within 2D6" of him immediately take 2D6 Strength 2 hits, distributed as for shooting.

Soul Reaper: As soon as Prince Apophas is placed on the tabletop, nominate one enemy character on the battlefield – this is the soul marked by the god of the Underworld that Apophas must claim. Apophas re-rolls any failed To Hit and To Wound rolls against the chosen character.



RAMHOTEP THE VISIONARY

NECROTECT OF QUATAR

Ramhotep the Visionary was perhaps the greatest NecroTECT in history. His craftsmanship was second to none, and it is said that his statues in the Valley of Kings were so lifelike that the kings of Nehekhara believed the gods themselves had returned to the mortal world. He designed the Grand Necropolis of Rasetra, the Monuments of Eternal Death in Zandri, the Monoliths of the Great Plains and many other architectural wonders. However, Ramhotep took credit for not one of these grand monuments, for to do so would have been tantamount to signing his own death warrant.

In ancient Nehekhara, the finest artisans were commissioned to build grand burial tombs and upon completion they were expected to commit ritual suicide. Ramhotep was aghast at the thought, for it would deny the world of the beautiful creations he had yet to make. Thus, Ramhotep would manipulate the more arrogant NecroTECTs of the age to take his place. Ramhotep posed as an eager student to the renowned Ramakat the Creative, as a pupil to Emrah the Artisan, and as an assistant to a dozen other legendary architects. These great artisans were stricken with blood-lotus addiction shortly afterwards, consumed in a drug-addled stupor as Ramhotep crafted a mask in their image – one so perfect that none could tell the difference. Ramhotep assumed their identities and oversaw the construction of many magnificent monuments. Each time, shortly before the project's completion, he disappeared and a very confused NecroTECT was sacrificed and interred within the tomb in Ramhotep's stead. It is said that they protested loudly – but these were dismissed as the ravings of a mad artist.

In life, Ramhotep was consumed by a frenzied compulsion to create and build. No matter how quickly his underlings accomplished their tasks, it was not fast enough for Ramhotep, for there were always more ambitious and grander projects that needed his attention. However, Ramhotep's vision reached past his mortal lifespan, and as he withered in old age, he realised that the only way he could finish his work was if he was granted the honour of mummification. Thus, after several decades of careful anonymity, Ramhotep removed his mask and agreed to build a pyramid that would rival the majesty of the Great Pyramid of Khemri. Thousands of work gangs slaved and died under the desert sun to build the Sepulchre of the Heavens in Quatar, and none dared slacken their pace in his presence, for Ramhotep was quick with the lash and would dole out fierce punishments to those who would jeopardise his art. In his final days, before the last cornerstone was heaved into position, Ramhotep fashioned for himself a death mask and prepared himself for his interment. The king of Quatar was mightily pleased with his tomb and rewarded Ramhotep with an exquisite burial ceremony. For countless centuries afterwards, the artisan's corpse rested within his splendid monument.

Few of Ramhotep's works have endured unscathed through the ages. Half of his creations lie forgotten beneath the sands, and those that have remained have been battered by centuries of war and eroded by time and sandstorms. Upon awakening from his death sleep, Ramhotep was horrified,

and he set about excavating and restoring his marvels at once. Ramhotep's skill in undeath is as great as it was in life, and the statues that receive his attentions are restored to their former majesty, striding into battle as if they were carved only yesterday. He works relentlessly to maintain his masterpieces, and such is the likeness between these effigies and the gods they represent, that the ancient pantheon blesses them and protects them in battle. With this army of walking statues, Ramhotep intends to pull down the cities of those who defiled his work, slay the inhabitants of these uncultured civilisations, and construct his greatest monument to date: a vast mausoleum built from the bones of his foes. Those who stand in his way feel the lash of Ramhotep's whip, and their flesh parts from their bones as the ancient architect vents his frustration and anger.

	M	WS	BS	S	T	W	I	A	LD
Ramhotep the Visionary	4	3	3	4	4	2	3	2	7

UNIT TYPE: Infantry (Special Character; NecroTECT).

SPECIAL RULES: Flammable, Frenzy, Hatred, Nehekharan Undead, Stone Shaper (see page 33), Wrath of the Creator (see page 33).

Frantic Fervour: Ramhotep confers the Frenzy special rule onto the unit he accompanies. If he leaves the unit, or is slain, the unit immediately loses Frenzy.

Master Artisan: At the start of the game, randomly select a single friendly unit that has the Animated Construct rule. The Animated Constructs in this unit have been restored and embellished by Ramhotep, and re-roll all failed armour saves during the battle.

RAMHOTEP'S REVENGE

When an Empire army from Reikland invaded Quatar in the Imperial year 2141, they damaged dozens of Ramhotep's works as they looted the city's tombs. This desecration was bad enough, but when the Steam Tank Deliverance smashed through Ramhotep's Terracotta Wall, the NecroTECT entered a fit of apopleptic rage, and he swore he would have his revenge. Ramhotep worked for over a century to complete the restoration of his Marble Army, an awe-inspiring host of hundreds of towering constructs. Such was the demented architect's need for vengeance that, in exchange for eight jade Warsphinxes, he enlisted the aid of Arkhan the Black, who raised a mighty bridge of bones through dark sorcery to span the Black Mountains. Ramhotep's statuesque army marched across, and the cities of Ubersreik and Grünburg were all but destroyed, despite the fact that every soldier to have been involved in the destruction of his precious masterpiece had been dead for at least 170 years.

