

WARHAMMER: TOMB KINGS

Official Update Version 1.4

Although we strive to ensure that our books are perfect, sometimes mistakes do creep in. 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 books. When changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **Magenta**. Where a version number has a letter, E.g. 1.1a, this means it has had a local update, only in the language, to clarify a translation issue or other minor correction.

This 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. These questions have been gathered from many sources. We are always happy to consider more questions, so please send any queries to:

gamefaqs@gwplc.com

Although you can mark corrections directly in your book, this is by no means necessary – just keep a copy of the update with your book.

ERRATA

Page 55 – High Queen Khalida, the Venom Staff.
At the start of the second paragraph, change “Arcane Item.” to “Enchanted Item.”

Page 63 – Treasure of the Necropolis, Banner of the Hidden Dead.
In the first sentence of the second paragraph, change “[...]no greater than 150 points[...]” to “[...]no greater than 175 points[...]”

AMENDMENTS

Page 29 – Army Special Rules, Entombed Beneath the Sands
Add “A unit with the Entombed Beneath the Sands special rule may choose to deploy normally along with the rest of the army if the owning player wishes. In this case, the owning player must clearly state this to their opponent before either player begins deploying their army.”

FAQs

Q: If I have two or more Nehekharan Undead Wizards in my army of the same level, can I choose one that has not taken the Lore of Nehekharan to be the Hierophant forcing him to swap Lores? (p28)
A: No, you cannot force a change of Lore onto a Wizard by making him your Hierophant. At least one of the highest level Nehekharan Undead Wizards in your army must be noted on your army list as taking the Lore of Nehekharan.

Q: Are models with the Nehekharan Undead special rule Undead? (p28)
A: Yes.

Q: If a Tomb King/Prince on a chariot is in a unit of Skeleton Chariots, how are Wounds caused by the Unstable special rule allocated? (p28)
A: Wounds must be allocated to the unit first, then to any chariots that have characters mounted on them and finally divided up evenly amongst the characters themselves.

Q: Can a Tomb King be your army's Hierophant if he has the Wizarding Hat? (p28).
A: No.

Q: When exactly do I have to decide which model in my army is the Hierophant? (p28).
A: You must choose which model will be your Hierophant when picking your army and record this clearly on your army list.

Q: If a Tomb King or Prince dies from Wounds caused by combat resolution whilst in a challenge, are hits from The Curse resolved solely against the enemy character fighting in the challenge? (p30)
A: Yes.

Q: If a Tomb King has the Fencers Blades, does the My Will Be Done special rule mean that he makes his unit Weapon Skill 10? (p30).
A: No; use the Tomb King's unmodified Weapon Skill of 6, not his modified value of 10.

Q: If a Tomb King or Tomb Prince, with a Tomb Herald bodyguard, suffers multiple Wounds simultaneously, how do you determine which one the Tomb Herald tries to intercept? (p32)
A: Randomise which one he tries to intercept.

Q: Each Tomb Herald in your army must nominate which Tomb King or Tomb Prince he is protecting at the start of the game. Does this mean that you cannot include more Tomb Heralds than Tomb Kings or Tomb Princes? (p32)
A: No. Once all Tomb Kings and Tomb Princes have a Tomb Herald assigned to them, any remaining Tomb Heralds will ignore the Sworn Bodyguard special rule.

Q: Does a rank of Skeleton Chariots only need to be 3 models to count for working out if a unit is Steadfast or Disrupted? (p38)
A: Yes.

Q: If a unit of Skeleton Chariots has models raised into it on the turn it has charged, are any models raised in that turn counted when working out the Strength bonus to their Impact Hits? (p38)
A: Yes.

Q: If a character mounted on a Skeleton Chariot that has joined a Skeleton Chariot unit is killed, but his chariot survives, must the chariot immediately leave the unit? (p38)
A: No. It may leave the unit in subsequent turns but will not be able to rejoin it, or join any other unit from then on.

Q: Does a character's Skeleton Chariot have the Chariot Legions special rule? (p38)
A: Yes.

Q: How do you resolve the Casket of Souls' Light of Death spell against a unit with a special rule/effect that alters the number of dice they roll for Leadership tests? (p40)
A: You would add or subtract the relevant number of dice and then follow any additional rules for discarding dice. For example a Cold Blooded unit would roll 4 dice and discard the highest.

