

TRIAL RULES

GIANT WARRIORS OF KHEMRI

Trial rules by Gav Thorpe, conversions and painting by Chris Frosin

Like the warriors of Nebekhara of old, the Bone Giants carry a variety of weapons. If you and your opponent agree, you can use the expanded army list entry for your Bone Giants.

The legends of Nebekhara told of the time when the gods walked the earth, and how they were served by a race of giants. Upon the orders of Settra, the priests of Nebekhara sought ways to bring forth these mighty servants again to serve the new kings of the land.

Far and wide they searched, speaking to many skilled in the arts of magic and famous for their artisanship. Some travelled to the mountains to speak with the Dwarfs in their great halls, while others ventured north and west to converse with the few Elven folk who still dwelt on this side of the ocean. In time, they returned and began their magical experiments. Over many years they learned how to bind the winds of magic into inanimate bone, metal and wood. Through spells written on scrolls and sacred glyphs carved into their creations, they gave them a vestige of life. These creatures move and are possessed of a crude intellect, but have no will of their own, and are wholly subject to the will of their masters. The Ushabti stand guard over the tombs of the kings, and beneath the sand lurks the

terror of the Tomb Scorpions, each powered by the undying will of a mummified Liche Priest.

Greatest of all their creations are the Bone Giants. These towering warriors stride the battlefield spreading terror and death. Few are the foes that can face these unnatural monsters, for they do not feel pain, they do not know fatigue or fear. Able to feed on the escaping life force of those they slay, the Bone Giants can carve through enemy regiments with a single devastating charge.





A Bone Giant armed with a bow lends valuable missile fire to a Tomb King attack.

NEW ARMY LIST ENTRY

RARE UNIT

BONE GIANT 210 points/model

	M	WS	BS	S	T	W	I	A	Ld
Bone Giant	6	3	2	6	5	6	1	4	8

Weapons & Armour: Hand weapon, heavy armour (total Armour save 3+).

Options:

- May be given one of the following: additional hand weapon (+10 pts), giant bow (+30 pts), great weapon (+15 pts), or a shield (+30 pts).

Special Rules: *Undead Construct, Large Target, Terror, Unstoppable Assault*



Rules for Bone Giant bows

Some Bone Giants carry a massive bow shaped from bone and wood, and loose arrows longer than a man is tall. A giant bow shoots and penetrates ranks like a bolt thrower (see page 124 of the Warhammer rulebook), with the following exceptions:

- Giant bows are Strength 5 (they still inflict D3 wounds).
- A model may move & fire with a giant bow.

The rules for *Arrows of the Asp* (Tomb Kings Armies book, page 21) also apply to a Bone Giant. Remember that they are *large targets* and so can draw line of sight over smaller models.

SEHENESMET, VIZIER OF QUATAR

Sehenesmet is a Liche High Priest and uses up both a Lord and a Rare choice from your army. He may only be used in games where both players have agreed beforehand. He must be used exactly as presented here and may not be given any additional equipment or magic items.

Before the curse of Nagash swept across Nehekharan like a plague, the city of Quatar was renowned as the centre of worship for the ancient Nehekharan gods. Named the White City, Quatar stood at the entrance to a wide pass across the Worlds Edge Mountains, called the Valley of the Kings. Here great statues stood guard over the pass, and any wishing to travel east or west across the mountains had to travel through Quatar and pay homage at the many temples that filled the city. No king ever reigned in Quatar, instead it was the only city to be ruled by the

priesthood, and the head of their order was known as the Vizier.

Now Quatar lies in ruins, brought low by the treachery of Nagash. The once beautiful city is a desolate place, haunted by wailing spirits. As the winds of death unleashed by Nagash swept over the city, the priests and worshippers were infected by a horrid plague that bloated their bodies, burned their skin and choked them to death on their own blood. The streets were littered with the dead until finally nothing truly alive stirred within the high walls. Now Quatar is known as the Palace of Corpses, and only a single creature lives within its boundaries.

He is Sehenesmet, the last and greatest of the Viziers of Quatar, and master of magic and artifice. He alone of the priests survived the onslaught of Nagash and has spent the long

millennia since the fall of the old kingdoms rebuilding the might of Quatar. Since the priests did not have whole armies entombed with them when they died, as the Tomb Kings did, there are few soldiers for Sehenesmet to command. Instead, he has constructed a vast legion of Ushabti, Bone Giants and Tomb Scorpions to serve him. With this unnatural force he continues to guard the passage across the mountains, long since renamed the Charnel Valley.

Now at the pinnacle of his power, Sehenesmet has perfected his arcane art and melded his own body with that of a Bone Giant. He strides the world on massive legs, and unbelievable strength flows through his immortal body. Combined with his powerful incantations, there are few who can stand against the ancient Vizier and live to tell the tale.



MODELLING SUGGESTION

The body of a Tomb Scorpion contains an entombed Liche Priest. Any modeller with a bit of experience shouldn't find it that hard to transplant this into the chest of a Bone Giant. Ideas for the basis of a Sacred Crook of Shapesh include: banner pole, chariot or Settra's chariot yoke, or the arm from a Screaming Skull Catapult.

SEHENESMET..... 595 points

	M	WS	BS	S	T	W	I	A	Ld
Sehenesmet	6	4	2	6	5	6	2	4	9

Weapons: Sehenesmet wields the Sacred Crook of Shapesh.

Armour: Sehenesmet wears heavy armour, giving him a saving throw of 3+.

SPECIAL RULES

Liche Giant: Sehenesmet combines the physical power of a Bone Giant with the mystical arts of a Liche Priest. All of the rules for both Bone Giants and Liche High Priests apply to Sehenesmet.

Magic Resistance: The presence of Sehenesmet gives himself and any Tomb Kings unit within 12" Magic Resistance (2).

The Army of Quatar: The army of Quatar is very different to that of other Tomb Kings cities, and the following rules apply:

- Sehenesmet is both the Hierophant and General of the army. No other characters may be included.
- Core units: Tomb Scorpion; Ushabti; 0-2 Tomb Swarms; 0-2 Skeleton Warriors
- Special units: Bone Giant; Skeleton Light Horsemen; Skeleton Heavy Horsemen
- Rare units: Screaming Skull Catapult; Carrion; Skeleton Chariots

MAGIC ITEMS

The Sacred Crook of Shapesh.

Sehenesmet took all of the religious symbols and statues from the great temple of Shapesh, god of the underworld, and melted them down to make this staff. It is shaped in the image of the crook Shapesh uses to herd the souls of the dead to their resting places and holds the power of life and death.

The Sacred Crook of Shapesh can be wielded in combat like a great weapon. Keep track of the number of unsaved wounds inflicted by the Sacred Crook in each Close Combat phase. In each Tomb Kings Magic phase, the power of the Crook may be unleashed as a *magic missile* that cannot be dispelled (before Sehenesmet's incantations). Pick a single enemy unit within 24" as the target. The unit suffers a number of Strength 4 hits equal to the number of wounds currently 'stored' in the Crook. Once unleashed, the number of wounds stored in the staff are returned to 0 until Sehenesmet inflicts more wounds. In addition, it doubles the range of Sehenesmet's incantations.