

# THE IX AGE FANTASY BATTLES



## Undying Dynasties

Army Book (Core Rules)

2<sup>nd</sup> Edition, version 2021 beta 1 – December 30, 2020

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The 9<sup>th</sup> Age: Fantasy Battles is a community-made miniatures wargame. All rules in this book are considered part of the Core Rules of T9A and should be available for use in any game. All rules and feedback can be found and given at: [the-ninth-age.com](https://the-ninth-age.com). Refer to the Rulebook for instructions on How to Read Unit Entries. Recent changes are marked in [blue](#), and listed at the end of this document. Copyright Creative Commons license: [the-ninth-age.com/license.html](https://the-ninth-age.com/license.html). Edited with  $\LaTeX$ .

# Army Specific 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).

# Army Model Rules

## 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 was 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 Health Point losses 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 the Board Edge:

1. Choose an arriving unit with Underground Ambush.
2. Place the unit anywhere on the Battlefield in a legal formation **more than 1" from other units, Impassable Terrain, and the Board Edge.**
3. 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.

4. Repeat steps 1–3 for all other arriving units with Underground Ambush.

## 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, **it immediately inflicts 1 hit with Strength 6 and Armour Penetration 10 against the model that caused the final Health Point loss**. This is **considered** 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). At step 1 of each Casting Attempt of a non-Attribute non-Bound Spell of type Augment with a Death Cult Hierarch, the owner may declare that the Wizard will cast an amplified version of the spell:

- The Casting Value of the amplified version is increased by 2.
- If the amplified version is successfully cast, *Death is Only the Beginning* is automatically cast (as an Attribute Spell).

<i>Casting Value</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
				When resolving the spell, choose one of the following effects: <ul style="list-style-type: none"><li>• The R&amp;F part of the target Raises a number of Health Points equal to its Resurrected value.</li><li>• Up to one Character within the target Recovers a number of Health Points equal to its Resurrected value.</li></ul>
				Characters and models with Towering Presence cannot Recover more than 2 Health Points from this spell in a single Magic Phase.

## **A Death is Only the Beginning**

See below\* Augment Instant

\*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

Enchantment: Great Weapon.

The wielder gains +1 Attack Value **while** 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 Aegis Saves with Conditional Application).

### Scourge of Kings 35 pts

Enchantment: Hand Weapon or Paired Weapons.

**While** 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

Enchantment: Suit of Armour.

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

### Sun's Embrace 40 pts

Enchantment: Shield.

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

## Banner Enchantments

### Banner of the Entombed 45 pts

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

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.



Units with Underground Ambush also count towards Entombed.

## Artefacts

### Sacred Hourglass 120 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 90 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.

### 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.

### Book of the Dead 50 pts

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

The spell's range is changed to 12" Aura.

### Ankh of Naptesh 45 pts

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

### Blessed Wrappings 45 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).

### Death Mask of Teput 45 pts

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

### 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.

### Sekhem Sceptre 35 pts

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

### Scroll of Desiccation 20 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 General can choose to command one of the following forces instead of a standard force of Undying Dynasties.

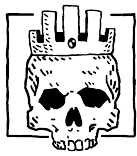
## Commander of the Terracotta Army

- The following models **must** be upgraded with +1 Resilience, -1 Agility, and **Ensouled Statue**:
  - Skeleton Archers, Skeleton Cavalry, and Skeleton Scouts for +1 pt/model
  - Skeletons for +2 pts/model
  - Necropolis Guard for +5 pts/model, and may only add up to 15 additional models per unit
  - Charnel Catapult for +10 pts/model
  - R&F Skeleton Chariots and Caskets of Phatep for +15 pts/model. Skeleton Chariots may only add up to 3 additional models per unit
  - Pharaohs and Nomarchs for +15 pts/model, Death Cult Hierarchs, Tomb Harbingers, and Tomb Architects for +10 pts/model, and lose Flammable if they had it. Models on Ark of Ages or Sha Guardian do not gain +1 Resilience
- The Resurrected value of all models is **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.
- R&F models with a Type other than Beast that **gain** Ensouled Statue can benefit from Undying Will (despite having Ensouled Statue; models parts with Harnessed remain unaffected).

