

## UNDEAD – TOMB-KINGS LIST V2

### BACKGROUND

In ages past the land of Khemri was fertile, populous and prosperous thanks to the waters of the Great River of Life whose annual floods irrigated the fields and guaranteed a bountiful harvest. Each city was ruled by a Priest-King and for many centuries these omnipotent monarchs lived and died and were buried in tombs constructed by their faithful Liche-Priests. The bodies of the Priest-Kings, and those of their most faithful troops and retainers, were carefully embalmed and interred with holy spells of immortality to prepare them for the far off day of re-awakening. Such was their belief – that they were destined to wake at the end of the world when they would take their place as divine beings in a pure and perfect heaven.

Unfortunately for the Priest-Kings of Khemri their dreams of eternal life were to be realised only in the most horrific way. A rebellious Liche-Priest called Nagash overthrew the cities of Khemri and made himself ruler of the entire land. He set all of the people of Khemri under the lash and slowly a great black tomb arose by the banks of the Great River of Life. This was the Black Pyramid of Nagash and untold thousands died to build it and it was the largest tomb that had ever been constructed in all the long centuries of the Priest-Kings' rule. Nagash proved such a merciless slave driver that his people rebelled. He was driven into exile and eventually murdered. However – this was not the end of Nagash – for he was the greatest Sorcerer of his day if not all of all time – and whilst the Black Pyramid endured Nagash's spirit could always find refuge there. His evil was gradually absorbed into the Black Pyramid and his body reborn in the sorcerous sarcophagus that lay deep within. This new life could never be described as life in any normal sense – rather it was a kind of living death or unlife – monstrous and unholy.

Nagash's vengeance upon his enemies was absolute. From deep within the Black Pyramid he worked upon a great spell of death that he eventually cast upon the whole land of Khemri. Consequently a pestilence fell upon the nation and all living things sickened and died so that soon there were none to bury the dead and the cities became nothing but empty tombs. The waters of the Great River grew sluggish and turned as red as blood. Forever afterwards it became known as Mortis the Great River of Death. All the lands that lay about were poisoned and Khemri was turned into a great desert. Where once there was life in abundance now there was only death. Yet this was but part of Nagash's revenge. Just as all vitality was drained from the land so its life-energy flowed into the dead. What was alive was now dead, and what was dead was revived as undead.

On that terrible day the rulers of old awoke to the horror that had befallen them. The golden immortality in which they had believed had proven a false dream. They were not creatures of divine power but Tomb-Kings doomed to an eternal existence as fleshless corpses. At the same time the dead of all the long ages rose from their graves. The armies and retainers of the Tomb-Kings that had been interred with their masters awoke and, because of the ancient burial-spells, remembered their duty though understood perhaps only a little of the horror that had befallen them. The graves of labourers and the charnel pits of the slaves gave up their dead, and the

prayers of centuries and charms about their necks perhaps served to remind them of what they once were. Yet more that awoke on that day were as mindless as the stones of their tombs and they milled about without purpose or direction. The recent dead gazed about their homes and it was as if the whole land had become a deathly imitation of all that had gone before.

The Tomb-Kings were mightily angered to discover that they had been treated in this way – and there were a great many of them. Whole dynasties rose as one, ancient rivals and bitter enemies side by side. Old animosities stirred in their silent hearts. Fathers and sons, patricides, regicides, and usurpers whose sins had been forgotten long ago looked upon each other and once more remembered all that had gone before. But most all their anger was reserved for Nagash. They saw the Black Pyramid and felt the dark winds of sorcery that blew about its shining black walls and understood that they had been betrayed.

From that day to this the waters of the red river Mortis have flowed from the mountains to the sea through the realms of the dead. From their tombs the Tomb-Kings have re-ordered their kingdoms. Their peoples, mostly interred without the benefit of royal magic, are little more than automatons. Undead armies wheel and manoeuvre with ingrained military instinct, continually re-fighting old wars or pursuing new ones amidst the dry deserts. The terrible spell that created them binds them to their land but offers no succour. Those that perish in battle rise each dawn whilst even those that are destroyed entire, burned to smoke or vaporised by sorcery, live on as spiteful spirits that can be heard in the wailing of the wind and groaning of great stones in the mountains. If the Tomb-Kings take any comfort it is only in the recreation of their ancient empires– a shadow of former existence that evokes memories of the lives that they once led.

## CAPTIONS

Skeletons – thousands upon thousands of troops were buried alive in the great pits of the Kings of Khemri. In those days it was considered duty of a warrior to follow his King even in death. Troops were interred in serried ranks complete with all the weapons needed to protect their lord in the next life – spears, swords and shields.

Skeleton Bowmen – many archers were buried with their masters together with a great stash of ammunition. They live again to send their flint, bronze and iron tipped arrows against the foe.

