

THE IX AGE FANTASY BATTLES



Undying Dynasties

Army Book (Core Rules)

2nd Edition, version 2023 – April 13, 2023

Until Gold process is achieved, this book is the official one and will only change during the yearly Balance Patch, usually impacting mainly points.

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The 9th 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. Refer to the Rulebook for instructions on How to Read Unit Entries.

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Army Specific Rules

Death is Only the Beginning

Undying Dynasties do not have a Hereditary Spell. Instead, all Death Cult Hierarchs know the Attribute Spell *Death is Only the Beginning*, in addition to any Path Attribute Spell. At step 1 of each Casting Attempt of a Learned Spell of type Augment with a Death Cult Hierarch, the owner may increase the Casting Value by 2. If the spell is successfully cast, the Death Cult Hierarch may cast *Death is Only the Beginning* as an Attribute Spell in addition to any other Attribute Spell (regardless of whether the initial spell's Casting Value was increased). *Death is Only the Beginning* may target a unit containing one or more models with Ensouled Statue only if the initial spell's Casting Value was increased.

Casting Value	Range	Type	Duration	Effect
				When resolving the spell, choose one of the following effects: <ul style="list-style-type: none">• The R&F part of the target Raises a number of Health Points equal to its Resurrected value.• Up to one Character within the target Recovers a number of Health Points equal to its Resurrected value. 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 *Death is Only the Beginning*.

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*.

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 start of each friendly Player Turn after the army's Hierophant has been removed as a casualty, every unit with one or more models with Dust to Dust loses 1 Health Point with no saves of any kind allowed. These Health Point losses are allocated following the rules for Unstable.

Ensouled Statue

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 List **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).

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 Items

Weapon Enchantments

Godslayer 80 pts

Enchantment: Great Weapon.

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

Scourge of Kings 30 pts

Enchantment: Hand Weapon or Paired Weapons.

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

Armour Enchantments

Jackal's Blessing 80 pts

Enchantment: Suit of Armour.

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

Sun's Embrace 25 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 **Special Ambush (Open Terrain)**. If taken by a R&F model, the bearer's unit gains **Special Ambush (Open Terrain)** 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 Special Ambush (Open Terrain) also count towards Entombed.

Artefacts

Crown of the Pharaohs 100 pts

Pharaohs and Nomarchs only.

The bearer gains **Commanding Presence (+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.

Sacred Hourglass 90 pts

Dominant.

The bearer may reroll the first failed Casting Attempt of a spell of type Augment in each Magic Phase that was rolled using 2 Magic Dice (by rerolling both Magic Dice).

Death Mask of Teput 50 pts

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

Steeds of Nephet-Ra 40 pts

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

Ankh of Naptesh 35 pts

The bearer gains **Hierophant** and can never lose it. R&F models in the bearer's unit gain **Fortitude (6+)**.

Blessed Wrappings 30 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).

Book of the Dead 30 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.

The spell may target units containing one or more models with Ensouled Statue.

Sekhem Sceptre 30 pts

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

Sandstorm Cloak 25 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.

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.

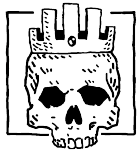
Commander of the Terracotta Army

- The following models **must** be upgraded with +1 Resilience, -1 Agility, and **Ensouled Statue**:
 - Skeletons, Skeleton Archers, Skeleton Cavalry, and Skeleton Scouts for +1 pt/model;
 - Necropolis Guard for +5 pts/model, and may only add up to 15 additional models per unit;
 - Charnel Catapults for +10 pts/model;
 - Caskets of Phatep for +10 pts/model;
 - R&F Skeleton Chariots for +17 pts/model, and may only add up to 3 additional models per unit;
 - Pharaohs for +20 pts/model, 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 Special Ambush (X) 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).

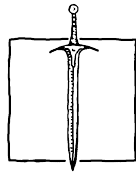
Lord of the Barrow Legion

- Skeleton Archers **must** take Heavy Armour for free.
- Skeletons **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 +1 pt/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 +30 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 Special Ambush (X) 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).

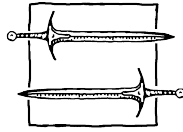
Army Organisation



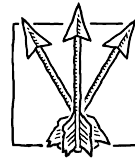
Characters
Max. 40%



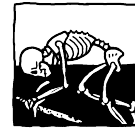
Core
Min. 25%



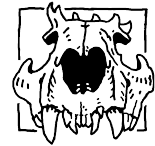
Special
No limit



Ancient Ordnance
Max. 35%



Entombed*
Max. 30%



Mason's Menagerie
Max. 35%

*Units with Special Ambush (X)

Characters (Max. 40%)



Pharaoh
215 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	
	4	6	5	0	Flammable, Light Armour
Offensive	Att	Off	Str	AP	Agi
Pharaoh	4	6	5	2	3
Options			pts-		
Special Items			up to	200	
Heavy Armour				5	
Shield				5	
Great Aspen Bow (4+)				5	
One choice only:					
Halberd				5	
Lance				5	
Paired Weapons				5	
Great Weapon				25	
Mount Options			pts-		
Skeletal Horse					20
Skeleton Chariot					75
Sha Guardian (MM)					320
Army Organisation Options					
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).					