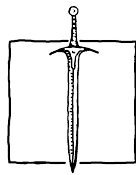
## Lord of the Barrow Legion

- Skeletons and Skeleton Archers **must** take Heavy Armour for +1 pt/model. Skeletons may replace Spears and Shields with Halberds for **free**.
- Skeleton Cavalry may take Lances for +2 pts/model and may gain +1 Armour and suffer -1" Advance Rate and -2" March Rate for +3 pts/model.
- R&F Skeleton Chariots may replace Halberds with Lances for +5 pts/model.
- Necropolis Guard **must** be upgraded with Heavy Armour for +1 pt/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 their Resurrected value is **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).

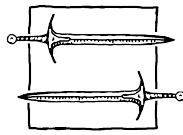
# Army Organisation



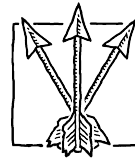
**Characters**  
Max. 40%



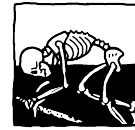
**Core**  
Min. 25%



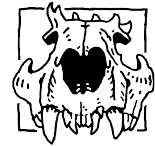
**Special**  
No limit



**Ancient Ordnance**  
Max. 35%



**Entombed\***  
Max. 30%



**Mason's Menagerie**  
Max. 35%

\*Units with Underground Ambush

## Characters (Max. 40%)



**Pharaoh**  
**240** pts

single model

Height Standard  
Type Infantry  
Base 20×20 mm



A mount marked with (MM) counts towards Mason's Menagerie. The mount and its rider also count towards Characters.

Global	Adv	Mar	Dis	Rsr	Model Rules
	<b>4"</b>	<b>8"</b>	<b>9</b>	<b>1</b>	Dust to Dust, Fear, Fearless, Undead, Undying Will
Defensive	HP	Def	Res	Arm	
	<b>4</b>	<b>6</b>	<b>5</b>	<b>0</b>	Flammable, Light Armour
Offensive	Att	Off	Str	AP	Agi
Pharaoh	<b>4</b>	<b>6</b>	<b>5</b>	<b>2</b>	<b>3</b> Mummy's Curse
Options			pts-		
Special Items				up to 200	
Shield				5	
Heavy Armour				10	
Great Aspen Bow (4+)				15	
One choice only:					
Paired Weapons				5	
Halberd				10	
Lance				15	
Great Weapon				20	
Mount Options			pts-		
Skeletal Horse					10
Skeleton Chariot					100
Sha Guardian (MM)					335
Army Organisation Options					
If a Pharaoh is the General, it may become Commander of the Terracotta Army or Lord of the Barrow Legion (see <a href="#">Monarchs of Undeath</a> , page 6).					



## Nomarch

140 pts

single model

Height Standard  
Type Infantry  
Base 20×20 mm



A mount marked with (MM) counts towards Mason's Menagerie. The mount and its rider also count towards Characters.

Global	Adv	Mar	Dis	Rsr	Model Rules			
	4"	8"	9	1	Dust to Dust, Fear, Fearless, Undead, Undying Will			
Defensive	HP	Def	Res	Arm				
	3	4	5	0	Flammable, Light Armour			
Offensive	Att	Off	Str	AP	Agi			
Nomarch	2	4	4	1	3	Mummy's Curse		
— Options —			pts—		— Mount Options —		pts—	
Special Items				up to 100	Skeletal Horse	10		
Shield				5	Skeleton Chariot	70		
Heavy Armour				10	Sha Guardian (MM)	320		
Aspen Bow (4+)				5				
One choice only:								
Halberd				5				
Paired Weapons				5				
Great Weapon				10				
Lance				10				



## Tomb Harbinger

150 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, <b>Royal Guard</b> , Undead				
Defensive	HP	Def	Res	Arm					
	3	4	5	0	Flammable, Light Armour				
Offensive	Att	Off	Str	AP	Agi				
Tomb Harbinger	3	4	4	1	3	<b>Guardian's Wrath</b> , Lethal Strike, Poison Attacks			
— Model Rules —					— Options —			pts—	
<b>Guardian's Wrath:</b> Attack Attribute – Close Combat. Model parts without Harnessed in the bearer's unit gain Battle Focus.					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 —			pts—	
					Skeletal Horse	15			
					Amuut (0–2 Mounts/Army)	55			
					Skeleton Chariot	70			





