

THE IX AGE FANTASY BATTLES



Undying Dynasties

Army Book

2nd Edition, version 2.0

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The 9th Age: Fantasy Battles is a community-made miniatures wargame.

All rules and feedback can be found and given at: the-ninth-age.com

Refer to the Rulebook for instructions on How to Read Unit Entries.

All changes are listed on:

the-ninth-age.com/archive.html

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Army Model Rules

Resurrected

Some unit profiles contain the additional Characteristic Resurrected, shortened Rsr, which determines the number of Health Points Raised with *Death is Only the Beginning* (Hereditary Attribute Spell).

Universal Rules

Autonomous

Undead units consisting entirely of models with Autonomous may perform March Moves as normal even when outside the range of friendly models' Commanding Presence. The unit must still pass a Discipline Test in order to do so if within 8" of non-Fleeing enemy units.

Dust to Dust

At the end of any phase in which the Hierophant is removed as a casualty, every unit in the army with Dust to Dust must pass a Discipline Test or lose a number of Health Points equal to the amount by which the test was failed, with no saves of any kind allowed. These lost Health Points are allotted following the rules for Unstable. The number of Health Points lost is reduced by 1 if the unit is within range of Rally Around the Flag.

At the end of the Player Turn in which the Hierophant was removed as a casualty, a new Hierophant may be selected. In order to do so, nominate a friendly Wizard Character. This Character becomes the new Hierophant.

At the start of each friendly Player Turn after the army's Hierophant has been removed as a casualty and no new Hierophant has been selected, every unit with Dust to Dust must once again pass a Discipline Test or lose Health Points as described above.

Ensouled Statue

The model gains **Undead** and **Dust to Dust**. If more than half of the models in a unit have Ensouled Statue, reduce the number of Health Points lost by this unit due to Dust to Dust and Unstable by 1.

Hierophant

One of a Kind. An Undying Dynasties army **must** include a single model with this Universal Rule. When the Hierophant casts *Death is Only the Beginning* as a non-Bound Spell, you may choose to **set** the spell range to 18" (instead of the spell's normal target restrictions).

Underground Ambush



The model follows the rules for Ambush, with the following exception: instead of entering the Battlefield from a Board Edge, place the unit anywhere on the Battlefield in a legal formation and following the Unit Spacing rule. Then roll a D6:

- If 5–6 is rolled, the unit arrives where it was initially placed.
- If 1–4 is rolled, move the unit (without changing the direction it is facing) 2D6" in a randomly chosen direction. If this would bring the unit within 1" of other units, Impassable Terrain, or the Board Edge, the unit stops 1" short of them and each model in the Ambushing unit must take a Dangerous Terrain (1) Test. The unit may then perform a Pivot (and must follow the Unit Spacing rule after the Pivot). None of these manoeuvres prevent the unit from moving following the rules for Ambush afterwards.

Undying Will

Units with one or more models with Undying Will gain +2 Offensive Skill, +2 Defensive Skill, **Lethal Strike**, and replace their Shooting Weapons' Aim with (4+). Characters, Beasts, models with Ensouled Statue, and model parts with Harnessed are not affected by Undying Will.

Armoury

Aspen Bow – Shooting Weapon

Range 24", Shots 1, Str 3, AP 0, **Volley Fire**.

This weapon **always** hits on a roll equal to or greater than its Aim.

Great Aspen Bow – Shooting Weapon

Range 36", Shots 1, Str 5, AP 2, **Volley Fire**.

This weapon **always** hits on a roll equal to or greater than its Aim.

Special Attacks

Mummy's Curse

When the model with Mummy's Curse is removed as a casualty, the model which caused the final wound suffers 1 hit with Strength 6 and Armour Penetration 10. This is treated as a Ranged Attack. If more than one model was part of the action which brought the downfall of the model with Mummy's Curse, randomise which of those models suffers the hit.

Hereditary Spell

Undying Dynasties do not have a regular Hereditary Spell. Instead, all Death Cult Hierarchs know the Hereditary Attribute Spell *Death is Only the Beginning* (in addition to Path Attributes). Whenever the Wizard successfully casts a non-Attribute non-Bound Spell of type Augment, the Hereditary Attribute Spell is automatically cast.

<i> Casting Value </i>	<i> Range </i>	<i> Type </i>	<i> Duration </i>	<i> Effect </i>
A Death is Only the Beginning	See below*	Augment	Instant	<p>The target Raises a number of Health Points equal to the Resurrected value of the R&F models in the unit. If the target contains any Characters, you may instead choose a single Character in it. This Character Recovers a number of Health Points equal to its Resurrected value.</p> <p>Characters and models with Towering Presence cannot Recover more than 2 Health Points in each Magic Phase from <i>Death is Only the Beginning</i>.</p>

* The spell targets a single unit that was the target of the spell that triggered the Hereditary Attribute Spell.

Special Items

Weapon Enchantments

Godslayer 75 pts

Great Weapon enchantment.

The wielder gains +1 Attack Value when using this weapon. Attacks made with this weapon become **Divine Attacks** and **Magical Attacks**, and gain **Multiple Wounds (2, against Aegis)** (note that the latter also applies against models with conditional Aegis Saves).

Scourge of Kings 35 pts

Hand Weapon and Paired Weapons enchantment.

When using this weapon, the wielder's Attack Value is **set** to 6. Attacks made with this weapon become **Magical Attacks** and must reroll failed to-wound rolls when fighting a Duel.

Armour Enchantments

Jackal's Blessing 100 pts

Suit of Armour enchantment.

The wearer gains +2 Health Points and **Fortitude (5+)**.

Sun's Embrace 40 pts

Shield enchantment.

The bearer gains **Distracting** while using this Shield.

Banner Enchantments

Banner of the Entombed 40 pts

Core and Battle Standard Bearer only. 0–2 per Army.

If taken by a Character, the bearer gains **Underground Ambush**. If taken by a R&F model, the bearer's unit gains Underground Ambush and additional models cannot be added to the unit during Army List creation. Standard Height models using this banner to Ambush must arrive in a formation containing exactly 5 models per rank (except for the last) and cannot make a Reform (or a Swift Reform) during this Player Turn.



