

3000 Pts - Tomb Kings Army		Armata di Amenophi														Cost
Unit Name	##	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Cp	Dp	US	Cost
Amenophi IV (Lord)	1	4	6	4	5	5	4	3	4	10	5+				4	218
	Flammable, Tomb Kings Curse; My Will Be Done Incantation; Casting Order (x1); General; Units within 12" may use General's Leadership; Light Armour; Tomb Kings may cast either incantation on himself, his unit or other TK units within 6". Power Level D6; May cast 2 incantations per turn (may be same).															
<i>#Horekhah's Incantation of Righteous Smiting</i>	Range: 12"; If unengaged targeted, unit shoots immediately; If engaged, all models (mount and riders) make 1 normal attack; Only 1 may affect a unit per turn															[0]
<i>#Mankara's Incantation of Urgency</i>	Rng: 12"; Target: unengaged friendly unit; May take another normal move (incl charge); Unit may be affected only once per turn															[0]
Chariot	1				4	4	3		D3		5+					[45]
	D3 impact hits on charge; Light Chariot															
Skeletal Steed	2	8	2		3	3	1	2	1	5						[0]
Icon Bearer	1	4	4	3	4	4	2	3	2	8	5+				4	162
	Tomb Blade (Killing Blow); Battle Standard; Units within 12" take one less Wo from CR; Light Armour															
<i>Icon of the Sacred Eye</i>	1st Rnd of HtH; all models get +1 to hit (incl steeds)															[50]
Chariot	1				4	4	3		D3		5+					[45]
	D3 impact hits on charge; Light Chariot															
Skeletal Steed	2	8	2		3	3	1	2	1	5						[0]
Liche Priest	1	4	3	3	3	3	2	2	1	8				1	1	315
	May use cast one Incantations per turn; Power Level 2D6; Casting Order (x2)															
<i>#Sekhubi's Incantation of Vengeance</i>	Magic Missile; Rng 18"; D6 S4 hits															[0]
<i>#Horekhah's Incantation of Righteous Smiting</i>	Range: 12"; If unengaged targeted, unit shoots immediately; If engaged, all models (mount and riders) make 1 normal attack; Only 1 may affect a unit per turn															[0]
<i>#Djedra's Incantation of Summoning</i>	Rng 12"; Unit regains D3 Wos (Tomb Guards D6); For Skeleton Warriors, roll 2D6 and take highest; Original unit determines Max Wos recovered; Healing must follow strict order; Models summoned DO NOT count as charging															[0]
<i>#Mankara's Incantation of Urgency</i>	Rng: 12"; Target: unengaged friendly unit; May take another normal move (incl charge); Unit may be affected only once per turn															[0]
<i>Spear of Antarhak</i>	+1 St on Charge (if mounted); Each unsaved Wo restores 1 Wo to character, his chariot, or his unit.															[35]
Casket of Souls	1															[165]
	Causes Terror; Light of Death; Spirit-Souls (all enemy Wizards are -1 to cast while Casket in play - cannot cause Miscast or stop Irresistable Force); Liche High Priest or Liche Priest must be member of crew or unit is destroyed; Cannot damage Casket; All hits randomized among crew.; Light of Death; Power Level 2d6 Incantation; Each enemy unit with LOS to Casket suffers 2D6+2-Ld wounds (no armour saves)															
Casket Guard	2	4	3	3	4/6	4	1	3	2	8	6+					[0]
	Carry Tomb blades (Killing Blow); Great Weapon; last in HtH unless charging, Conflicts w/ shield; Light Armour															
Skeleton Chariots	6				4	4	3		D3		5+				3	290
	Fast cavalry; Light chariot; Undead; D3 Impact Hits; Standard; +1CR; Musician; +1CR if tied. +1 Ld in rally attempts.															
Champion	1		3	2	3		2	2	7	5+						[20]
	Upgrades one rider to a champion.															
Skeleton Warrior	5		3	2	3		2	1	7							[0]
	Spear; St+1 on charge; Normal Bow; 24", St3 hit															
Skeletal Steed	12	8	2		3	3	1	2	1	5						[0]
Skeleton Driver	6		3	2	3		2	1	7							[0]
	Armed with Hand weapon															
Skeleton Chariots	6				4	4	3		D3		5+				3	290
	Fast cavalry; Light chariot; Undead; D3 Impact Hits; Standard; +1CR; Musician; +1CR if tied. +1 Ld in rally attempts.															
Champion	1		3	2	3		2	2	7	5+						[20]
	Upgrades one rider to a champion.															
Skeleton Warrior	5		3	2	3		2	1	7							[0]
	Spear; St+1 on charge; Normal Bow; 24", St3 hit															
Skeletal Steed	12	8	2		3	3	1	2	1	5						[0]
Skeleton Driver	6		3	2	3		2	1	7							[0]
	Armed with Hand weapon															
Skeleton Light Horsemen	12	4	2	2	3	3	1	2	1	5	6+				2	217
	Fast Cavalry; Normal Bow; 24", St3 hit; Standard; +1CR; Musician; +1CR if tied; +1 Ld in rally attempts.															
Champion	1	4	2	2	3	3	1	2	2	5	6+				2	[14]
Skeletal Steed	13	8	2		3	3	1	2	1	5						[0]
Skeleton Warriors	23	4	2	2	3	3	1	2	1	3					1	217