## Tomb Architect

205 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, <b>Master of Stone</b> , Undead
Defensive	HP	Def	Res	Arm	
	3	4	4	0	Flammable, Light Armour
Offensive	Att	Off	Str	AP	Agi
Tomb Architect	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 start 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	pts
One choice only:	up to 100
Paired Weapons	5
Lance	10

### Mount Options

Mount Options	pts
Skeletal Horse	5
Amuut	30
Skeleton Chariot	30



## Death Cult Hierarchy

130 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
Death Cult Hierarchy	1	3	3	0	2

### Magic Options

Wizard Adept	75
Wizard Master	225

### Mount Options

Skeletal Horse	10
Ark of Ages	135



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

If Wizard Master:	
<b>Soul Conduit</b>	20
Hierophant	45
Special Items	up to 200
Else:	
Hierophant	15
Special Items	up to 100
Light Armour	5



## Casket of Phatep

225 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), <b>Divine Light</b> , Dust to Dust, Fearless, Not a Leader, <b>Phatep's Curse</b> , Undead, War Machine	
Defensive	HP	Def	Res	Arm		
	5	1	4	0	Aegis (5+), Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Necropolis Guards	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.

# Character Mounts



## Skeletal Horse

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

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



## Skeleton Chariot

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

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

— Options — pts —

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



## Amuut

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

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



## Ark of Ages

Height **Large**  
Type **Construct**  
Base 60×100 mm

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

### Model Rules

#### Sacred Ark: Universal Rule.

Friendly Wizards add +6" to the range of their non-Bound Spells for each Ark of Ages they are within 12" of. Spells of type Aura only gain +3" 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

The mount and its rider count towards Characters. The mount also counts towards Mason's Menagerie.

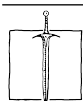
Global	Adv	Mar	Dis	Model Rules		
	<b>6"</b>	<b>12"</b>	<b>C</b>	<b>Ensouled Statue</b>		
Defensive	HP	Def	Res	Arm		
	<b>7</b>	<b>5</b>	<b>6</b>	<b>4</b>	<b>Eternal Guardian</b>	
Offensive	Att	Off	Str	AP	Agi	
Sha Guardian	<b>4</b>	<b>4</b>	<b>5</b>	<b>2</b>	<b>3</b>	Harnessed, Lethal Strike, Poison Attacks

### Model Rules

#### Eternal Guardian: Personal Protection.

When the model suffers a wound from an attack with Multiple Wounds (X), reduce X by half, rounding fractions up.

# Core (Min. 25%)



## Skeletons

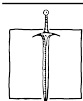
150 pts + 7 pts/extra model

20-60 models



Height Standard  
Type Infantry  
Base 20x20 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	
Skeleton	1	2	3	0	2	
Options			pts-	Command Group Options		pts-
Spear				1	Champion	10
					Musician	10
					Standard Bearer	10
					Banner Enchantment	no limit



## Skeleton Archers

115 pts + 10 pts/extra model

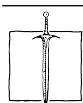
10-30 models



Height Standard  
Type Infantry  
Base 20x20 mm

The 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	
Skeleton Archer	1	2	3	0	2 Aspen Bow (5+)	
Command Group Options			pts-	Command Group Options		pts-
Champion				10	Standard Bearer	10
Musician				10	Banner Enchantment	no limit



## Skeleton Cavalry

165 pts + 12 pts/extra model

10-24 models

0-3 Units/Army

Height Standard  
Type Cavalry  
Base 25x50 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				10	Standard Bearer	10
Musician				10	Banner Enchantment	no limit



## Skeleton Scouts

140 pts + 11 pts/extra model 5–10 models 0–3 Units/Army

Height Standard  
Type Cavalry  
Base 25×50 mm

The 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				10	Standard Bearer	10
Musician				10	Banner Enchantment	no limit



