GHAMAK Undead Pharaohs

X

Name [size]	Qua	a Def	Equipment	Special Rules	Upgrades	Cost
Deathsun priest [1]	5+	5+	Hand Weapon (A3)	Undead, Hero, Tough(3), Caster (2)	-	85
Sand skeletons (Archers) [10]	5+	5+	10x Cursed Bows (24", A1, Cursed Ammo), 10x Hand Weapons (A1)	Undead	A	130
Sand skeletons (Lancers) [10]	5+	5+	10x Spears (A1, Counter)	Undead	A	85
God-Prince [1]	3+	4+	Heavy Hand Weapon (A3, AP(1))	Undead, Hero, Tough(3), Ancient Wrath	В	65
Pyramids guards [10]	3+	4+	Heavy Hand Weapon (A3, AP(1))	Undead	A,C	140
Apophis knights [3]	4+	4+	3x Snake Fangs (A1, Poison), 3x Skeleton Spear Riders (A1, Lance)	Undead, Fast, Impact(2), Tough(3), Banner	D	180
Chariot [1]	5+	3+	Spear Crew (A2, Lance), Hoof (A2)	Undead, Fast, Impact(4), Tough(6)	A,E	105
God-King on foot [1]	3+	4+	Heavy Hand Weapon (A3, AP(1))	Undead, Hero, Tough(3), Private Guard	В	90

Undead Pharaohs

1XA

UPGRADES		SPECIAL RULES:	ARMY SPELLS		
Α	Upgrade up to three models with one:	Ancient Wrath: This model and its unit get Furious. If they already had Furious, they get extra hits on rolls of 5-6 instead.	Blade Curse (1): Target 2 friendly units within 18" get Poison next time they fight in melee.		
	Sergeant +5pts Musician +10pts	Breath Attack: Once per activation, before attacking, roll one die. On a 2+ one enemy unit within 6" in line of sight takes 1 hit with	Storm of Skulls (1): Target enemy unit within 12" takes 2 hits with AP(2).		
	Banner +15pts	Blast(3) and AP(1).	Desiccation (2): Target enemy unit within 9" takes 1 hit with AP(4) and Deadly(3).		
_		Cursed Ammo: Ignores cover and all negative modifiers to hit rolls			
В	Replace Heavy Hand Weapon:	and range.	Protection (2): Target 2 friendly units within 12" get +1 to defense rolls next time they take hits.		
	Heavy Halberd (A3, AP(1), Rending)+5pts	Poison Blades: This model and its unit get Poison in melee.			
	Dual Heavy Hand Weapons (A4, AP(1))+5pts	Private Guard: If this model is part of a unit of Skeleton Warriors,	Smiting (3): Target 2 friendly units within 18" get +2 to hit rolls next		
	Great Weapon (A3, AP(3))+10pts	they count as having Quality 3+.	time they charge.		
	Heavy Spear (A3, AP(1), Counter)+15pts	Surprise Attack(X): This model counts as having Ambush, and may be deployed up to 1" away from enemy units. Once deployed,	Vengeance (3): Target enemy unit within 18" takes 1 hit with Blast(9).		
с	Replace all Heavy Hand Weapons:	roll X dice. For each 2+ one enemy unit within 3" takes 2 hits with AP(1).			
	Heavy Halberd (A1, AP(1), Rending) +10pts	Undead: Whenever this unit fails a morale test, it counts as passed instead. Then, roll as many dice as remaining models/tough with			
D	Upgrade all models with one:	this rule, and for each result of 1-3 the unit takes one wound, which can't be regenerated.			
	Armored (Defense +1) +15pts				
	Burrower (Ambush) +20pts				
E	Replace Spear Crew:				
	Cursed Bow Crew (24", A6, Cursed Ammo) +35pts				

Undead Pharaohs

K