

WARHAMMER ARMIES: TOMB KINGS

Official Update (July 2010)

Although we strive to ensure that our army books are perfect, sometimes mistakes do creep in. In addition, we occasionally print new versions of our rules that require amendments to be made in older versions of our army books. When such issues arise we feel that it is important to deal with them as promptly as we can, and we therefore produce regular updates for all of our army books.

Each update is split into three sections: Errata, Amendments, and "Frequently Asked Questions". The Errata corrects any mistakes in the book, while the Amendments bring the book up to date with the latest version of the rules. The Frequently Asked Questions (or 'FAQ') section answers commonly asked questions about the rules. Although you can mark corrections directly in your army book, this is by no means necessary – just keep a copy of the update with your army book.

ERRATA

None.

AMENDMENTS

Troop Type

Note that older versions of our army books do not list the Troop Type for each model. If this is the case with your army book, then you can find the model's Troop Type in the reference section at the back of the Warhammer rulebook.

Page 88 – Army List entry

Ignore this page and use the rules for 'Choosing Your Army' in the Warhammer rulebook.

Page References

All references to page numbers of the Warhammer rulebook are wrong, as they refer to an older edition.

Unit Strength

Ignore all references to unit strength.

Dogs of War

Ignore all references to Dogs of War.

Page 21 – Break tests

Change to "All Undead units have the Unbreakable and

Unstable special rules."

Page 21 – Immune to Psychology

Ignore this special rule.

Page 22 – Tomb Kings, The Curse

Change the fourth sentence to "If the test is failed, the model suffers a wound with the Multiple Wounds (D6) special rule, with no save of any kind allowed."

Page 25 – Skeleton Chariots, Chariot Units box-out

Change the the fourth bullet point to "Units of Skeleton Chariots can be joined by characters." Ignore the final bullet point.

Page 30 – Carrion, Special Rules

Add "Fly". Ignore the Flying Unit special rule.

Page 32 – Casket of Souls

Replace the rules for the Casket of Souls with the following:

	M	WS	BS	S	T	W	I	A	Ld
Casket of Souls	-	-	-	-	10	5	-	-	-
Casket Guard	4	3	3	4	4	1	3	2	8
Liche Priest	4	3	3	3	3	2	2	1	8
Liche High Priest	4	3	3	3	3	3	2	1	9

Unit Type: War Machine

Crew: The Casket of Souls has a crew consisting of a Liche Priest or Liche High Priest, and two Casket Guard.

Special Rules

Terror, Undead

Casket Of Souls: The Casket of Souls is a war machine that cannot be moved. The Casket receives two attacks for each Casket Guard crew, instead of one attack as would normally be the case for a war machine. Note that the Casket Guards' attacks are made with magical great weapons, and benefit from the Killing Blow special rule. Use the best armour and ward saving throw available to any surviving member of the crew against all wounds that are suffered by the Casket. Remove one

Casket Guard model when the first wound is inflicted on the Casket of Souls, the second Casket Guard when the second wound is inflicted, but only remove a Liche Priest when the fourth wound is inflicted, or a Liche High Priest when the fifth wound is inflicted.

The Light of Death, Spirit-Souls and Tomb Blades special rules are used unchanged.

Page 34-35 – Using Nehekharan Incantations

Change the first paragraph to “Liche Priests and Liche High Priests are treated as Wizards, with a Wizard Level of 1 and 3 respectively. However they don’t have the ability of channeling power dice in their own Magic phase. They channel dispel dice as normal in the enemy Magic phase.

Change the fourth & fight paragraphs to “The Incantation chosen is automatically cast, without using any power dice from the pool. The casting result for the opponent to dispel is determined by rolling 2D6 in the case of a Priest’s Incantation, and 3D6 in the case of a High Priest. Note that these are not power dice, and are not affected by things that affect power dice. Also, these totals cannot be modified (either up or down), except for the Staff of Mastery (see page 39).”

“The rules for irresistible force and miscasts do not apply to Incantations. Also, they are cast even if the total rolled for the casting value is less than 3. In all other respects, Incantations are treated as normal spells. For example, they can be destroyed by enemy magic items, spells, etc. that destroy spells, which would affect the Liche Priest making him unable to use that Incantation for the rest of the game.”

Add “The rules for Incantations also apply to ‘My Will be Done’ and ‘The Light of Death’ powers. In the enemy Magic phase, Priests and High Priests can dispel normally, just like other Level 1 and 3 Wizards, and can Dispel with irresistible force.”

Page 35 – Incantations

Add “With the exception of the *Incantation of Vengeance* (which is a magic missile), all Incantations are treated as Augment spells.”

