

2000 Pts - Tomb Kings Army										Predoni Morti									
Unit Name	##	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Cp	Dp	US	Cost			
Aladin (LHP)	1	4	3	3	3	3	3	2	1	9	6+				2	2	282		
	May use cast two Incantations per turn (may be same one); Power Level 3D6; Casting Order (x1); General																		
<i>#Sekhubi's Incantation of Vengeance</i>	Magic Missile; Rng 18"; D6 S4 hits															[0]			
<i>#Horekrah'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>Collar of Shapesh</i>	Each unsaved wound may be transferred on a 4+ to any friendly model within 4", no save allowed for the recipient; wounds still count towards CR															[25]			
Skeletal Steed	1	8	2		3	3	1	2	1	5							[12]		
Skeleton Light Horsemen	9	4	2	2	3	3	1	2	1	5	6+				2		175		
	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	10	8	2		3	3	1	2	1	5							[0]		
Skeleton Light Horsemen	9	4	2	2	3	3	1	2	1	5	6+				2		175		
	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	10	8	2		3	3	1	2	1	5							[0]		
Skeleton Light Horsemen	9	4	2	2	3	3	1	2	1	5	6+				2		175		
	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	10	8	2		3	3	1	2	1	5							[0]		
Skeleton Light Horsemen	9	4	2	2	3	3	1	2	1	5	6+				2		175		
	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	10	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]		
Carrion	3	2	3		3	4	2	3	2	4					1		72		
	Fly; Undead																		
Screaming Skull Catapult	1					7	3								3		90		
	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]		
Tomb Swarm	2	4	3		2	2	5	1	5	10					3		90		
	Undead; Small; Skirmish; Poison; Tunnelling																		
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)																		

Total Army Cost: 1994 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: 4

Models in Army: 123