THE LORE OF NEHEKHARA

The Restless Dead (Lore Attribute)

Each time a Wizard successfully casts an augment spell from the Lore of Nehekharan at a friendly, Nehekharan Undead unit, the target(s) of the spell immediately recovers D3+1 Wounds' worth of models, as described in Resurrecting Fallen Warriors on page 28. Units with the Animated Construct rule can only ever recover a single lost Wound in this way per Magic phase.

Khsar's Incantation of the Desert Wind (Signature Spell)

Cast on 8+

Harnessing the power of Khsar, god of the desert winds, the Liche Priest summons forth a sandstorm that engulfs the undying warriors of Nehekharan and carries them across the battlefield.

Khsar's Incantation of the Desert Wind is an **augment** spell that targets all unengaged friendly Nehekharan Undead units within 12". The targets can immediately make a normal move as if it were the Remaining Moves sub-phase. The Wizard can choose to have this spell target all unengaged friendly Nehekharan Undead units within 24". If he does so, the casting value is increased to 16+. No unit can be moved by *Khsar's Incantation of the Desert Wind* more than once per turn (though they still benefit from the Restless Dead Lore Attribute).

1. Djaf's Incantation of Cursed Blades

Cast on 7+

As the Liche Priest utters this ancient mantra, he imbues the weapons of the Nehekharan warriors with the essence of Djaf, the jackal-headed god of the dead, who hungers for the souls of the living above all things.

Djaf's Incantation of Cursed Blades is an **augment** spell with a range of 12". The target unit's close combat Attacks gain the Killing Blow ability until the start of your next Magic phase. If the target unit's Attacks already have the Killing Blow or Heroic Killing Blow ability, these will take effect on any To Wound rolls of a 5 or 6 whilst this spell is in play. The Wizard can choose to extend the range of this spell to 24". If he does so, the casting value is increased to 10+.

2. Neru's Incantation of Protection

Cast on 9+

As the Liche Priest intones this blessing, his foes find their sword strokes mysteriously turned aside as Neru, wife of Ptah and goddess of protection, reaches out to shield Nehekharan's warriors from the evils of the night.

Neru's Incantation of Protection is an **augment** spell with a range of 12". The target unit gains a 5+ ward save until the start of the caster's next Magic phase. The Wizard can instead choose to have this spell target all friendly Nehekharan Undead units within 12". If he does so, the casting value is increased to 18+.

3. Ptah's Incantation of Righteous Smiting

Cast on 9+

As the verses of this incantation are spoken, a fierce light emanates from the empty eye sockets of the Nehekharan Undead as the power of Ptah infuses these warriors with the speed and fury to smite their foes.

Ptah's Incantation of Righteous Smiting is an **augment** spell with a range of 12". The target's Attacks are increased by 1 until the start of the caster's next Magic phase (this includes the Attacks of mounts and models crewing a war machine, chariot, monster etc). In addition, if the target unit is armed with a bow or great bow, it gains the Multiple Shot (2) special rule until the start of the caster's next Magic phase.

The Wizard can instead choose to have this spell target all friendly Nehekharan Undead units within 24". If he does so, the casting value is increased to 18+.

4. Usirian's Incantation of Vengeance

Cast on 10+

Skeletal hands burst from beneath the surface to drag those above into a grave as the Liche Priest invokes the names of Usirian.

Usirian's Incantation of Vengeance is a **hex** spell with a range of 18". The target unit suffers -D3 to its Movement (to a minimum of 1) and treats all terrain (even open ground) as Dangerous Terrain, testing every time it moves (including when charging, fleeing, pursuing, moving compulsorily, etc.) until the start of the caster's next Magic phase. The Wizard can instead choose to extend the range of this spell to 36". If he does so, the casting value is increased to 13+.

5. Usekhp's Incantation of Desiccation

Cast on 11+

As the Liche Priest intones the curse of desiccation, every syllable strips the moisture from his victims' bodies, sapping their vitality.

Usekhp's Incantation of Desiccation is a **hex** spell with a range of 24". The target unit has -1 Strength and -1 Toughness (to a minimum of 1) until the start of the caster's next Magic phase. The Wizard can choose to reduce the target's Strength and Toughness by D3 (to a minimum of 1) until the start of his next Magic phase. If he does so, the casting value is increased to 22+.

6. Sakhmet's Incantation of the Skullstorm

Cast on 15+

A whirlwind of skulls tears across the battlefield, devouring everything in its path in the name of the goddess Sakhmet.

Remains in play. *Sakhmet's Incantation of the Skullstorm* is a **magical vortex** that uses the small round template. Once the template is placed, the player nominates the direction in which the Skullstorm will move. To determine how many inches the template moves, roll an artillery dice and multiply the result by the caster's Wizard level. If the result on the artillery dice is a misfire, centre the template on the caster instead; the template moves a number of inches equal to the caster's Wizard level, in a random direction (if you roll a hit, the template remains where it is). Any model under, or passed over by, the template suffers a single Strength 4 hit. In subsequent turns, the Skullstorm travels in a random direction and moves a number of inches equal to the roll of an artillery dice (if a misfire is rolled, the Skullstorm dissipates and is removed). A Wizard can infuse the Skullstorm with more power, so that it uses the large round template instead. If he does so, the casting value is increased to 25+.