Page 35 – Horekhah’s Incantation of Righteous Smiting

Ignore “There is no combat resolution, but if enough casualties are caused the enemy unit must take a Panic test.”

Page 36 – Common Magic Items.

Note that if a magic item is listed in both an army book and the Warhammer rulebook, use the points value given in the army book, with the rule printed in the Warhammer rulebook.

Page 36 – Crook and Flail of Radiance

Change to “Always Strikes First, Extra Attack, Requires Two

Hands.”

Page 38 – Icon of Rulership

Ignore this magic item.

Page 42 – Lords

Ignore the second paragraph in the sidebar.

Page 42 – Lords, General & Hierophant

Add “In games of 500 points or less you are only required to take a Liche Priest, who will be both the General and the Hierophant.”

Page 42 – 0-1 Casket of Souls.

Ignore “Choosing the Casket of Souls also uses up a Rare unit choice.” Add “The Priest becomes part of the crew, and the points value of the Casket of Souls is added to his points cost.”

Page 42 – Liche High Priest, Magic

Add “A Liche High Priest has a Wizard Level of 3.”

Page 43 – Heroes

Ignore the second paragraph in the sidebar.

Page 43 – Liche Priest, Magic

Add “A Liche Priest has a Wizard Level of 1.”

Page 44 – Core Units

Ignore the second and third paragraphs in the sidebar.

Page 47 – Special Units

Ignore the paragraph in the sidebar.

Page 48 – Rare Units

Ignore the second paragraph in the sidebar.

FAQs

Q. Are Undead immune to poison? (p20)

A. No.

Q. Do wounds suffered from the Curse of the Tomb King count towards combat resolution? (p22)

A. Yes.

Q. Does a charging Chariot unit cause Impact Hits only with the chariots that are base contact? (p25)

A. Yes.

Q. If a Tomb King character riding a chariot is killed, is the chariot automatically destroyed as it has no crew? (p25)

A. No.

Q. Do Tomb Blades count as magic items for the purposes of spells or special abilities that effect magic items? (p27)

A. No.

Q. Ushabti are armed with huge ritual blades – are these great weapons? (p27)

A. No.

Q. How many Attacks does a Bone Giant have, including its second weapon? (p31)

A. 5.

Q. Does a Bone Giant gain extra attacks from wounds caused by its Thunderstomp special rule? (p31)

A. No

Q. How does the Bone Giant's Unstoppable Assault work against targets that don't have Wounds? (p31)

A. It has no effect.

Q. If one of the targets for the Light of Death has a special ability against spells, does it apply to the Casket's spell effect? (p33)

A. Yes.

Q. Are enemy units that are in close combat, but still have line of sight to the Casket of Souls, affected by the Light of Death? (p33)

A. Yes.

Q. Do you use a unit's unmodified Leadership value when determining the number of wounds from the Light of Death? (p33)

A. No, any modifiers apply.

Q. When do allied Wizards cast their magic? (35)

A. The player whose turn is taking place chooses.

Q. Can you resurrect a Tomb King's chariot if it has been destroyed but the Tomb King is still 'alive'? (p35)

A. No.

Q. Do magic items/abilities that affect close combat attacks, also effect attacks made in the magic phase by the Incantation of Righteous Smiting? (p35)

A. Yes.

Q. Do models in the second or subsequent ranks of a unit get to make supporting attacks when Incantation of Righteous Smiting is cast upon them? (p35)

A. Yes. However, note that they only make a single, normal close combat attack, and therefore can't inflict Impact Hits or make Stomp attacks.

Q. If the Incantation of Righteous Smiting is cast upon a charging Bone Giant, can it use the Unstoppable Assault rule? (p35)

A. No.

Q. If the Incantation of Righteous Smiting is cast upon a Tomb King with the Destroyer of Eternites, can he use the special attack instead of the single one allowed by the Incantation? (p35)

A. No.

Q. Can wounds be 'transferred' onto a Screaming Skull Catapult or a chariot with the Collar of Shapesh? (p38)

A. Yes.

Q. Can the Collar of Shapesh transfer wounds from combat resolution? (p38)

A. No.

Q. Can an Icon Bearer take the Icon of Rakaph? (p39)

A. Yes

Q. Can the Banner of the Hidden Dead still be used if the standard bearer is killed? (p39)

A. No.

Q. Does Settra's Armour of Golden Magnificence work against all attacks and spells? (p67)

A. Yes.

Q. Can Settra channel? (p67)

A. No.

Q. Is Queen Khalida a Tomb King for army selection? (p69)

A. Yes.

Last updated 10th July 2010