A unit with Underground Ambush additionally counts towards Entombed.

Artefacts

Sacred Hourglass 95 pts

Dominant.

The bearer may reroll failed Casting Attempts that were rolled using 2 Magic Dice (by rerolling both Magic Dice).

Crown of the Pharaohs 85 pts

Pharaohs and Nomarchs only.

The bearer increases the range of its Commanding Presence by 6". At the start of each of your Player Turns, the bearer may lose Undying Will until the start of your next Player Turn and choose a friendly unit within 12". This unit gains Undying Will until the start of your next Player Turn.

Book of the Dead 60 pts

The bearer can cast *Death is Only the Beginning* as a Bound Spell with Power Level (4/8) and the following modifications:

The spell is considered a Learned Spell (instead of an Attribute Spell) and its range is changed to 12" Aura.

Steeds of Nephth-Ra 60 pts

Models with at least one Skeletal Horse model part in the bearer's unit gain **Ghost Step** and +4" March Rate.

Blessed Wrappings 50 pts

The bearer gains +1 Health Point and loses Flammable if it had it (note that this does not prevent the model from gaining Flammable from other sources).

Sekhem Sceptre 50 pts

The bearer gains **Autonomous** and **Stubborn**.

Ankh of Naptesh 45 pts

The bearer gains **Hierophant**. R&F models in the bearer's unit gain **Fortitude (6+)**.

Sandstorm Cloak 40 pts

Models on foot only.

The bearer gains **Fly (5", 15")**, Light Troops, and Swiftstride, and can perform a **Sweeping Attack** that causes 2D6 hits with Strength 2 and Armour Penetration 1.

Death Mask of Teput 35 pts

Enemy units in base contact with the bearer suffer -2 Offensive Skill.

Scroll of Desiccation 15 pts

After determining Deployment Zones (at the end of step 6 of the Pre-Game Sequence), choose a Field, Forest, or Water Terrain Feature. This Terrain Feature ceases to be the Terrain Feature it used to be and loses all its rules. It is treated as Dangerous Terrain (1) for all enemy units.

Monarchs of Undeath

These options represent alternative types of Undead forces that can be encountered in battle. A Pharaoh can choose to command one of the following forces instead of a standard force of Undying Dynasties.

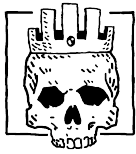
Commander of the Terracotta Army

- The following models **must** be upgraded with +1 Resilience, -1 Agility, and **Ensouled Statue**:
 - Skeleton Archers and Skeleton Scouts for +1 pt/model.
 - Skeletons and Skeleton Cavalry for +2 pts/model.
 - Necropolis Guard for +6 pts/model and may only add up to 15 additional models per unit.
 - Charnel Catapult for +10 pts/model.
 - Skeleton Chariots and Caskets of Phatep for +15 pts/model. Skeleton Chariots may only add up to 3 additional models per unit.
 - Pharaohs, Nomarchs, Death Cult Hierarchs, Tomb Harbingers, and Tomb Architects for +15 pts/model, and lose Flammable if they had it. Models on Ark of Ages or Sha Guardian do not gain +1 Resilience.
- All models have their Resurrected value **set** to 1.
- Non-Flying models in the army with Underground Ambush and/or Light Troops lose these Model Rules (and cannot gain them in any way).
- Great Vultures, Scarab Swarms, and Tomb Reapers may not be taken in the army.
- Models that **gain** Ensouled Statue can benefit from Undying Will (despite having Ensouled Statue).

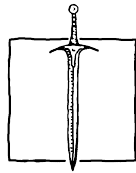
Lord of the Barrow Legion

- Skeletons and Skeleton Archers **must** take Heavy Armour for +1 pt/model. Skeletons may replace Spear and Shield with Halberd for +1 pt/model.
- Skeleton Cavalry may take Lance for +2 pts/model and may gain +1 Armour and suffer -1" Advance Rate and -2" March Rate for +3 pts/model.
- Skeleton Chariots may replace Halberd with Lance for +3 pts/model.
- Necropolis Guard must be upgraded with Heavy Armour for +2 pts/model, and may only add up to 20 additional models per unit.
- Scarab Swarms must be upgraded with **Aegis (5+)**, **Aegis (3+, against non-Magical Attacks)**, **Ghost Step**, **Magical Attacks**, and have their Resurrected value set to 1 for +28 pts/model. They may only add up to 2 additional models per unit, and there can only be max. 7 Scarab Swarm models per army.
- Models with Towering Presence and/or Large Cavalry may not be taken in the army.
- Models with Underground Ambush and/or Scout lose these Model Rules (and cannot gain them in any way).
- Non-Flying models with Heavy Armour lose Light Troops (and cannot gain it in any way).

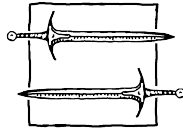
Army Organisation



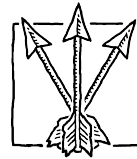
Characters
(Max. 40 %)



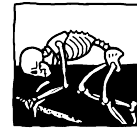
Core
(Min. 25 %)



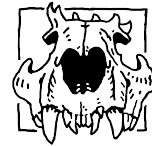
Special
(No limit)



Ancient Ordnance
(Max. 35 %)



Entombed*
(Max. 30 %)



Mason's Menagerie
(Max. 35 %)

*Units with Underground Ambush

Characters (Max. 40 %)



Pharaoh
295 pts

single model

Height Standard
Type Infantry
Base 20×20 mm



A mount marked with (MM) counts towards Mason's Menagerie. Additionally, the mount and its rider count towards Characters.