TREASURES OF THE NECROPOLIS

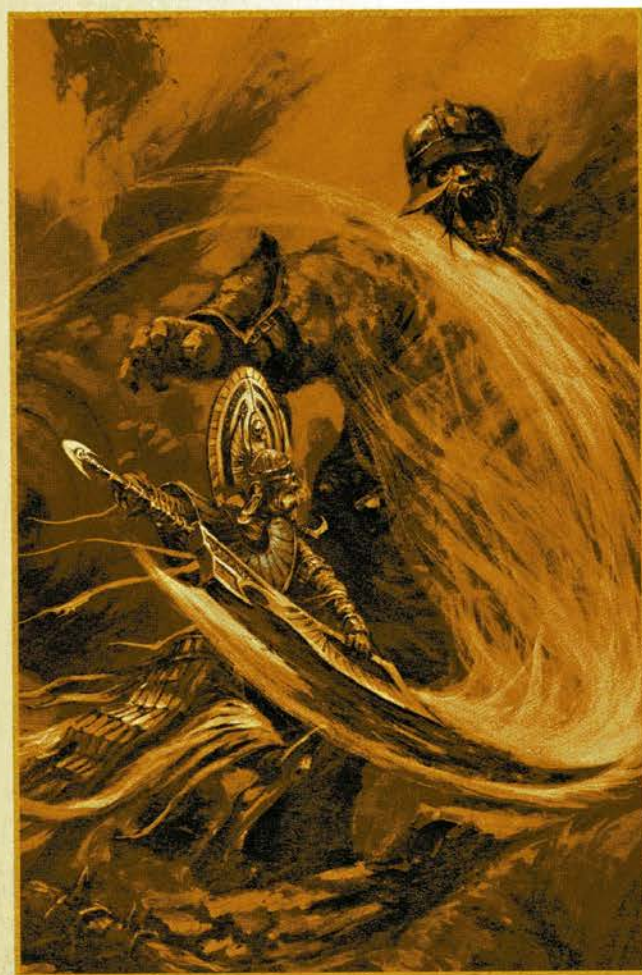
On the following pages are magic items available to Tomb Kings armies. These can be taken in addition to any of the magic items listed in the Warhammer rulebook.

DESTROYER OF ETERNITIES Magic Weapon

80 points

The bloodthirsty King Nekhesh was the first to wield this massive, ornate blade in battle, severing limbs and heads with every sweeping blow. Imbued with powerful incantations, the blade of this weapon is impossibly sharp and can cleave through armour, flesh and bone with equal ease. Furthermore, this weapon is said to destroy the souls of its victims, thereby denying them any hope of reaching the afterlife. The Destroyer of Eternities was thus greatly feared in ancient Nehekhara, and to be slain by its cursed blade was considered a fate infinitely worse than mere death.

Tomb King on foot only. Attacks made with the Destroyer of Eternities are at +2 Strength, and have the Heroic Killing Blow special rule. The wielder can choose to exchange all of his Attacks to make a special 'Sweeping Attack' – if he does so, all enemy models in base contact with the wielder suffer a single automatic hit (also at +2 Strength and with Heroic Killing Blow). If a target is a character riding a chariot or monster, then both the rider and mount each take a single automatic hit. In a challenge, only the models engaged in the challenge count as being in base contact with the Tomb King.



BLADE OF ANTARHAK Magic Weapon

50 points

Forged for the Tomb Prince Antarhak, this weapon draws the life energy from the slain and suffuses the wielder with the stolen essence. Those whose bodies are pierced by this cursed blade age decades in mere seconds, their once powerful frames reduced to withered husks in the span of a few heartbeats. As the foe's vitality is sapped, the wielder's wounds heal, and a semblance of youth returns, if only temporarily, to their time-ravaged features.

For every unsaved Wound inflicted by the Blade of Antarhak, the wielder immediately regains a single Wound lost earlier in the battle. If the bearer is already at his starting number of Wounds and inflicts another unsaved Wound with this weapon, he gains the Regeneration special rule until the end of the next player turn.

GOLDEN DEATH MASK OF KHARNUT Enchanted Item

60 points

According to Nehekhavan beliefs, in the afterlife the gods would bestow each king with a body of gold. Thus, when Prince Kharnut awoke from his death-sleep he was horrified at his withered, skeletal visage and demanded the Mortuary Cult fashion for him a magnificent golden death mask. However, when the mask was being sealed around Kharnut's head, a drop of molten gold fell upon the Prince's embalmed body, immolating him in a fiery blaze. The Prince's spirit was not destroyed, but was mystically bound within the expressionless mask. The taint of death hangs heavy upon the death mask, gripping the hearts of all who gaze upon it.

The model wearing this mask causes Terror. In addition, enemy units within 6" of the wearer cannot make use of their general's Inspiring Presence special rule or their Battle Standard Bearer's Hold Your Ground special rule.

CLOAK OF THE DUNES Enchanted Item

50 points

This fabled cloak is said to have been created by Khsar the Faceless, the god of the desert who took on the form of the elemental wind. The Cloak of the Dunes is infused with the magic of the deserts, enabling the wearer to transform himself into a whirling cloud of sand. As the bearer moves across the desert, a cone of sharp sand follows in his wake that can strip flesh from bone.

