

WARHAMMER ARMIES BOOK: Tomb Kings FAQ

Q. Can another Liche Priest join the Casket of Souls (the same way a character can join a war machine crew)? If so, what happens if the original Liche Priest is killed? Can the other Liche Priest sustain the Casket?

A. Yes. In the description for the Casket (p. 33) it says 'If...there is no Liche Priest or Liche High Priest acting as part of the crew for the Casket at the beginning of any Tomb Kings turn, the Casket and its two Casket Guards immediately collapse...'. It doesn't say anything about the original Liche Priest – as long as there is at least one Priest acting as crew it operates as normal.

Q. Skaven Screaming Bell score of 13: do you treat the Tomb Kings army as if the Hierophant, not the general, has been killed?

A. Yes.

Q. Does Settra generate any dispel dice or is an army led by him limited to the base two?

A. No, Settra doesn't generate any dispel dice, even though he can use Incantations.

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

A. Yes.

Q. A Tomb Kings/Prince is not listed as a Wizard (he can't take arcane items, and doesn't generate dispel dice). Can he still be a target for Drain Magic?

A. No, as he isn't a Wizard. It is more his indomitable will that forces his minions to perform his bidding rather than 'magic' in the normal sense. In a similar vein, Drain Magic cannot be cast against Warrior Priests, or Settra himself.

Q. If a Screaming Skull Catapult has lost all its crew, can they be brought back with the Incantation of Summoning, so long as the Catapult itself is still standing?

A. Yes, and vice versa.

Q. While he is with a Chariot unit, if I kill a Tomb King or Prince's Chariot, he becomes separated from the unit at the end of the phase. If this happens in close combat, does he become an independent character before or after combat resolution? If the Khemri unit wins and the opponent flees, does the Tomb King and Chariot unit pursue together or separately?

A. Both combat resolution and fleeing/pursuit happen before the end of the phase, so the character would count as part of the unit (unfortunately, this would also mean the chariots only pursue 2D6" because his Movement value is not more than 6").

Q. What happens if an enemy unit with Magic Resistance is in line of sight of the Casket when its incantation is released? Do you really add the Magic Resistance dice to the dispel roll (and very easily screw up the incantation)? More generally, if one of the targets for the Casket has a special ability against spells (Magic Resistance, rebound, dice stealing, casting score reducing...), does it apply to the whole Casket's spell effect?

A. Magic Resistance does work against the Casket's *Light of Death*, so long as the model/unit with Magic Resistance would be affected. Where there is more than one unit with Magic Resistance that will be affected, only one model/unit can add their extra dice (usually the highest). In all other respects, the *Light of Death* counts as magic that affects any enemy unit that can see the Casket, so other effects would also work as they would against any other magic. Having said that, however, a magic item that 'rebounds' spells isn't going to have any effect – the *Light of Death* only ever affects enemies.

Q. If a Screaming Skull Catapult engaged in close combat loses, but doesn't lose all its crew, can the additional wounds suffered from combat resolution be allocated to the Catapult itself rather than the crew?

A. Yes.

Q. How do you resolve challenges involving the champion of a Chariot unit?

A. If the Chariot is charging, any impact hits are worked out against the unit as with other challenges. However, except for impact hits, the chariot takes part in the challenge as a single model, so all crew and steeds fight in the challenge. This is necessary as there is no separate Wound for the champion himself and so attacks against him cannot be separated out.

Q. Can Tomb Kings single characters and skirmishers move at double Movement value?

A.. No. The only case when it is possible for a Tomb Kings unit to move at double speed is when charging.

Q. Can you use items like the Bretonnian Sirienne's Locket, or Malekith's armour to suffer only 1 wound instead of 1D6 from a Tomb King's Curse?

A. The Tomb King's Curse is treated like any other multiple-wound attack for this purpose.

Q. How does the Bone Giant's Unstoppable Assault work against Steam Tanks, castle walls and other targets that don't have Wounds?

A. It has no effect at all; if the target does not have a Wounds characteristic, there's no life-force for the Bone Giant to feed on!