Global	Adv	Mar	Dis	Rsr	Model Rules	
	4"	8"	9	1	Dust to Dust, Fear, Fearless, Flammable, Undead, Undying Will	
Defensive	HP	Def	Res	Arm		
	4	6	5	0	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
	4	6	5	2	3	Mummy's Curse

Options	pts-	Mount Options	pts-
Special Items	up to 200	Skeletal Horse	30
Shield	5	Skeleton Chariot	50
Heavy Armour	15	Sha Guardian (MM)	365
Great Aspen Bow (4+)	15		
One choice only:		Army Organisation Options	
Paired Weapons	10	If a Pharaoh is the General, it may become Commander of the Terracotta Army or Lord of the Barrow Legion (see Monarchs of Undeath page 5).	
Halberd	15		
Great Weapon	20		
Lance	20		



Nomarch

140 pts

single model

Height Standard
Type Infantry
Base 20×20 mm



A mount marked with (MM) counts towards Mason's Menagerie. Additionally, the mount and its rider count towards Characters.

Global	Adv	Mar	Dis	Rsr	Model Rules	
	4"	8"	9	1	Dust to Dust, Fear, Fearless, Flammable, Undead, Undying Will	
Defensive	HP	Def	Res	Arm		
	3	4	5	0	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
	2	4	4	1	3	Mummy's Curse

Options	pts	Mount Options	pts
Special Items	up to 100	Skeletal Horse	30
Shield	5	Skeleton Chariot	50
Heavy Armour	10	Sha Guardian (MM)	360
Aspen Bow (4+)	5		
One choice only:			
Paired Weapons	5		
Great Weapon	10		
Halberd	10		
Lance	10		



Death Cult Hierarchy

125 pts

single model

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Rsr	Model Rules
	4"	8"	7	1	Dust to Dust, Fearless, Undead, Wizard Apprentice
Defensive	HP	Def	Res	Arm	
	3	3	3	0	
Offensive	Att	Off	Str	AP	Agi
	1	3	3	0	2

Magic Options	pts	Mount Options	pts
Wizard Adept	75	Skeletal Horse	20
Wizard Master	225	Ark of Ages	145



Cosmology



Divination



Evocation

Optional Model Rules

Soul Conduit: Universal Rule.

If the model is present on the Battlefield at the beginning of a friendly Magic Phase, you don't draw a Flux Card. Instead apply the following:

5 Magic Dice
(both players)

4+D3 Veil Tokens
(Active Player)

Options	pts
If Wizard Master:	
Soul Conduit	25
Hierophant	50
Special Items	up to 200
Else:	
Hierophant	20
Special Items	up to 100
Light Armour	5



Casket of Phatep

240 pts

single model

0–2 Units/Army

Height Standard
Type Construct
Base 75 mm round

Global	Adv	Mar	Dis	Rsr	Model Rules	
	4"	4"	8	2	Channel (1), Divine Light , Dust to Dust, Fearless, Not a Leader, Phatep's Curse , Undead, War Machine	
Defensive	HP	Def	Res	Arm		
	5	1	4	0	Aegis (5+), Light Armour	
Offensive	Att	Off	Str	AP	Agi	
	3	3	4	1	3	Lethal Strike, Magical Attacks, Poison Attacks, Halberd

Model Rules

Divine Light: Universal Rule.

Enemy Wizards within 36" of one or more Caskets of Phatep suffer a –1 modifier to their casting rolls. When a Casket of Phatep is removed as a casualty, all units within 12" suffer 3D3+3 hits with Strength 1 and Armour Penetration 10.

Phatep's Curse: Universal Rule.

Unless this model made an Advance Move or March Move during the current Player Turn, it can cast the following Bound Spell with Power Level (6/6):

Type: Damage, Hex, Range 36". Duration: Instant.

The target must take a Discipline Test rolling an additional D6. If failed, the target suffers a number of hits equal to the amount by which the test was failed. Hits are resolved with Armour Penetration 10 and wound automatically.



Tomb Harbinger

180 pts

single model

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Rsr	Model Rules	
	4"	8"	7	1	Dust to Dust, Fearless, Flammable, Royal Guard , Undead	
Defensive	HP	Def	Res	Arm		
	3	4	5	0	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
	3	4	4	1	3	Guardian's Wrath , Lethal Strike, Poison Attacks

Model Rules

Guardian's Wrath: Attack Attribute – Close Combat.

Model parts without Harnessed in the bearer's unit gain Battle Focus.

Royal Guard: Universal Rule.

The model counts as a R&F model for the purpose of Undying Will. If in the same unit as a Pharaoh or a Nomarch, a Tomb Harbinger must issue and accept Duels unless another model does so first.

Options

Battle Standard Bearer	50
Special Items	up to 100
Shield	5
Heavy Armour	10
Aspen Bow (4+)	5
One choice only:	
Paired Weapons	5
Great Weapon	10
Halberd	10
Lance	10

Mount Options

Skeletal Horse	30
Amuut	50
Skeleton Chariot	50



Tomb Architect

160 pts

single model

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Rsr	Model Rules
	4"	8"	7	1	Dust to Dust, Fearless, Flammable, Master of Stone , Undead
Defensive	HP	Def	Res	Arm	
	3	4	4	0	Light Armour
Offensive	Att	Off	Str	AP	Agi
	2	4	4	1	3

Model Rules

Master of Stone: Universal Rule.

Right before the battle (during step 7 of the Deployment Phase Sequence), and at the beginning of each friendly Player Turn, choose a friendly unit consisting entirely of models with Ensouled Statue within 18" of the Tomb Architect. This unit gains Fortitude (5+) until the start of your next Player Turn or until the Tomb Architect is removed as a casualty, whichever comes first.