Infantry character on foot only. The wearer of the Cloak of Dunes has the Fly special rule. In addition, if the bearer moves over an unengaged enemy unit in the Remaining Moves sub-phase, that enemy unit immediately suffers 2D6 Strength 2 hits, resolved as for shooting attacks. The bearer can move over several enemy units in the same turn if you wish, causing damage to every unit. The same target unit cannot be affected more than once in the same turn.

NEFERRA'S SCROLLS OF MIGHTY INCANTATIONS

Arcane Item

50 points

Neferra, High Priestess to King Khutef, committed her lifetime of knowledge to eight enchanted scrolls so that it would never be lost. The ink with which the hieroglyphs were inscribed was mixed with the blood of sacrificed slaves, each drop being individually blessed in a week-long ritual. Each scroll took over a decade of painstaking work to complete, but the raw power imbued within them can transform the simplest incantation into an unstoppable hurricane of power. Neferra was so paranoid that a rival might steal her sacred scrolls that she also wrought powerful curses onto the parchments that would bring about an unwitting thief's destruction.

One use only. A Wizard can declare that he is using Neferra's Scrolls of Mighty Incantations immediately before casting a spell. If he does so, the Wizard must add a number of extra bonus dice, equal to his Wizard level, to the power dice he is going to roll (you still need to roll at least one dice from the power pool). The bonus dice do not count as power dice. However, a roll of any double when casting a spell using them will cause irresistible force (and a miscast).

ENKHIL'S KANOPI

Arcane Item

25 points

Within this inauspicious clay vessel is the ancient heart of High Priest Enkhil, removed from his corpse when he was embalmed and entombed within the great necropolis of Mahrak. Enkhil was a jealous and powerful priest, and his undying essence is contained within his shrivelled heart to this day. When the vulture-headed lid is opened, this canopic jar sucks the swirling magical energy from the air, drawing the power into the vessel itself. Enkhil's Kanopi is much sought after, as it can not only thwart the sorceries of enemy wizards, but also strengthen a Liche Priest's own incantations.

Bound spell (Power Level 3). If cast successfully, roll a D6 for every 'remains in play' spell on the tabletop: on a 2+ that spell is automatically dispelled. For each spell that is ended in this way, add D3 power dice to your power pool.

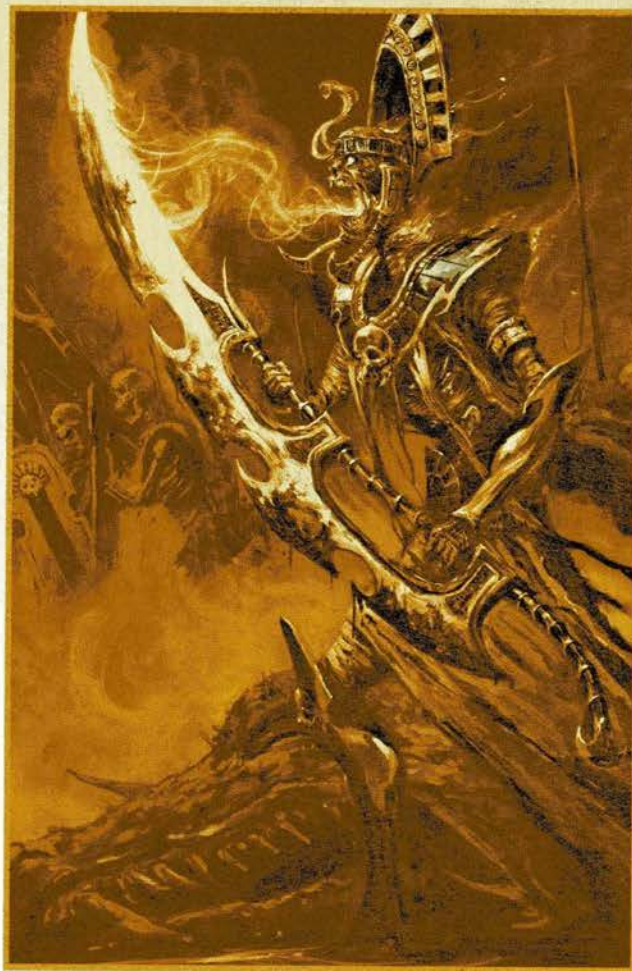
STANDARD OF THE UNDYING LEGION

Magic Standard

50 points

This great standard once decorated the tomb of King Lahmizzar's Jackal Legion, the elite Tomb Guard of Quatar. Every one of these warriors, the fiercest of all the king's army, swore their oath of eternal servitude under the shadow of this banner, slitting their palms and daubing the standard's top – a likeness of Djaf, the jackal-headed god of the dead – in their own blood. The spirits of Lahmizzar's legion live on within this ancient icon to this day. Whenever the Standard of the Undying Legion is taken forth into battle, these warrior-spirits restore the fallen and inhabit their bodies to fight again and fulfil their undying pledge.

Bound Spell (power level 5). This banner contains an **augment** spell that can only be cast on the bearer's unit. If successfully cast, the bearer's unit immediately recovers D6+2 Wounds' worth of models, as described in Resurrecting Fallen Warriors on page 28.