Skeleton Cavalry – these once gallant riders fight with spears and swords and ride the tattered remnants of finery that once distinguished them as squadrons of the royal household.

Carrion – the giant carrion birds of the mountains were once revered as holy creatures. It was said that after a battle the carrion would pluck the souls of the fallen from their bodies and carry them away to eternity. These birds were often mummified and placed in the tombs of the Kings. Now they are bound by the spells cast upon them and serve the armies of the Tomb-Kings.

Bone Giant – when the Liche-Priests built the tombs of the Kings of Khemri they realised how much more effective it would be to employ larger and stronger creatures to do all the heavy lifting. To this end they created giants from the bodies of animals and men - abominations that they filled with magical life of a simplistic and short-term kind. Once the tombs were complete any giants that remained would be cast aside into the brimming charnel pits their purpose complete. When Nagash cast his terrible spell of awakening the giants crawled faithfully from their pits – bizarre amalgams of bone and sinew with sufficient awareness to do only the most rudimentary tasks.

Sphinx – to protect their masters throughout their journey to eternity the Liche-Priests wrought statues of guardian creatures such as the Sphinx, Scorpion, or the strange beings called Ushabti. These statues were fashioned from stone, wood, bones, flesh and certain magically potent organs. They were placed within the tombs of the Kings to guard the sacred body. When Nagash cast his great spell his evil magic combined with the spells of the Liche-Priests breathing life into the Sphinx and other guardian creatures.

Skull-Chukka – when the Tomb-Kings awoke they ordered the more obviously cognate of their undead slaves to rebuild the cities of old and fill them with the carts, boats, markets and other things that they remembered from life. As no trees grow in the land of the dead all these things must be made from stone or bone. The same is true of the gigantic catapults constructed to bombard the armies and cities of the Tomb-Kings' rivals. The heads of fallen foes make effective the ammunition. The dry-screams of living skulls can be heard as they are propelled through the air spreading confusion amongst the enemy ranks.

Bone Thrower – as with the larger artillery pieces the undead build smaller bolt throwing machines and for the same reasons their chief material is bone. These machines are based upon those once used by the living armies of the Kings and long-since crumbled to dust.

Characters. The Tomb-King is the leader of the army and all its troops are the slaves and servants that accompany him in undeath. His chief and most trusted ministers are his Liche-Priests – wizards of great power whose sole job in life was to prepare the King's tomb and ensure his lasting immortality. When a King died his Liche-Priests would continue to perform rituals of immortality in his mortuary temple until they too died when they would be interred along with their master – often together with their own slaves, sacred guardians, chariots and treasured possessions.

Zombie Dragon – though always rare Dragons were once much more numerous than they are today. The rulers of Khemri prized them above everything except the eternal life that was their royal due. If a King was lucky enough to own a Dragon then it would invariably be slain and laid beside him as the greatest of his scared guardians. If a Dragon should perish before its owner then its body would be carefully mummified and laid in his tomb to await its master.

Troop	Type	Attacks	Hits	Armour	Command	Unit Size	Points Value	Min /Max	Special
Skeletons	Infantry	2	3	6+	-	3	30	2/-	-
Skeleton Bowmen	Infantry	2/1	3	0	-	3	35	2/-	*X
Skeleton Cavalry	Cavalry	2	3	5+	-	3	60	-/-	-
Skeleton Chariots	Chariot	3/1	3	5+	-	3	110	-/3	-
Carrion	Monster	2	3	6+	-	3	65	-/1	*1
Bone Giant	Monster	6	4	4+	-	1	125	-/1	*2
Sphinx	Monster	4	6	3+	-	1	150	-/1	*3
Skull Chukka	Artillery	1/3	3	0	-	1	85	-/1	*4
Bone Thrower	Artillery	1/1 per stand	2	0	-	2	65	-/1	*4
Tomb King	General	+2	-	-	9	1	130	1	*5
Liche Priest	Wizard	+1	-	-	8	1	90	-/2	*6
Zombie Dragon	Monstrous Mount	+3	-	-	-	-	+100	-/1	*7
Liche Chariot	Chariot Mount	+1	-	-	-	-	+10	-/1	*8

## ARMY RULES

Undead troops are quite beyond any feelings of revulsion, fear, trepidation or anything else for that matter. They are dead and as such nothing holds any real terror for them. Conversely the spells that bind them to life allow only the most rudimentary or specialised intelligence. The following rules apply to all units.

Undead units never act on initiative. An Undead unit only moves in the Command phase if given orders (except Carrion who can also home back as noted below).

Undead units are unaffected by the -1 Command penalty for enemy within 20cm.

Undead units are unaffected by the -1 Combat penalty for fighting terrifying troops.

Undead units are unaffected by the Confusion rule – they cannot become confused for any reason.

## SPECIAL RULES

**Rick Note – restricted number of skeleton archers available.**

**Skeleton Archers.** At the start of the battle the army cannot have more skeleton archer units than skeleton units – there must be at least as many ordinary skeleton infantry as archers.