Options

Special Items up to 100 pts

One choice only:

Paired Weapons 5

Lance 10

Mount Options

Skeletal Horse 20 pts

Amuut 40

Skeleton Chariot 50

Character Mounts



Skeletal Horse

Height **Standard**
Type **Cavalry**
Base **25×50 mm**

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	C			
Defensive	HP	Def	Res	Arm		
	C	C	C	C+1		
Offensive	Att	Off	Str	AP	Agi	
	1	2	3	0	2	Harnessed



Skeleton Chariot

Height **Large**
Type **Construct**
Base **50×100 mm**

Global	Adv	Mar	Dis	Model Rules		
	8"	10"	C	Light Troops, Swiftstride		
Defensive	HP	Def	Res	Arm		
	C	C	C	C+1		
Offensive	Att	Off	Str	AP	Agi	
Skeletal Horse (2)	1	2	3	0	2	Harnessed
Chassis			4	1	Impact Hits (D3+3), Inanimate	

Options _____ pts-

Two additional Skeletal Horses and base size increased to 100×100 mm free



Ammut

Height **Large**
Type **Cavalry**
Base **50×100 mm**

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Ensouled Statue, Fear		
Defensive	HP	Def	Res	Arm		
	C	C	C	C+1		
Offensive	Att	Off	Str	AP	Agi	
	3	3	5	2	3	Harnessed, Poison Attacks



Ark of Ages

Height Large
Type Construct
Base 60×100 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	C	Sacred Ark, War Platform, Well of Souls		
Defensive	HP	Def	Res	Arm		
	5	C	5	C+2	Aegis (5+)	
Offensive	Att	Off	Str	AP	Agi	
Guard (2)	1	3	4	1	3	Lethal Strike, Magical Attacks, Poison Attacks, Aspen Bow (5+)
Bound Spirits	2	2	2	0	2	Harnessed, Magical Attacks
Chassis			5	2		Impact Hits (D6), Inanimate

Model Rules

Sacred Ark: Universal Rule.

All friendly Wizards within 12" of the Ark of Ages add +6" to the range of their non-Bound Spells. Spells of type Aura only add +3" to their range.

Well of Souls: Universal Rule.

One use only. May be activated at the start of any of your Magic Phases. Until the start of your next Player Turn, whenever either player would draw a Flux Card, they draw the Well of Souls Flux Card instead (if either player doesn't draw a Flux Card, that player ignores this effect).

Well of Souls

(Flux Card)

5 Magic Dice
(both players)

5 Veil Tokens
(Active Player)

When making a casting roll with 3 or more Magic Dice, all doubles count as triples. Note that a Caster can suffer multiple Miscast effects from a single casting roll. However no Miscast effect can be applied more than once.



Sha Guardian

Height Gigantic
Type Beast
Base 50×100 mm

This mount and its rider count towards Characters. Additionally, this mount counts towards Mason's Menagerie.

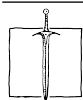
Global	Adv	Mar	Dis	Model Rules		
	6"	12"	C	Ensouled Statue		
Defensive	HP	Def	Res	Arm		
	7	5	6	4	Eternal Guardian	
Offensive	Att	Off	Str	AP	Agi	
	4	4	5	2	3	Harnessed, Lethal Strike, Poison Attacks

Model Rules

Eternal Guardian: Personal Protection.

When the model suffers a wound from an attack with Multiple Wounds, the number of wounds this is multiplied into (due to Multiple Wounds) is halved, rounding up.

Core (Min. 25 %)



Skeletons

150 pts + 10 pts/extra model

20–60 models



Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Rsr	Model Rules
	4"	8"	4	7	Dust to Dust, Fearless, Scoring, Undead
Defensive	HP	Def	Res	Arm	
	1	2	3	0	Light Armour, Shield
Offensive	Att	Off	Str	AP	Agi
	1	2	3	0	2

Options	pts-	Command Group Options	pts-
Spear	free	Champion	20
		Musician	20
		Standard Bearer	20
		Banner Enchantment	no limit



Skeleton Archers

120 pts + 12 pts/extra model

10–30 models



Height Standard
Type Infantry
Base 20×20 mm

This unit counts both towards Core and Ancient Ordnance.

Global	Adv	Mar	Dis	Rsr	Model Rules
	4"	8"	4	6	Dust to Dust, Fearless, Scoring, Undead
Defensive	HP	Def	Res	Arm	
	1	2	3	0	Light Armour
Offensive	Att	Off	Str	AP	Agi
	1	2	3	0	2 Aspen Bow (5+)

Command Group Options	pts-	Command Group Options	pts-
Champion	20	Standard Bearer	20
Musician	20	Banner Enchantment	no limit



Skeleton Cavalry

190 pts + 17 pts/extra model

10–24 models

0–3 Units/Army



Height Standard
Type Cavalry
Base 25×50 mm

Global	Adv	Mar	Dis	Rsr	Model Rules
	8"	16"	6	4	Dust to Dust, Fearless, Scoring, Undead, Vanguard
Defensive	HP	Def	Res	Arm	
	1	3	3	1	Light Armour, Shield
Offensive	Att	Off	Str	AP	Agi
Rider	1	3	3	0	2 Light Lance
Skeletal Horse	1	2	3	0	2 Harnessed

Command Group Options	pts-	Command Group Options	pts-
Champion	20	Standard Bearer	20
Musician	20	Banner Enchantment	no limit



Skeleton Scouts

130 pts + 16 pts/extra model 5–10 models 0–3 Units/Army

Height Standard
Type Cavalry
Base 25×50 mm

This unit counts both towards Core and Ancient Ordnance.

Global	Adv	Mar	Dis	Rsr	Model Rules	
	8"	16"	6	4	Dust to Dust, Fearless, Light Troops, Scout, Undead, Vanguard	
Defensive	HP	Def	Res	Arm		
	1	3	3	1		
Offensive	Att	Off	Str	AP	Agi	
Rider	1	3	3	0	2	Aspen Bow (5+)
Skeletal Horse	1	2	3	0	2	Harnessed
— Command Group Options —						
Champion				20	Standard Bearer	20
Musician				20	Banner Enchantment	no limit