Q. *How many Attacks has a Bone Giant, including his second weapon?*

A. 5. He has 4 Attacks in his profile and gets an extra 1 with the second weapon.

Q. *Usabti are armed with 'huge ritual blades' – are these great weapons?*

A. No, if they had great weapons it would say 'Weapons: great weapons' in the army list entry.

Q. *Does a charging Chariot unit cause impact hits for ALL of its Chariots, or only the ones that are in base-to-base contact?*

A. Only the Chariots that are in base-to-base contact can cause impact hits.

Q. *Can you resurrect a Tomb King's Chariot if it has been destroyed but the Tomb King is still 'alive'?*

A. No. The Tomb King and his Chariot are treated separately. You also cannot resurrect the Tomb King if the Chariot is still alive!

Q. *Do Skeleton Spearmen in the second rank get to fight when the Righteous Smiting incantation is cast upon the unit?*

A. The incantation explicitly says "models in base-to-base contact".

Q. *If the Invocation of Righteous Smiting is cast on a charging Bone Giant, can he use the Unstoppable Assault rule?*

A. Yes, but remember that he attacks only once, not five times.

Q. *If the Incantation of Righteous Smiting is cast on a Tomb King with the Destroyer of Eternities, can he use the special attack instead of the single one allowed by the incantation?*

A. Yes.

Q. *How are skirmishers and lone characters on foot (360° line of sight) affected by the Casket of Souls?*

A. Just like everybody else!

Q. *Fast cavalry can shoot all round, so does this mean they have 360° line of sight for the purposes of the Casket of Souls?*

A. No, as described in the rules for fast cavalry, they use normal line of sight for everything except shooting.

Q. *How do you resolve wounds from the Casket of Souls against a war machine? Is the machine itself affected or only the crew?*

A. Randomise wounds between crew and machine as with other missile hits.

Q. *Can you use the general's Ld (if in 12" range) when determining the number of wounds from the Casket?*

A. Yes. For all purposes, a unit's Ld is equal to the general's if he's in 12" range.

Q. *Incantations vs Drain Magic. Can an incantation be cast at a power level of 0 or lower? If so, is it automatically dispelled by the opponent if he wishes to, or is a D6 roll still necessary?*

A. An incantation is always cast, regardless of its power level. The opponent must still spend one of his dispel dice to dispel the incantation. However, the result will automatically be higher than 0 and the incantation will be dispelled.

Q. *How far can the Liche Priest go away from the Casket of Souls without being considered out of range from it?*

A. A model must remain within 1" of a war machine (or in this case, the Casket of Souls) to count as being part of its 'crew'.

Q. *Can a character with the Collar of Shapesh, and within 6" of a Casket of Souls, redirect wounds to the Casket itself (and therefore have them ignored)?*

A. No, it must be redirected to a model with a Wounds characteristic.

Q. *Do hits from the Destroyer of Eternities that hit each model carry over onto the unit if attacking rank-and-file models?*

A. These special attacks do not carry over to other models, treat them all as allocated attacks.

Q. *Can you use the Banner of the Undying Legion on a character that has joined the unit?*

A. No, it only affects the unit.

Q. *Can the Collar of Shapesh transfer wounds from combat resolution?*

A. No.

Q. *If the Tomb Kings hire a Dark Emissary or Truthsayer, when do they cast their magic within the hierarchy?*

A. As long as they don't disturb the hierarchy, they can cast at any time, before or after it, but never during.

Q. *Banner of the Hidden Dead. Can a unit charge on the turn it's raised? Can it still be used if the Standard Bearer is killed before the unit is revealed?*

A. As the banner states, they appear in the remaining moves part of the turn, after charges have been declared. When the magic phase rolls around, however... If the bearer is killed, you can't activate the power of the standard and the unit won't appear in this battle. Your opponent doesn't get victory points for the missing unit though.

Q. *Settra's Armour of Golden Magnificence. Do weapons or spells that nullify armour saves work or is it like a second 4+ ward save? Also, is the 2+ armour save improved by +2 with the Chariot?*

A. As stated, he is allowed a 4+ save even against attacks that normally allow no save, and yes, this is in addition to his ward save. And no, he always has a 2+ armour save, whether mounted or not.

Q. *Does Queen Kbalida count as a Tomb King for army selection?*

A. Yes (you just need a Hierophant to take her).

Q. *Is it true that when fighting in close combat, the Priest joins the first rank and personally defends the Casket?*

A. Yes, a Priest must fight in the combat. The Priest and his bodyguards form up like war machine crew.

Q. *Does the Collar of Shapesh work against the Black Amulet's rebound?*

A. Yes.

Q. *Does the Blade of Mourning affect Undead?*

A. No, as Undead do not take Break tests.