BANNER OF THE HIDDEN DEAD

Magic Standard

90 points

Belonging to the fabled Hawk Legion, the elite army who guarded Settra before his mummification, the Banner of the Hidden Dead summons the souls of one of their regiments from their honoured place in the Underworld. Wrought with powerful incantations, the ancient dead are called to this banner like moths to a flame. The magic of the banner then binds these souls into the skeletal remains of warriors who have long lain buried and forgotten beneath the sands. At a wordless command, skeletal soldiers punch through the desert surface, forming into perfect ranks or long-dead charioteers burst forth from the dunes for the first time in millenia, ready to wage war once more for the glory of Nehekhar.

Nominate one of your units of infantry, cavalry, or chariots with the Nehekharan Undead rule that has yet to deploy, whose total points value is no greater than 150 points. That unit gains the Entombed Beneath the Sands special rule (see page 29). When this unit arrives on the battlefield you must place its 'Entombed Beneath the Sands' marker within 12" of the Banner of the Hidden Dead. If the bearer of this banner is destroyed before the hidden unit emerges, the entire hidden unit is destroyed and removed as casualties.

In addition, every unit with the Entombed Beneath the Sands special rule that attempts to emerge whilst its marker is within 12" of the Banner of the Hidden Dead (including your nominated hidden unit) can re-roll the scatter and artillery dice when emerging. Note that you must either re-roll both, or neither of the dice.

LORDS

SETTRA THE IMPERISHABLE

475 points

Profile

Settra the Imperishable

M	WS	BS	S	T	W	I	A	Ld
4	7	3	6	5	4	3	5	10
-	-	-	5	5	5	-	-	-
8	2	-	3	-	-	2	1	-

Troop Type

Infantry (Special Character; Tomb King & Liche Priest)

Chariot (Armour Save 4+)

Magic:

Settra is a Level 1 Wizard. He uses spells from the Lore of Nehekhar.

Equipment:

- The Blessed Blade of Ptra
- Light armour
- Chariot of the Gods
- The Crown of Nehekhar
- The Scarab Brooch of Usirian

Special Rules:

- The Curse
- Flammable
- My Will Be Done
- Nehekharan Undead
- Settra the Great



Settra the Imperishable may be your army's Hierophant, as detailed on page 28.

HIGH QUEEN KHALIDA

365 points

Profile

High Queen Khalida

M	WS	BS	S	T	W	I	A	Ld
6	6	3	4	5	3	9	5	10

Troop Type

Infantry (Special Character; Tomb King)

Equipment:

- The Venom Staff
- Light armour

Special Rules:

- Always Strikes First
- Blessing of Asaph
- The Curse
- Flammable
- Hatred (Vampire Counts)
- Incarnation of the Asp Goddess
- Nehekharan Undead
- Poisoned Attacks



ARKHAN THE BLACK

360 points

Profile

Arkhan the Black

M	WS	BS	S	T	W	I	A	Ld
4	4	3	5	5	3	3	3	9

Troop Type

Infantry (Special Character; Liche High Priest & Tomb King)

Magic:

Arkhan the Black is a Level 4 Wizard. He uses spells from the Lore of Death.

Equipment:

- The Tomb Blade of Arkhan
- Light armour
- The Liber Mortis
- The Staff of Nagash

Special Rules:

- The Curse
- Flammable
- Nehekharan Undead

Options:

- May be mounted on a Skeleton Chariot (See page 91 for profile. Count the cost of the chariot against your allowance for Lords. Arkhan replaces the chariot's crew) 55 points
- May upgrade chariot to have 2 additional Skeletal Steeds 15 points
- May upgrade chariot to have the Fly special rule 30 points

Arkhan the Black may be your army's Hierophant, as detailed on page 28.

LORDS

GRAND HIEROPHANT KHATEP

330 points

Profile

Grand Hierophant Khatep

M WS BS S T W I A Ld
4 3 3 3 4 3 2 1 9

Troop Type

Infantry
(Special Character; Liche High Priest)

Magic:

Grand Hierophant Khatep is a Level 4 Wizard. He uses spells from the Lore of Nehekhar.

Equipment:

- Hand weapon
- The Liche Staff
- Scroll of the Cursing Word

Special Rules:

- Grand Hierophant of Khemri*
- Loremaster (Lore of Nehekhar)
- Nehekharan Undead



* If Grand Hierophant Khatep is in your army, he must be the Hierophant, as detailed on page 28.

TOMB KING

170 points

Profile

Tomb King

M WS BS S T W I A Ld
4 6 3 5 5 4 3 4 10

Troop Type

Infantry (Character)

Equipment:

- Hand weapon
- Light armour

Special Rules:

- The Curse
- Flammable
- My Will Be Done
- Nehekharan Undead

Options:

- May be armed with one of the following:
 - Great weapon 6 points
 - Flail 6 points
 - Spear 3 points
- May take a shield 3 points
- May be mounted on one of the following:
 - Skeleton Chariot (See page 91 for profile. Count the cost against your allowance for Lords. The Tomb King replaces the chariot's crew) 55 points
 - Khemrian Warsphinx (See page 93 for points and options. Count the cost against your allowance for Lords. The Tomb King replaces the Warsphinx's crew) 210 points
- May take magic items up to a total of 100 points

LICHE HIGH PRIEST

175 points

Profile

Liche High Priest

M WS BS S T W I A Ld
4 3 3 3 4 3 2 1 8

Troop Type

Infantry (Character)

Magic:

A Liche High Priest is a Level 3 Wizard.
He may use spells from one of the following:

- the Lore of Nehekhar
- the Lore of Light
- the Lore of Death

Equipment:

- Hand weapon

Special Rules:

- Nehekharan Undead



A Liche High Priest may be your army's Hierophant, as detailed on page 28.