Skeleton Chariots

290 pts + 65 pts/extra model 3–10 models 0–5 Units/Army

Height Large
Type Construct
Base 50×100 mm

Global	Adv	Mar	Dis	Rsr	Model Rules	
	8"	10"	7	3	Bound in Death , Dust to Dust, Fearless, Light Troops, Swiftstride, Undead	
Defensive	HP	Def	Res	Arm		
	3	3	4	1	Heavy Armour	
Offensive	Att	Off	Str	AP	Agi	
Charioteer (2)	2	3	3	0	2	Aspen Bow (5+), Halberd
Skeletal Horse (2)	1	2	3	0	2	Harnessed
Chassis			4	1	Chariot Host , Impact Hits (D3+1), Inanimate	
— Model Rules —						
Bound in Death: Universal Rule. R&F models in this unit must be fewer than 3 before hits can be distributed onto Characters with the same Type and Height as this unit.						
Chariot Host: Special Attack. If the model part's unit has at least one Full Rank, and there is a model in the rank directly behind it (in the same file), its Impact Hits cause an additional hit (normally D3+2 instead of D3+1).						
— Command Group Options —						
Champion				20		20
Musician				20		20
Standard Bearer				20	Banner Enchantment	no limit
— Optional Model Rules —						
Legion Charioteers: Universal Rule. The model loses Light Troops and gains Scoring . Its Charioteers gain Devastating Charge (+1 Str, Fight in Extra Rank) .						

— Options — pts-
Legion Charioteers 15/model

Special (No limit)



Necropolis Guard

190 pts + 25 pts/extra model

15-40 models



Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Rsr	Model Rules						
	4"	8"	8	3	Bodyguard, Dust to Dust, Fearless, Scoring, Undead						
Defensive	HP	Def	Res	Arm							
	1	3	4	0	Light Armour						
Offensive	Att	Off	Str	AP	Agi						
	1	3	4	1	3	Lethal Strike, Magical Attacks, Poison Attacks					
Options			pts-			Command Group Options			pts-		
Shield				1/model	Champion					20	
One choice only:					Musician					20	
Halberd				2/model	Standard Bearer					20	
Paired Weapons				2/model	Banner Enchantment					no limit	



Tomb Cataphracts

300 pts + 90 pts/extra model

3-6 models

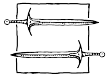


Height Large
Type Cavalry
Base 50×100 mm



The unit additionally counts towards Entombed when taking Underground Ambush.

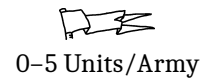
Global	Adv	Mar	Dis	Rsr	Model Rules						
	7"	14"	8	2	Ensouled Statue, Fear, Fearless, Scoring						
Defensive	HP	Def	Res	Arm							
	3	4	4	3	Light Armour						
Offensive	Att	Off	Str	AP	Agi						
Rider	2	4	4	1	3	Lethal Strike, Halberd					
Amuut	3	3	5	2	3	Harnessed, Poison Attacks					
Options			pts-			Command Group Options			pts-		
Underground Ambush				20/model	Champion					20	
					Musician					20	
					Standard Bearer					20	
					Banner Enchantment					no limit	



Shabtis

210 pts + 75 pts/extra model

3-8 models



0-5 Units/Army

Height Large
Type Infantry
Base 40×40 mm

Global	Adv	Mar	Dis	Rsr	Model Rules
	6"	12"	8	2	Ensouled Statue, Fear, Fearless, Scoring
Defensive	HP	Def	Res	Arm	
	3	4	4	2	Light Armour
Offensive	Att	Off	Str	AP	Agi
	3	4	5	2	3

Options

pts-

Command Group Options

pts-

One choice only:

Paired Weapons

Halberd

12/model

18/model

Champion

Musician

Standard Bearer

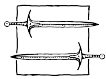
Banner Enchantment

20

20

20

no limit



Great Vultures

155 pts + 25 pts/extra model

3-9 models

0-3 Units/Army

Height Standard
Type Beast
Base 40×40 mm

Global	Adv	Mar	Dis	Rsr	Model Rules
Ground	2"	4"	4	3	Dust to Dust, Fearless, Fly (9", 18"), Light Troops, Skirmisher, Undead
Fly	9"	18"			
Defensive	HP	Def	Res	Arm	
	2	3	4	0	Hard Target (1)
Offensive	Att	Off	Str	AP	Agi
	3	3	4	1	3



Scarab Swarms

140 pts + 50 pts/extra model

2-6 models

0-3 Units/Army

Height Standard
Type Beast
Base 40×40 mm



The unit additionally counts towards Entombed when taking Underground Ambush.

Global	Adv	Mar	Dis	Rsr	Model Rules
	5"	10"	7	5	Dust to Dust, Fearless, Light Troops, Skirmisher, Undead
Defensive	HP	Def	Res	Arm	
	5	3	2	0	Distracting, Hard Target (1)
Offensive	Att	Off	Str	AP	Agi
	5	3	2	1	3 Chitinous Tide, Poison Attacks

Model Rules

Options

pts-

Chitinous Tide: Attack Attribute – Close Combat.

The model can make a number of Supporting Attacks equal to its Attack Value.

Underground Ambush

15/model

Ancient Ordnance (Max. 35 %)



Shabti Archers

200 pts + 80 pts/extra model

3-8 models



0-3 Units/Army

Height Large
Type Infantry
Base 40x40 mm

Global	Adv	Mar	Dis	Rsr	Model Rules	
	6"	12"	8	2	Ensouled Statue, Fear, Fearless, Scoring	
Defensive	HP	Def	Res	Arm		
	3	4	4	2	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
	3	4	5	1	3	Great Aspen Bow (5+)

Command Group Options	pts-	Command Group Options	pts-
Champion	20	Standard Bearer	20
Musician	20	Banner Enchantment	no limit



Sand Stalkers

260 pts + 70 pts/extra model

3-7 models

0-3 Units/Army

Height Large
Type Beast
Base 50x100 mm



The unit additionally counts towards Entombed when taking Underground Ambush.