Q: Can a Casket of Souls pivot on the spot before casting the Light of Death spell in the same way other war machines can pivot on the spot before they shoot? (p40)
A: Yes, and just like with other war machines this does not count as moving.

Q: Can the controlling player choose the order in which to remove crew from the Casket of Souls? (p40)
A: Yes.

Q: When attacking the Casket of Souls in close combat, can you direct attacks against a particular crew member? (p40)
A: No.

Q: Can models take a ward save from the Ironcurse Amulet against Wounds caused by the Light of Death spell? (p40)
A: No.

Q: Can enemy units benefit from their General's Inspiring Presence or Battle Standard Bearer's Hold Your Ground! special rule against the Casket of Souls' Light of Death bound spell? (p40)
A: Yes.

Q: Can a Khemrian Warsphinx that has used its Fiery Roar Breath Weapon in a round of close combat still choose to make a Thundercrush Attack instead of attacking normally? (p49)
A: Yes.

Q: Can the template from a Thundercrush Attack be placed over the Warsphinx's base? (p49)
A: No, it must be placed touching it but not over it.

Q: Can a Thundercrush Attack be affected by the Killing Blow special rule? (p49)
A: Yes.

Q: Do Wounds caused by a Thundercrush Attack to friendly units, or to units outside of the combat, count towards the combat resolution? (p49)
A: Yes, they will count towards the combat resolution of the combat that the Khemrian Warsphinx is in.

Q: If a Tomb Prince or Tomb King mounted on a Khemrian Warsphinx is fighting in a challenge and makes a successful Thundercrush attack, will other models that are beneath the attack's template but not involved in the challenge still be hit? (p49)
A: No.

Q: Does a Khemrian Warsphinx always count as a mount (for the purposes of My Will be Done, for example), even if it is not taken as a mount for a character? (p49)
A: Yes.

Q: If a Necrolith Colossus is the targeted by Petra's Incantation of Mighty Smiting, does its bow of the desert gain the Multiple Shot (2) special rule? (p51)
A: No.

Q: Does Settra's Chariot of the Gods count as two Chariots for the purposes of determining rank bonuses and the strength of any Impact Hits? (p53)
A: No. Settra must be placed at the side of a unit because his base's footprint is different to that of a normal Chariot (see When Footprints Collide on page 98 of Warhammer).

Q: Where a special character has a character type listed under their troop type, do they benefit from all of that character's special rules? (p53-59)

A: No. They only have the special rules listed on their profile. For example: Whilst Khalida is a Tomb King she does not have the My Will Be Done special rule.

Q: If Arkhan the Black loses one or more Wizard levels whilst he has the Liber Mortis, what happens? (p57)

A: His Wizard level will be reduced (keep a track of this) and he will lose the corresponding number of spells. However, as long as he still has the Liber Mortis, he counts as Wizard level 5 when casting and dispelling.

Q: If a friendly unit is locked in close combat within 12" of the caster when Khsar's Incantation of the Desert Wind is cast, does it still gain the effects of the Restless Dead lore attribute? (p61)

A: No.

Q: If Ramhotep joins a unit after he has lost the Frenzy special rule, does the unit he has joined still gain Frenzy due to his Frantic Fervour special rule? (p59)

A: Yes.

Q: Can the Restless Dead lore attribute heal characters or their mounts? (p61)

A: No.

Q: Does the effect of Djaf's Incantation of Cursed Blades apply to Impact Hits? (p61).

A: Yes.

Q: When casting a spell using Neferra's Scrolls of Mighty Incantations, will a double split between the power dice and the bonus dice cause the spell to be cast with Irresistible Force? (p63)

A: No, the double must have been rolled on the bonus dice only.

Q: If a double is rolled on the bonus dice from Neferra's Scrolls of Mighty Incantations, but the power dice result in the spell failing due to the Not Enough Power rule, what happens? (p63)

A: The spell fails and no miscast is caused.

Q: Must you nominate the target for the Banner of the Hidden Dead before deployment starts? (p63)

A: No, you may choose after deployment has begun as long as the target unit hasn't already been deployed.

Q: The special characters have additional labels, such as Tomb King, in brackets after their troop type. Does this mean they have the special rules related to the standard characters of this type? (p86-88)

A: No, they only have the special rules listed on their profile. It does, however, tell you what special rules can affect them. For example, as High Queen Khalida is a Tomb King, she can be the target of a Tomb Herald's Sworn Bodyguard special rule.