HEROES

THE HERALD NEKAPH

120 points

Profile

The Herald Nekaph

M WS BS S T W I A Ld
4 5 3 4 4 2 3 3 8

Troop Type

Infantry (Special Character; Tomb Herald)

Equipment:

- Flail of Skulls
- Light armour

Special Rules:

- Flammable
- Herald of Despair
- Killing Blow
- Nehekharan Undead
- Sworn Bodyguard
- Settra's Champion

Options:

- May be mounted on one of the following:
 - Skeleton Chariot (See page 91 for profile. Count the cost of the chariot against your allowance for Heroes. Nekaph replaces the chariot's crew).....55 points
 - Skeletal Steed.....10 points

PRINCE APOPHAS

130 points

Profile

Prince Apophas

M WS BS S T W I A Ld
4 4 3 4 3 4 1 5 8

Troop Type

Infantry (Special Character; Tomb Prince)

Equipment:

- Hand weapon
- Light armour

Special Rules:

- Desert Revenant
- Entombed Beneath the Sands
- Fly
- Nehekharan Undead
- Regeneration

- Scarab Prince
- Soul Reaper
- Strider
- Terror



RAMHOTEP THE VISIONARY

110 points

Profile

Ramhotep the Visionary

M WS BS S T W I A Ld
4 3 3 4 4 2 3 2 7

Troop Type

Infantry (Special Character; Necrotect)

Equipment:

- Hand weapon
- Whip (additional hand weapon)
- Light armour

Special Rules:

- Flammable
- Frantic Fervour
- Master Artisan
- Frenzy
- Nehekharan Undead
- Stone Shaper
- Wrath of the Creator
- Hatred

TOMB PRINCE

100 points

Profile

Tomb Prince

M WS BS S T W I A Ld
4 5 3 4 5 3 3 3 9

Troop Type

Infantry (Character)

Equipment:

- Hand weapon
- Light armour

Options:

- May be armed with one of the following:
 - Great weapon.....4 points
 - Flail.....4 points
 - Spear.....2 points
- May take a shield.....2 points
- May be mounted on one of the following:
 - Skeleton Chariot (See page 91 for profile. Count the cost against your allowance for Heroes. The Tomb Prince replaces the chariot's crew).....55 points
 - Khemrian Warsphinx (See page 93 for points and options. Count the cost against your allowance for Heroes. The Tomb Prince replaces the Warsphinx's crew).....210 points
- May take magic items up to a total of.....50 points

Special Rules:

- The Curse
- Flammable
- My Will Be Done
- Nehekharan Undead

HEROES

TOMB HERALD

60 points

Profile

Tomb Herald

M WS BS S T W I A Ld
4 4 3 4 4 2 3 3 8

Troop Type

Infantry (Character)

Equipment:

- Hand weapon
- Light armour

Special Rules:

- Flammable
- Killing Blow
- Nehekharan Undead
- Sworn Bodyguard

Options:

- May be armed with one of the following:
 - Great weapon 4 points
 - Spear 2 points
 - Halberd 2 points
 - Flail 4 points
- May take a shield 2 points
- May be mounted on one of the following:
 - Skeleton Chariot (See page 91 for profile. Count the cost of the chariot against your allowance for Heroes. The Tomb Herald replaces the chariot's crew)..... 55 points
 - Skeletal Steed 10 points
- May take magic items up to a total of 50 points

BATTLE STANDARD BEARER

One Tomb Herald in the army may carry the Battle Standard for +25 points. The Battle Standard Bearer can have a magic standard (no points limit). A model that carries a magic standard cannot have any other magic items.

LICHE PRIEST

70 points

Profile

Liche Priest

M WS BS S T W I A Ld
4 3 3 3 3 2 2 1 7

Troop Type

Infantry (Character)

Magic:

A Liche Priest is a Level 1 Wizard.

He may use spells from one of the following:

- the Lore of Nehekhar
- the Lore of Light
- the Lore of Death.

Equipment:

- Hand weapon

Special Rules:

- Nehekharan Undead

Options:

- May upgrade to a Level 2 Wizard 35 points
- May be mounted on a Skeletal Steed 10 points
- May take magic items up to a total of 50 points

A Liche Priest may be your army's Hierophant, as detailed on page 28.

NECROTECT

60 points

Profile

Necrotect

M WS BS S T W I A Ld
4 3 3 4 4 2 3 2 7

Troop Type

Infantry (Character)

Equipment:

- Hand weapon
- Whip (additional hand weapon)
- Light armour

Special Rules:

- Flammable
- Nehekharan Undead
- Stone Shaper
- Wrath of the Creator
- Hatred

Options:

- May take magic items up to a total of 50 points

MOUNTS

Profile

Skeletal Steed

Khemrian Warsphinx

Skeleton Chariot

M WS BS S T W I A Ld
8 2 0 3 3 1 2 1 5
6 4 0 5 8 5 1 4 8
- - - 4 4 3 - - -

Troop Type

War Beast

Monster

Chariot (Armour Save 5+)

Special Rules:

- **Skeletal Steed:** Nehekharan Undead.
- **Khemrian Warsphinx:** Animated Construct, Howdah Crew, Large Target, Nehekharan Undead, Terror, Thundercrush Attack.
- **Skeleton Chariot:** 'And the Tomb Kings Rode to War...', Chariot Legions, Nehekharan Undead.