Global	Adv	Mar	Dis	Rsr	Model Rules	
	7"	14"	8	2	Ensouled Statue, Fear, Fearless, Light Troops	
Defensive	HP	Def	Res	Arm		
	3	3	4	2		
Offensive	Att	Off	Str	AP	Agi	
	2	3	4	1	3	Petrifying Gaze (3+), Halberd

Model Rules	Options	pts-
Petrifying Gaze: Shooting Weapon. Range 12", Shots D6+1, Str 2, AP 10, Quick to Fire. When rolling to wound with this attack, use the target's Agility instead of the target's Resilience. For Multipart Models, use the highest Agility value.	Underground Ambush	30/model
	Command Group Options	pts-
	Champion	20



Charnel Catapult

200 pts

single model 0-2 Units/Army

Height Large
Type Construct
Base 75 mm round

Global	Adv	Mar	Dis	Rsr	Model Rules	
	4"	4"	4	2	Dust to Dust, Fearless, Undead, War Machine	
Defensive	HP	Def	Res	Arm		
	5	1	4	0		
Offensive	Att	Off	Str	AP	Agi	
	3	2	3	0	2	Move or Fire, Charnel Catapult (5+)

Model Rules

Charnel Catapult: Artillery Weapon.

This Artillery Weapon **always** hits on a roll equal to or greater than its Aim. It can be fired in two ways:

- As a **Catapult (4×4)** with Range 12-60", Shots 1, Str 3 [7], AP 0 [4], [**Multiple Wounds (D3, Clipped Wings)**]
- As a **Catapult (6×6)** with Range 12-48", Shots 1, Str 3, AP 0, **Flaming Attacks, Magical Attacks**. For the purpose of Panic Test, a unit suffering one or more Health Point losses from this weapon is treated as having suffered 25% Health Point losses. Panic Tests caused by this weapon are taken at -1 Discipline.

Entombed (Max. 30 %)



Sand Scorpion

160 pts

single model 0-3 Units/Army

Height Large
Type Beast
Base 50×50 mm

Global	Adv	Mar	Dis	Rsr	Model Rules	
	7"	14"	8	2	Ensouled Statue, Fear, Fearless, Underground Ambush	
Defensive	HP	Def	Res	Arm		
	4	4	5	2		
Offensive	Att	Off	Str	AP	Agi	
	4	4	5	2	3	Lethal Strike, Poison Attacks

Mason's Menagerie (Max. 35 %)



Battle Sphinx

480 pts

single model

0-3 Units/Army

Height Gigantic
Type Beast
Base 50×100 mm

Global	Adv	Mar	Dis	Rsr	Model Rules	
	5"	12"	8	1	Ensouled Statue, Fearless	
Defensive	HP	Def	Res	Arm		
	5	4	8	3		
Offensive	Att	Off	Str	AP	Agi	
Rider (4)	2	4	4	1	3	Lethal Strike, Light Lance
Battle Sphinx	4	4	5	2	1	Breath Attack (Str 4, AP 1, Flaming Attacks), Harnessed, Poison Attacks



Dread Sphinx

480 pts

single model

0-2 Units/Army

Height Gigantic
Type Beast
Base 50×100 mm

Global	Adv	Mar	Dis	Rsr	Model Rules	
Ground	6"	12"	8	1	Autonomous, Ensouled Statue, Fearless, Fly (6", 12"), Light Troops	
Fly	6"	12"				
Defensive	HP	Def	Res	Arm		
	5	5	8	3		
Offensive	Att	Off	Str	AP	Agi	
	5	5	5	1	0	Colossal Kopesh, Lethal Strike, Poison Attacks

— Model Rules —

Colossal Kopesh: Close Combat Weapon.

Attacks with this weapon gain +2 Strength, +2 Armour Penetration, and **Multiple Wounds (D3, against Towering Presence)**.



Tomb Reapers

340 pts + 180 pts/extra model

2-4 models

0-3 Units/Army

Height Large
Type Infantry
Base 50×75 mm

Global	Adv	Mar	Dis	Rsr	Model Rules	
Ground	6"	12"	10	2	Autonomous, Ensouled Statue, Fear, Fearless, Fly (6", 12"), Light Troops, Swiftstride	
Fly	6"	12"				
Defensive	HP	Def	Res	Arm		
	4	5	5	2		
Offensive	Att	Off	Str	AP	Agi	
	4	5	5	2	4	Lethal Strike

— Options — pts —

One choice only:

Halberd 15/model

Paired Weapons 15/model



Colossus

420 pts

single model 0-2 Units/Army

Height Gigantic
Type Infantry
Base 50x50 mm

Global	Adv	Mar	Dis	Rsr	Model Rules	
	6"	12"	8	1	Ensouled Statue, Fearless	
Defensive	HP	Def	Res	Arm		
	5	4	6	3	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
	6	4	6	3	2	Grind Attacks (D3)

Options

One choice only:

Great Weapon

Paired Weapons

Giant Aspen Bow (5+)*

Scales of Destiny

*0-1 Models/Army

pts -

Optional Model Rules

Giant Aspen Bow: Artillery Weapon.

Range 48", Shots 1, Str 3 [6], AP 10, **Area Attack (1x5)**, [**Multiple Wounds (D3)**].

This Artillery Weapon **always** hits on a roll equal to or greater than its Aim.

Scales of Destiny: Close Combat Weapon.

The wielder suffers -1 Attack Value and -1 Armour and can cast the following spells as Bound Spells with Power Level (4/8):

- *Fate's Judgement* (Divination)
- *Ice and Fire* (Cosmology)