## Skeleton Chariots

290 pts + 75 pts/extra model 3–7 models 0–5 Units/Army

Height Large  
Type Construct  
Base 50×100 mm

Global	Adv	Mar	Dis	Rsr	Model Rules	
	8"	10"	7	3	<b>Bound in Death</b> , 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		<b>Chariot Host</b> , Impact Hits (D3+1), Inanimate
— Model Rules —						
<b>Bound in Death:</b> Universal Rule. R&F models in this unit <b>must</b> be fewer than 3 before hits can be distributed onto Characters with the same Type and Height as this unit.						
<b>Chariot Host:</b> 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						10
Musician						10
Standard Bearer						10
Banner Enchantment						no limit
— Optional Model Rules —						
<b>Legion Charioteers:</b> Universal Rule. The model loses Light Troops and gains <b>Scoring</b> . Its Charioteers gain <b>Devastating Charge (+1 Str, Fight in Extra Rank)</b> .						
— Options —						
<b>Legion Charioteers</b>						18/model

# Special (No limit)



## Necropolis Guard

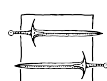
205 pts + 17 pts/extra model

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			
Necropolis Guard	1	3	4	1	3	Lethal Strike, Magical Attacks, Poison Attacks		
— Options —			pts-		— Command Group Options —		pts-	
Shield				1/model	Champion		10	
One choice only:					Musician		10	
Halberd				2/model	Standard Bearer		10	
Paired Weapons				2/model	Banner Enchantment		no limit	



## Tomb Cataphracts

300 pts + 110 pts/extra model

3-6 models

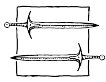


Height Large  
Type Cavalry  
Base 50×100 mm



Units with an upgrade marked with [En] also count towards Entombed.


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 [En]				17/model	Champion		10	
					Musician		10	
					Standard Bearer		10	
					Banner Enchantment		no limit	



## Shabtis

210 pts + 80 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	
Shabti	3	4	5	2	3	
Options			pts-		Command Group Options	pts-
One choice only:					Champion	10
Paired Weapons			14/model		Musician	10
Halberd			15/model		Standard Bearer	10
					Banner Enchantment	no limit



## Great Vultures

155 pts + 21 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
Great Vulture	3	3	4	1	3



## Scarab Swarms

130 pts + 40 pts/extra model

2-6 models

0-3 Units/Army

Height Standard  
Type Beast  
Base 40×40 mm

 Units with an upgrade marked with [En] also count towards Entombed.

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
Scarab Swarm	5	3	2	1	3 Chitinous Tide, Poison Attacks

Model Rules

**Chitinous Tide:** Attack Attribute – Close Combat.  
The model can make a number of Supporting Attacks equal to its Attack Value.

Options

Underground Ambush [En] 20/model



# Ancient Ordnance (Max. 35%)



## Shabti Archers

200 pts + 94 pts/extra model

3-8 models



0-3 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						
Shabti Archer	3	4	5	1	3	Great Aspen Bow (5+)					
— Command Group Options —			pts-			— Command Group Options —			pts-		
Champion					10	Standard Bearer					10
Musician					10	Banner Enchantment					no limit



## Sand Stalkers

240 pts + 62 pts/extra model

3-7 models

0-3 Units/Army

Height Large  
Type Beast  
Base 50×100 mm



Units with an upgrade marked with [En] also count towards Entombed.

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												
Sand Stalker	2	3	4	1	3	Petrifying Gaze (3+), Halberd											
— Model Rules —			— Options —			pts-			pts-								
<b>Petrifying Gaze:</b> Shooting Weapon.						Underground Ambush [En] 31/model											
Range 12", Shots D6+1, Str 2, AP 10, <b>Quick to Fire.</b>						— Command Group Options —						pts-					
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.						Champion						10					



## 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	
Crew	3	2	3	0	2	Move or Fire, <b>Charnel Catapult (5+)</b>

### 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:

- **Catapult (4×4)**, Range 12-60", Shots 1, Str 3 [7], AP 0 [4], [**Multiple Wounds (D3, Clipped Wings)**]
- **Catapult (6×6)**, Range 12-48", Shots 1, Str 3, AP 0, **Flaming Attacks, Magical Attacks**. For the purpose of Panic Tests, 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