	HW&Bow; Hand weapon and Bow; Standard; +1CR; Musician; +1CR if tied; +1 Ld in rally attempts.												
Champion	1	4	2	2	3	3	1	2	2	3		1	[10]
Skeleton Warriors	23	4	2	2	3	3	1	2	1	3		1	217
	HW&Bow; Hand weapon and Bow; Standard; +1CR; Musician; +1CR if tied; +1 Ld in rally attempts.												
Champion	1	4	2	2	3	3	1	2	2	3		1	[10]
Skeleton Warriors	23	4	2	2	3	3	1	2	1	3	6+	1	241
	Spear&Shield; Spear and Shield; Standard; +1CR; Musician; +1CR if tied; +1 Ld in rally attempts.												
Champion	1	4	2	2	3	3	1	2	2	3	6+	1	[10]
Tomb Swarm	2	4	3		2	2	5	1	5	10		3	90
	Undead; Small; Skirmish; Poison; Tunnelling												
Carrion	3	2	3		3	4	2	3	2	4		1	72
	Fly; Undead												
Tomb Guard	19	4	3	3	4	4	1	3	1	8	5+	1	270
	Tomb Blades (Killing Blow/Magical); Light Armour; Shield; +1Sv w/ handweapon in HtH; Standard; +1CR; Musician; +1CR if tied; +1 Ld in rally attempts.												
Champion	1	4	3	3	4	4	1	3	2	8	5+	1	[12]
Tomb Scorpion	1	7	4		5	5	4	3	4	8	5+	4	85
	Tunnelling; Poison; Killing blow; Magic Resistance (1); One less Wo from CR (Construct)												
Ushabti	3	5	4		6	4	3	3	3	10	5+	3	195
	One less Wo from CR (Construct)												
Screaming Skull Catapult	1				7	3						3	110
	Skulls of the Foe; Additional -1 to LD for panic tests from casualties.; 3" Template, S4 hits w/ no armour save (S8 D6 Wo to model under hole); Units taking casualties must take a panic test												
Catapult Crew	3	4	2	2	3	3	1	2	1	3			[0]
Stone Thrower Misfire Table	1. Destroyed, 2-3. Disabled (no firing this turn or next), 4-6. May not shoot this turn.											-	

Total Army Cost: 2989 Pts.

Notes:

Immune to psychology. Cause fear. Cannot march. May only hold as a charge reaction

Cannot be broken, but suffer 1 extra wound for every point they lose the combat by, with no saves of any kind.

All Units must take LD test when the Hierophant is killed and the start of every turn thereafter, if failed take number of wounds that the test was failed by. Characters are unaffected.

Casting Pool: 2

Dispel Pool: 3

Models in Army: 132