Quick Reference Sheet




Characters

Pharaoh	Adv	4"	Mar	8"	Dis	9	Rsr	1		Dust to Dust, Fear, Fearless, Flammable, Undead, Undying Will	
Standard, Infantry	HP	4	Def	6	Res	5	Arm	0		Light Armour	
	Att	4	Off	6	Str	5	AP	2	Agi	3	Mummy's Curse
Nomarch	Adv	4"	Mar	8"	Dis	9	Rsr	1		Dust to Dust, Fear, Fearless, Flammable, Undead, Undying Will	
Standard, Infantry	HP	3	Def	4	Res	5	Arm	0		Light Armour	
	Att	2	Off	4	Str	4	AP	1	Agi	3	Mummy's Curse
Death Cult Hierarch	Adv	4"	Mar	8"	Dis	7	Rsr	1		Dust to Dust, Fearless, Undead, Wizard Apprentice	
Standard, Infantry	HP	3	Def	3	Res	3	Arm	0			
	Att	1	Off	3	Str	3	AP	0	Agi	2	
Casket of Phatep	Adv	4"	Mar	4"	Dis	8	Rsr	2		Channel (1), Divine Light , Dust to Dust, Fearless, Not a Leader, Phatep's Curse , Undead, War Machine	
Standard, Construct	HP	5	Def	1	Res	4	Arm	0		Aegis (5+), Light Armour	
	Att	3	Off	3	Str	4	AP	1	Agi	3	Lethal Strike, Magical Attacks, Poison Attacks, Halberd
Tomb Harbinger	Adv	4"	Mar	8"	Dis	7	Rsr	1		Dust to Dust, Fearless, Flammable, Royal Guard , Undead	
Standard, Infantry	HP	3	Def	4	Res	5	Arm	0		Light Armour	
	Att	3	Off	4	Str	4	AP	1	Agi	3	Guardian's Wrath , Lethal Strike, Poison Attacks
Tomb Architect	Adv	4"	Mar	8"	Dis	7	Rsr	1		Dust to Dust, Fearless, Flammable, Master of Stone , Undead	
Standard, Infantry	HP	3	Def	4	Res	4	Arm	0		Light Armour	
	Att	2	Off	4	Str	4	AP	1	Agi	3	

Character Mounts

Skeletal Horse	Adv	8"	Mar	16"	Dis	C					
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C+1			
	Att	1	Off	2	Str	3	AP	0	Agi	2	Harnessed
Skeleton Chariot	Adv	8"	Mar	10"	Dis	C					Light Troops, Swiftstride
Large, Construct	HP	C	Def	C	Res	C	Arm	C+1			
Skeletal Horse (2)	Att	1	Off	2	Str	3	AP	0	Agi	2	Harnessed
Chassis					Str	4	AP	1	Agi		Impact Hits (D3+3), Inanimate
Amuut	Adv	7"	Mar	14"	Dis	C					Ensouled Statue, Fear
Large, Cavalry	HP	C	Def	C	Res	C	Arm	C+1			
	Att	3	Off	3	Str	5	AP	2	Agi	3	Harnessed, Poison Attacks
Ark of Ages	Adv	4"	Mar	8"	Dis	C					Sacred Ark , War Platform, Well of Souls
Large, Construct	HP	5	Def	C	Res	5	Arm	C+2			Aegis (5+)
Guard (2)	Att	1	Off	3	Str	4	AP	1	Agi	3	Lethal Strike, Magical Attacks, Poison Attacks, Aspen Bow (5+)
Bound Spirits	Att	2	Off	2	Str	2	AP	0	Agi	2	Harnessed, Magical Attacks
Chassis					Str	5	AP	2	Agi		Impact Hits (D6), Inanimate
Sha Guardian	Adv	6"	Mar	12"	Dis	C					Ensouled Statue
Gigantic, Beast	HP	7	Def	5	Res	6	Arm	4			Eternal Guardian
	Att	4	Off	4	Str	5	AP	2	Agi	3	Harnessed, Lethal Strike, Poison Attacks

Core

Skeletons	Adv	4"	Mar	8"	Dis	4	Rsr	7		Dust to Dust, Fearless, Scoring, Undead	
Standard, Infantry	HP	1	Def	2	Res	3	Arm	0		Light Armour, Shield	
	Att	1	Off	2	Str	3	AP	0	Agi	2	
Skeleton Archers	Adv	4"	Mar	8"	Dis	4	Rsr	6		Dust to Dust, Fearless, Scoring, Undead	
Standard, Infantry	HP	1	Def	2	Res	3	Arm	0		Light Armour	
	Att	1	Off	2	Str	3	AP	0	Agi	2	Aspen Bow (5+)
Skeleton Cavalry	Adv	8"	Mar	16"	Dis	6	Rsr	4		Dust to Dust, Fearless, Scoring, Undead, Vanguard	
Standard, Cavalry	HP	1	Def	3	Res	3	Arm	1		Light Armour, Shield	
Rider	Att	1	Off	3	Str	3	AP	0	Agi	2	Light Lance
Skeletal Horse	Att	1	Off	2	Str	3	AP	0	Agi	2	Harnessed

Skeleton Scouts	Adv	8"	Mar	16"	Dis	6	Rsr	4		Dust to Dust, Fearless, Light Troops, Scout, Undead, Vanguard	
Standard, Cavalry	HP	1	Def	3	Res	3	Arm	1			
Rider	Att	1	Off	3	Str	3	AP	0	Agi	2	Aspen Bow (5+)
Skeletal Horse	Att	1	Off	2	Str	3	AP	0	Agi	2	Harnessed
Skeleton Chariots	Adv	8"	Mar	10"	Dis	7	Rsr	3		Bound in Death , Dust to Dust, Fearless, Light Troops, Swift-stride, Undead	
Large, Construct	HP	3	Def	3	Res	4	Arm	1		Heavy Armour	
Charioteer (2)	Att	2	Off	3	Str	3	AP	0	Agi	2	Aspen Bow (5+), Halberd
Skeletal Horse (2)	Att	1	Off	2	Str	3	AP	0	Agi	2	Harnessed
Chassis					Str	4	AP	1	Agi		Chariot Host , Impact Hits (D3+1), Inanimate