CORE UNITS

SKELETON WARRIORS

4 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Skeleton Warrior	4	2	2	3	3	1	2	1	5	Infantry
Master of Arms	4	2	2	3	3	1	2	2	5	Infantry

Unit Size: 10+

Special Rules:

- Nehekharan Undead

Equipment:

- Hand weapon
- Shield

Options:

- May upgrade one Skeleton Warrior to a Master of Arms.....10 points
- May upgrade one Skeleton Warrior to a musician.....10 points
- May upgrade one Skeleton Warrior to a standard bearer.....10 points
- The entire unit may take any of the following:
 - Spears.....1 point per model
 - Light armour.....1 point per model

SKELETON ARCHERS

6 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Skeleton Warrior	4	2	2	3	3	1	2	1	5	Infantry
Master of Arrows	4	2	3	3	3	1	2	1	5	Infantry

Unit Size: 10+

Special Rules:

- Arrows of Asaph
- Nehekharan Undead

Equipment:

- Hand weapon
- Bow

Options:

- May upgrade one Skeleton Warrior to a Master of Arrows.....10 points
- May upgrade one Skeleton Warrior to a musician.....10 points
- May upgrade one Skeleton Warrior to a standard bearer.....10 points
- The entire unit may take light armour.....1 point per model

SKELETON HORSEMEN

12 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Skeleton Horseman	4	2	2	3	3	1	2	1	5	Cavalry
Master of Horse	4	2	2	3	3	1	2	2	5	Cavalry
Skeletal Steed	8	2	0	3	3	1	2	1	5	-

Unit Size: 5+

Special Rules:

- Nehekharan Undead
- Vanguard

Equipment:

- Hand weapon
- Spear
- Shield

Options:

- May upgrade one Skeleton Horseman to a Master of Horse.....10 points
- May upgrade one Skeleton Horseman to a musician.....10 points
- May upgrade one Skeleton Horseman to a standard bearer.....10 points
- The entire unit may take light armour.....2 points per model



CORE UNITS

SKELETON HORSE ARCHERS

14 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Skeleton Horseman	4	2	2	3	3	1	2	1	5	Cavalry
Master of Scouts	4	2	3	3	3	1	2	1	5	Cavalry
Skeletal Steed	8	2	0	3	3	1	2	1	5	-

Unit Size: 5+

Special Rules:

- Arrows of Asaph
- Fast Cavalry
- Nehekharan Undead
- Scouts

Options:

- May upgrade one Skeleton Horseman to a Master of Scouts10 points
- May upgrade one Skeleton Horseman to a musician10 points
- May upgrade one Skeleton Horseman to a standard bearer10 points

Equipment:

- Hand weapon
- Bow



SKELETON CHARIOTS

55 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Skeleton Chariot	-	-	-	4	4	3	-	-	-	Chariot (Armour Save 5+)
Skeleton Charioteer	-	3	2	3	-	-	2	2	7	-
Master of Chariots	-	3	2	3	-	-	2	3	7	-
Skeletal Steed	8	2	-	3	-	-	2	1	-	-

Unit Size: 3+

Crew: 2 Skeleton Charioteers

Drawn by: 2 Skeletal Steeds

Equipment (Crew):

- Hand weapon
- Spear
- Bow

Special Rules:

- 'And the Tomb Kings Rode to War...'
- Arrows of Asaph
- Chariot Legions
- Nehekharan Undead

Options:

- One model may upgrade a Charioteer to a Master of Chariots10 points
- One model may upgrade a Charioteer to a musician10 points
- One model may upgrade a Charioteer to a standard bearer10 points
- One unit's standard bearer may have a magic standard worth up to...25 points



SPECIAL UNITS

TOMB GUARD

11 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Tomb Guard	4	3	3	4	4	1	3	1	8	Infantry
Tomb Captain	4	3	3	4	4	1	3	2	8	Infantry

Unit Size: 10+

Special Rules:

- Killing Blow
- Nehekharan Undead

Options:

- May upgrade one Tomb Guard to a Tomb Captain.....10 points
- May upgrade one Tomb Guard to a musician.....10 points
- May upgrade one Tomb Guard to a standard bearer.....10 points
 - May have a magic standard worth up to.....50 points
- The entire unit may take halberds.....2 points per model

Equipment:

- Hand weapon
- Light armour
- Shield

NECROPOLIS KNIGHTS

65 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Necropolis Knight	4	4	3	4	4	1	3	2	8	Monstrous Cavalry
Necropolis Captain	4	4	3	4	4	1	3	3	8	Monstrous Cavalry
Necroserpent	7	3	0	5	4	3	3	3	8	Monstrous Cavalry

Unit Size: 3+

Equipment:

- Spear

Special Rules

- Animated Construct
- Killing Blow (Riders only)
- Nehekharan Undead
- Poisoned Attacks (Necroserpents only)
- Stone Hide

Options:

- May upgrade one Necropolis Knight to a Necropolis Captain.....10 points
- May upgrade one Necropolis Knight to a musician.....10 points
- May upgrade one Necropolis Knight to a standard bearer.....10 points
- May upgrade the entire unit to have the Entombed Beneath the Sands special rule.....5 points per model

TOMB SCORPION

85 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Tomb Scorpion	7	4	0	5	5	3	3	4	8	Monstrous Beast