Carrion can fly. Note that Carrion can always return to a character by homing back at the start of the Command phase. No order is required to do this.

**Rick Note – removed –1 penalty from Liche-Priests.**

**Bone Giants cause terror.** When a Tomb-King gives an order to a Bone Giant or a brigade that contains a Bone Giant there is a –1 Command penalty. There is no penalty when a Liche-Priest gives an order.

Sphinx. Because the Sphinx has so many hits (6) we must consider the possibility of hurting the Sphinx and reducing its effectiveness in subsequent turns. Therefore, if a Sphinx has accumulated 3-5 hits by the end of the Shooting phase or Combat phase it is deemed to have been badly hurt. Once a Sphinx is badly hurt all accumulated hits are discounted and its maximum Hits and Attacks are halved for the rest of the battle (to 3 Hits and 2 Attacks).

Skull Chukka. The Skull Chukka is a Stone Thrower (as Rock Lobber) but with the following additional rule. When a unit is driven back as a result of hits scored by a Skull Chukka, then any dice rolled in respect to those hits will cause Confusion on the roll of 4, 5 or 6 (rather than 6 as normal). Note that if a unit has taken other hits as well it will be necessary to roll the Skull Chukka dice separately. See the Artillery and Machines section of the rulebook for the Stone Thrower (Rock Lobber) rules.

Bone Thrower. The bone thrower is a bolt-thrower as described in the Artillery and Machines section of the rulebook.

Tomb King. The Tomb King is empowered by the spells cast upon him when buried. He can use this power to increase the Combat Attacks value of all the stands in one unit within 20cm by +1 for the duration of one Combat phase. This ability can only be used once per battle.

Zombie Dragon. A Tomb King or Liche Priest can ride a Zombie Dragon. A Dragon can fly increasing its rider's move from 60 to 100cm and its adds +3 Attacks to those of its rider. Zombie Dragons have a special shooting attack – they can belch corrosive breath! This attack can only be used if the Dragon riding character has joined a unit but is not engaged in combat. A character that has not joined a unit cannot use the Breath attack. The corrosive breath has a range of 20cm. It can be directed against one target as normal and has 3 Attacks worked out in the usual way. The Zombie Dragon

is a terrifying creature – a unit that has been joined by a Dragon riding character causes terror in its enemies.

Liche Chariot. A Tomb King or Liche priest can ride a chariot. A character riding a chariot adds +1 to his Attacks.

## SPELLS

### RAISE DEAD

5+ to cast  
Range 30cm

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

This spell can be cast upon a combat engagement taking place within 30cm of the Wizard. The spell can be cast regardless of whether the Wizard can see any units in the combat engagement or not. A single combat engagement can only be affected once by this spell in any turn regardless of how many units are involved in the combat. For purposes of deciding whether a combat is eligible as a target, combat engagements are as they appear in the Shooting phase when the spell is cast: so it is possible for pursuit or advances to bring two units of raised dead into the same engagement later on.

A Skeleton unit of three stands is created. The raised unit must be placed either so that it can fight in the combat engagement, or so that it can support a friendly unit that is already engaged. The unit can be placed to the enemy's front, side or rear edges, or lapped round as required to join the engagement. If there is insufficient room for the raised unit to contact the enemy, the unit must be positioned so that it touches at least one friendly unit that is already engaged. A raised unit can be placed so that it is supporting where opportunity permits. If it is impossible to position the unit so that it touches either enemy or friends then the spell cannot be cast. Raised dead do not count as charging in the first round of combat. Raised dead are ignored for working out victory points at the end of the game.

### TOUCH OF DEATH

4+ to cast  
Range - Touching

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

The Wizard can cast this spell if he has joined a unit in combat. The spell can be cast on any single enemy unit that it is touching the unit the Wizard has joined.

The target unit takes three attacks worked out in the usual way. Any hits scored are carried over into the first round of combat and count as having been struck in the first round for purposes of working out combat results.

## DOOM AND DESPAIR

4+ to cast  
Range 60cm

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

This spell can be cast on any enemy unit within range regardless of whether the Wizard can see it or not.

The spell takes affect until the end of the opposing player's next turn.

Whilst the spell lasts the unit cannot charge and if engaged in combat will not pursue or advance. Even units that are otherwise obliged to charge, pursue, or advance will not do so if affected by Doom and Despair. Note that even other Undead are not immune – they are overcome by the ennui of the tomb!

## DEATH BOLT

5+ to cast  
Range 30cm

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

This spell can be cast on an enemy unit. The Wizard must be able to see his target to use this spell. The spell cannot be directed at a unit engaged in combat.

The Death Bolt is treated like three ordinary shooting attacks except that armour has no effect (all targets count as having no armour). A unit can be driven back by a Death Bolt as with ordinary shooting.