175 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	
Sand Scorpion	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

450 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		
Dread Sphinx	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

320 pts + 200 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		
Tomb Reaper	4	5	5	2	4	Lethal Strike	

— Options — pts —

One choice only:

Halberd 15/model  
Paired Weapons 15/model



# Colossus

415 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	
Colossus	6	4	6	3	2	Grind Attacks (D3)

### Options

One choice only:

Great Weapon

Paired Weapons

**Giant Aspen Bow** (5+) (0-1 Models/Army)

**Scales of Destiny**

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

<b>Pharaoh</b>	Adv	4"	Mar	8"	Dis	9	Rsr	1		Dust to Dust, Fear, Fearless, Undead, Undying Will	
Standard, Infantry	HP	4	Def	6	Res	5	Arm	0		Flammable, Light Armour	
Pharaoh	Att	4	Off	6	Str	5	AP	2	Agi	3	Mummy's Curse
<b>Nomarch</b>	Adv	4"	Mar	8"	Dis	9	Rsr	1		Dust to Dust, Fear, Fearless, Undead, Undying Will	
Standard, Infantry	HP	3	Def	4	Res	5	Arm	0		Flammable, Light Armour	
Nomarch	Att	2	Off	4	Str	4	AP	1	Agi	3	Mummy's Curse
<b>Tomb Harbinger</b>	Adv	4"	Mar	8"	Dis	7	Rsr	1		Dust to Dust, Fearless, Royal Guard, Undead	
Standard, Infantry	HP	3	Def	4	Res	5	Arm	0		Flammable, Light Armour	
Tomb Harbinger	Att	3	Off	4	Str	4	AP	1	Agi	3	Guardian's Wrath, Lethal Strike, Poison Attacks
<b>Tomb Architect</b>	Adv	4"	Mar	8"	Dis	7	Rsr	1		Dust to Dust, Fearless, Master of Stone, Undead	
Standard, Infantry	HP	3	Def	4	Res	4	Arm	0		Flammable, Light Armour	
Tomb Architect	Att	2	Off	4	Str	4	AP	1	Agi	3	
<b>Death Cult Hierarch</b>	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			
Death Cult Hierarch	Att	1	Off	3	Str	3	AP	0	Agi	2	
<b>Casket of Phatep</b>	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	
Necropolis Guards	Att	3	Off	3	Str	4	AP	1	Agi	3	Lethal Strike, Magical Attacks, Poison Attacks, Halberd

## Character Mounts

<b>Skeletal Horse</b>	Adv	8"	Mar	16"	Dis	C					
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C+1			
Skeletal Horse	Att	1	Off	2	Str	3	AP	0	Agi	2	Harnessed
<b>Skeleton Chariot</b>	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
<b>Amuut</b>	Adv	7"	Mar	14"	Dis	C					Ensouled Statue, Fear
Large, Cavalry	HP	C	Def	C	Res	C	Arm	C+1			
Amuut	Att	3	Off	3	Str	5	AP	2	Agi	3	Harnessed, Poison Attacks
<b>Ark of Ages</b>	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
<b>Sha Guardian</b>	Adv	6"	Mar	12"	Dis	C					Ensouled Statue
Gigantic, Beast	HP	7	Def	5	Res	6	Arm	4			Eternal Guardian
Sha Guardian	Att	4	Off	4	Str	5	AP	2	Agi	3	Harnessed, Lethal Strike, Poison Attacks

## Core

<b>Skeletons</b>	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	
Skeleton	Att	1	Off	2	Str	3	AP	0	Agi	2	
<b>Skeleton Archers</b>	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	
Skeleton Archer	Att	1	Off	2	Str	3	AP	0	Agi	2	Aspen Bow (5+)
<b>Skeleton Cavalry</b>	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

<b>Skeleton Scouts</b>	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
<b>Skeleton Chariots</b>	Adv	8"	Mar	10"	Dis	7	Rsr	3		Bound in Death, Dust to Dust, Fearless, Light Troops, Swiftstride, 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