Unit Size: 1

Special Rules:

- Animated Construct
- Entombed Beneath the Sands
- Killing Blow
- Magic Resistance (1)
- Nehekharan Undead
- Poisoned Attacks

USHABTI

50 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Ushabti	5	4	2	4	4	3	3	3	8	Monstrous Infantry
Ushabti Ancient	5	4	2	4	4	3	3	4	8	Monstrous Infantry

Unit Size: 3+

Special Rules:

- Animated Construct
- Arrows of Asaph
- Nehekharan Undead

Options:

- May upgrade one Ushabti to an Ushabti Ancient.....10 points
- May upgrade one Ushabti to a musician.....10 points
- May upgrade one Ushabti to a standard bearer.....10 points
- The entire unit may replace their great weapons with one of the following:
 - Great bows.....free
 - Additional hand weapons.....free

Equipment:

- Hand weapon
- Great weapon

SPECIAL UNITS

TOMB SWARM

40 points per base

Profile

Tomb Swarm

M WS BS S T W I A Ld
4 3 0 2 2 5 1 5 10

Troop Type

Swarm

Unit Size: 2-10 bases

Special Rules:

- Entombed Beneath the Sands
- Nehekharan Undead
- Poisoned Attacks

CARRION

24 points per model

Profile

Carrion

M WS BS S T W I A Ld
2 3 0 4 4 2 3 3 4

Troop Type

War Beast

Unit Size: 3+

Special Rules

- Fly
- Nehekharan Undead



KHEMRIAN WARSPHINX

210 points

Profile

Khemrian Warsphinx

Tomb Guard Crew

M WS BS S T W I A Ld
6 4 0 5 8 5 1 4 8
- 3 3 4 - - 3 1 8

Troop Type

Monster

Unit Size:

1 Khemrian Warsphinx
and 4 Tomb Guard crew.

Equipment

(Tomb Guard Crew):

- Spears

Special Rules:

- Animated Construct
- Howdah Crew
- Killing Blow
(Tomb Guard Crew only)
- Large Target
- Nehekharan Undead
- Terror
- Thundercrush Attack

Options:

- The Khemrian Warsphinx may take any of the following:
 - Envenomed Sting.....10 points
 - Fiery Roar.....20 points

SEPULCHRAL STALKERS

55 points per model

Profile

Sepulchral Stalker

M WS BS S T W I A Ld
7 3 3 4 4 3 3 2 8

Troop Type

Monstrous Beast

Unit Size: 3+

Equipment:

- Halberd

Special Rules:

- Animated Construct
- Entombed Beneath the Sands
- Nehekharan Undead
- Transmogrifying Gaze



RARE UNITS

NECROLITH COLOSSUS

170 points

Profile

Necrolith Colossus

M WS BS S T W I A Ld
6 3 2 6 6 5 1 4 8

Troop Type

Monster

Unit Size: 1

Equipment:

- Huge sword (hand weapon)

Special Rules

- Animated Construct
- Arrows of Asaph
- Large Target
- Nehekharan Undead
- Terror
- Unstoppable Assault

Options:

- A Necrolith Colossus may be armed with one of the following:
 - Additional hand weapon 5 points
 - Great weapon 10 points
 - Bow of the desert 20 points

HIEROTITAN

175 points

Profile

Hierotitan

M WS BS S T W I A Ld
6 3 0 6 6 5 1 3 8

Troop Type

Monster

Unit Size: 1

Equipment:

- Icon of Ptra
- Scales of Usirian

Special Rules

- Animated Construct
- Large Target
- Nehekharan Undead
- Spirit Conduit
- Terror



NECROSPHINX

225 points

Profile

Necrosphinx

M WS BS S T W I A Ld
6 4 0 5 8 5 1 5 8

Troop Type

Monster

Unit Size: 1

Special Rules:

- Animated Construct
- Decapitating Strike
- Fly
- Killing Blow
- Large Target
- Nehekharan Undead
- Terror

Options:

- A Necrosphinx may take:
 - Envenomed Sting 10 points



RARE UNITS

SCREAMING SKULL CATAPULT

90 points

Profile

Screaming Skull Catapult
Skeleton Crew

M	WS	BS	S	T	W	I	A	Ld
-	-	-	-	7	3	-	-	-
4	2	2	3	3	1	2	1	5

Troop Type

War Machine (Stone Thrower)
-

Unit Size: 1 Screaming Skull Catapult and 3 Skeleton Crew

Equipment (Crew):

- Hand weapon
- Light armour

Special Rules:

- Nehekharan Undead
- Screaming Skulls

Options:

- May be upgraded to fire Skulls of the Foe.....30 points



CASKET OF SOULS

135 points

Profile

Casket of Souls
Keeper of the Casket
Casket Guard

M	WS	BS	S	T	W	I	A	Ld
-	-	-	-	10	3	-	-	-
4	3	3	3	3	1	3	2	8
4	3	3	3	3	1	3	2	8

Troop Type

War Machine
-
-

Unit Size: 1 Casket of Souls, 1 Keeper of the Casket and 2 Casket Guard.

Equipment (Crew):

- Great weapons (Casket Guard Only)
- Hand weapon (Keeper of the Casket only)
- Light armour

Special Rules

- Covenant of Power
- Killing Blow (Casket Guard Only)

- Light of Death
- Nehekharan Undead
- Unleashed Souls