Special

Necropolis Guard	Adv	4"	Mar	8"	Dis	8	Rsr	3		Bodyguard, Dust to Dust, Fearless, Scoring, Undead	
Standard, Infantry	HP	1	Def	3	Res	4	Arm	0		Light Armour	
	Att	1	Off	3	Str	4	AP	1	Agi	3	Lethal Strike, Magical Attacks, Poison Attacks
Tomb Cataphracts	Adv	7"	Mar	14"	Dis	8	Rsr	2		Ensouled Statue, Fear, Fearless, Scoring	
Large, Cavalry	HP	3	Def	4	Res	4	Arm	3		Light Armour	
Rider	Att	2	Off	4	Str	4	AP	1	Agi	3	Lethal Strike, Halberd
Amut	Att	3	Off	3	Str	5	AP	2	Agi	3	Harnessed, Poison Attacks
Shabtis	Adv	6"	Mar	12"	Dis	8	Rsr	2		Ensouled Statue, Fear, Fearless, Scoring	
Large, Infantry	HP	3	Def	4	Res	4	Arm	2		Light Armour	
	Att	3	Off	4	Str	5	AP	2	Agi	3	
Great Vultures	Adv	2"	Mar	4"	Dis	4	Rsr	3		Dust to Dust, Fearless, Fly (9", 18"), Light Troops, Skirmisher, Undead	
Standard, Beast	HP	2	Def	3	Res	4	Arm	0		Hard Target (1)	
	Att	3	Off	3	Str	4	AP	1	Agi	3	
Scarab Swarms	Adv	5"	Mar	10"	Dis	7	Rsr	5		Dust to Dust, Fearless, Light Troops, Skirmisher, Undead	
Standard, Beast	HP	5	Def	3	Res	2	Arm	0		Distracting, Hard Target (1)	
	Att	5	Off	3	Str	2	AP	1	Agi	3	Chitinous Tide , Poison Attacks

Ancient Ordnance

Shabti Archers	Adv	6"	Mar	12"	Dis	8	Rsr	2		Ensouled Statue, Fear, Fearless, Scoring	
Large, Infantry	HP	3	Def	4	Res	4	Arm	2		Light Armour	
	Att	3	Off	4	Str	5	AP	1	Agi	3	Great Aspen Bow (5+)
Sand Stalkers	Adv	7"	Mar	14"	Dis	8	Rsr	2		Ensouled Statue, Fear, Fearless, Light Troops	
Large, Beast	HP	3	Def	3	Res	4	Arm	2			
	Att	2	Off	3	Str	4	AP	1	Agi	3	Petrifying Gaze (3+) , Halberd
Charnel Catapult	Adv	4"	Mar	4"	Dis	4	Rsr	2		Dust to Dust, Fearless, Undead, War Machine	
Large, Construct	HP	5	Def	1	Res	4	Arm	0			
	Att	3	Off	2	Str	3	AP	0	Agi	2	Move or Fire, Charnel Catapult (5+)

Entombed

Sand Scorpion	Adv	7"	Mar	14"	Dis	8	Rsr	2		Ensouled Statue, Fear, Fearless, Underground Ambush	
Large, Beast	HP	4	Def	4	Res	5	Arm	2			
	Att	4	Off	4	Str	5	AP	2	Agi	3	Lethal Strike, Poison Attacks

Mason's Menagerie

Battle Sphinx	Adv	5"	Mar	12"	Dis	8	Rsr	1		Ensouled Statue, Fearless	
Gigantic, Beast	HP	5	Def	4	Res	8	Arm	3			
Rider (4)	Att	2	Off	4	Str	4	AP	1	Agi	3	Lethal Strike, Light Lance
Battle Sphinx	Att	4	Off	4	Str	5	AP	2	Agi	1	Breath Attack (Str 4, AP 1, Flaming Attacks), Harnessed, Poison Attacks
Dread Sphinx	Adv	6"	Mar	12"	Dis	8	Rsr	1		Autonomous, Ensouled Statue, Fearless, Fly (6", 12"), Light Troops	
Gigantic, Beast	HP	5	Def	5	Res	8	Arm	3			
	Att	5	Off	5	Str	5	AP	1	Agi	0	Colossal Kopesch , Lethal Strike, Poison Attacks

Tomb Reapers	<i>Adv</i> 6"	<i>Mar</i> 12"	<i>Dis</i> 10	<i>Rsr</i> 2	Autonomous, Ensouled Statue, Fear, Fearless, Fly (6", 12"), Light Troops, Swiftstride		
Large, Infantry	<i>HP</i> 4	<i>Def</i> 5	<i>Res</i> 5	<i>Arm</i> 2			
	<i>Att</i> 4	<i>Off</i> 5	<i>Str</i> 5	<i>AP</i> 2	<i>Agi</i> 4	Lethal Strike	
Colossus	<i>Adv</i> 6"	<i>Mar</i> 12"	<i>Dis</i> 8	<i>Rsr</i> 1	Ensouled Statue, Fearless		
Gigantic, Infantry	<i>HP</i> 5	<i>Def</i> 4	<i>Res</i> 6	<i>Arm</i> 3	Light Armour		
	<i>Att</i> 6	<i>Off</i> 4	<i>Str</i> 6	<i>AP</i> 3	<i>Agi</i> 2	Grind Attacks (D3)	

Shooting Weapons

Name	Artillery	Aim	Range	Str	AP	Shots	Rules
Petrifying Gaze	-	3+	12"	2	10	D6+1	Quick to Fire to wound against Agility
Aspen Bow	-	5+/4+*	24"	3	0	1	Volley Fire
Great Aspen Bow	-	5+/4+*	36"	5	2	1	Volley Fire
Giant Aspen Bow	-	5+	48"	3 [6]	10	1	Area Attack (1×5) [Multiple Wounds (D3)]
Charnel Catapult (1)	Catapult (4×4)	5+	12-60"	3 [7]	0 [4]	1	[Multiple Wounds (D3, Clipped Wings)]
Charnel Catapult (2)	Catapult (6×6)	5+	12-48"	3	0	1	Flaming Attacks Magical Attacks Panic Test at 1 casualty and with -1 Discipline

*4+ for Characters, 5+ for anyone else.

Resurrected

1	Pharaoh, Nomarch, Death Cult Hierarch, Tomb Harbinger, Tomb Architect, Battle Sphinx, Dread Sphinx, Colossus
2	Casket of Phatep, Tomb Cataphracts, Shabtis, Shabti Archers, Sand Stalkers, Charnel Catapult, Sand Scorpion, Tomb Reapers
3	Skeleton Chariots, Necropolis Guard, Great Vultures
4	Skeleton Cavalry, Skeleton Scouts
5	Scarab Swarms
6	Skeleton Archers
7	Skeletons