<b>Necropolis Guard</b>	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	
Necropolis Guard	Att	1	Off	3	Str	4	AP	1	Agi	3	Lethal Strike, Magical Attacks, Poison Attacks
<b>Tomb Cataphracts</b>	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
Amuut	Att	3	Off	3	Str	5	AP	2	Agi	3	Harnessed, Poison Attacks
<b>Shabtis</b>	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	
Shabti	Att	3	Off	4	Str	5	AP	2	Agi	3	
<b>Great Vultures</b>	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)	
Great Vulture	Att	3	Off	3	Str	4	AP	1	Agi	3	
<b>Scarab Swarms</b>	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)	
Scarab Swarm	Att	5	Off	3	Str	2	AP	1	Agi	3	Chitinous Tide, Poison Attacks

## Ancient Ordnance

<b>Shabti Archers</b>	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	
Shabti Archer	Att	3	Off	4	Str	5	AP	1	Agi	3	Great Aspen Bow (5+)
<b>Sand Stalkers</b>	Adv	7"	Mar	14"	Dis	8	Rsr	2		Ensouled Statue, Fear, Fearless, Light Troops	
Large, Beast	HP	3	Def	3	Res	4	Arm	2			
Sand Stalker	Att	2	Off	3	Str	4	AP	1	Agi	3	Petrifying Gaze (3+), Halberd
<b>Charnel Catapult</b>	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			
Crew	Att	3	Off	2	Str	3	AP	0	Agi	2	Move or Fire, Charnel Catapult (5+)

## Entombed

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

## Mason's Menagerie

<b>Battle Sphinx</b>	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
<b>Dread Sphinx</b>	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			
Dread Sphinx	Att	5	Off	5	Str	5	AP	1	Agi	0	Colossal Kopesh, Lethal Strike, Poison Attacks

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

## Shooting Weapons

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

## Aim Table

Name	Aim	Shooting Model
Aspen Bow	4+*	Characters
	5+*	Others
Great Aspen Bow	4+*	Characters
	5+*	Shabti Archer
Giant Aspen Bow	5+*	Colossus
Charnel Catapult (1) and (2)	5+*	Charnel Catapult
Petrifying Gaze	3+	Sand Stalker

\*These weapons **always** hit on a roll equal to or greater than their Aim.

## Resurrected

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

# Changelog

## 2021 beta 1

- A few wording and layout adjustments

### Balance Changes

- Champion, Musician, Standard Bearer 20 ↘ 10
- Sekhem Sceptre 45 ↘ 35
- Scroll of Desiccation 15 ↗ 20
- Terracotta Army
  - Necropolis Guard 6 ↘ 5
  - Death Cult Hierarch 15 ↘ 10
  - Tomb Harbinger 15 ↘ 10
  - Tomb Architect 15 ↘ 10
- Barrow Legion
  - Skeletons, Halberd 1 ↘ free
  - Skeleton Cavalry Lance 1 ↗ 2
  - Skeleton Cavalry Barding 5 ↘ 3
- Pharaoh
  - Base cost 250 ↘ 240
  - Heavy Armour 15 ↘ 10
  - Paired Weapons 10 ↘ 5
  - Halberd 15 ↘ 10
  - Lance 20 ↘ 15
  - Skeleton Chariot 95 ↗ 100
  - Sha Guardian 350 ↘ 335
- Nomarch
  - Halberd 10 ↘ 5
  - Sha Guardian 335 ↘ 320
- Death Cult Hierarch Ark of Ages 130 ↗ 135
- Tomb Harbinger, Base cost 160 ↘ 150
- Tomb Harbinger, Amuut 0-2 Mounts/Army
- Skeleton Cavalry Base cost 170 ↘ 165
- Necropolis Guard
  - Base cost 200 ↗ 205
  - Additional models 19 ↘ 17
- Tomb Cataphracts Additional models 105 ↗ 110
- Shabti Archers Additional models 90 ↗ 94
- Sand Stalkers
  - Base cost 250 ↘ 240
  - Additional models 65 ↘ 62
- Tomb Reapers
  - Base cost 330 ↘ 320
  - Additional models 210 ↘ 200
- Colossus Base cost 410 ↗ 415