Nomarch

130 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			
— Options —			pts-		— Mount Options —		pts-	
Special Items				up to 100	Skeletal Horse	15		
Heavy Armour				5	Skeleton Chariot	50		
Shield				5	Sha Guardian (MM)	285		
Aspen Bow (4+)				5				
One choice only:								
Halberd				free				
Paired Weapons				free				
Great Weapon				5				
Lance				5				



Tomb Harbinger

100 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			
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	Guardian's Wrath , Lethal Strike, Poison Attacks		
— Model Rules —					— Options —		pts-	
Guardian's Wrath: Attack Attribute – Close Combat. Model parts without Harnessed in the model's unit gain Battle Focus .					Battle Standard Bearer	50		
					Special Items	up to 100		
					Heavy Armour	5		
					Shield	5		
					Aspen Bow (4+)	5		
					One choice only:			
					Great Weapon	5		
					Halberd	5		
					Lance	5		
					Paired Weapons	5		
					— Mount Options —		pts-	
					Skeletal Horse	20		
					Amuut (0–2 Mounts/Army)	50		
					Skeleton Chariot	60		



Tomb Architect

200 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, Master of Stone , 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.

Options

Special Items	pts
One choice only:	up to 100
Lance	5
Paired Weapons	5

Mount Options

Mount Options	pts
Skeletal Horse	10
Amuut	25
Skeleton Chariot	25



Death Cult Hierarchy

115 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	95
Wizard Master	265

Mount Options

Skeletal Horse	15
Ark of Ages	120



Cosmology



Divination



Evocation

Options

Special Items	up to 100
If Wizard Master	up to 200
Soul Conduit (Wizard Master only)	20
Hierophant	10
If Wizard Master	25
Light Armour	5

Optional Model Rules

Soul Conduit: Universal Rule.

If the model is present on the Battlefield at the start 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)



Casket of Phatep

180 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	
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.

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		
	8"	16"	C			
Defensive	HP	Def	Res	Arm		
	C	C	C	C+1		
Offensive	Att	Off	Str	AP	Agi	
Skeletal Horse	1	2	3	0	2	Harnessed



Skeleton Chariot

Height **Large**
Type **Construct**
Base **50×100 mm**
0–3 Mounts/Army

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



Amuut

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	
Amuut	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	
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.

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.



Sha Guardian

Height **Gigantic**
Type **Beast**
Base **50×100 mm**
0–2 Mounts/Army

The mount and its rider count towards Characters. The mount also 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
Sha Guardian	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 (X), halve X, rounding fractions up.

Core (Min. 25%)



Skeletons

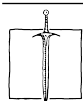
145 pts + 6 pts/extra model

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/model	Champion		10	
					Musician		10	
					Standard Bearer		10	
					Banner Enchantment		no limit	



Skeleton Archers

115 pts + 9 pts/extra model

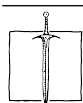
10-30 models



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

150 pts + 10 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

145 pts + 9 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 — pts —						
Champion				10	Standard Bearer	10
Musician				10	Banner Enchantment	no limit



Skeleton Chariots

250 pts + 70 pts/extra model

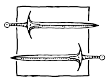
3–7 models

0–5 Units/Army

Height Large
Type Construct
Base 50×100 mm

Global	Adv	Mar	Dis	Rsr	Model Rules	
	8"	10"	7	2	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		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.						
— Options — pts —						
Legion Charioteers				10/model		
— Command Group Options — pts —						
					Champion	10
					Musician	10
					Standard Bearer	10
					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) .						

Special (No limit)



Necropolis Guard

180 pts + 14 pts/extra model

15–40 models



Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Rsr	Model Rules			
	4"	8"	8	4	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				3/model	Standard Bearer		10	
Paired Weapons				3/model	Banner Enchantment		no limit	



Tomb Cataphracts

285 pts + 110 pts/extra model

3–6 models

0–3 Units/Army



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, Undead			
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-	
Special Ambush (Open Terrain) [En]				10/model	Champion		10	
					Musician		10	
					Standard Bearer		10	
					Banner Enchantment		no limit	



Shabtis

185 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, Undead			
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			13/model		Musician		10	
Halberd			15/model		Standard Bearer		10	
					Banner Enchantment		no limit	



Great Vultures

145 pts + 15 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

105 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	4	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	Extra Support (3), Poison Attacks
— Options —			pts-			
Special Ambush (Open Terrain) [En]			15/model			

Ancient Ordnance (Max. 35%)



Shabti Archers

180 pts + 90 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, Undead						
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

300 pts + 75 pts/extra model

3-4 models

0-3 Units/Army
0-10 Models/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	Autonomous, Ensouled Statue, Fear, Fearless, Light Troops, Tall, Undead			
Defensive	HP	Def	Res	Arm				
	3	3	4	2				
Offensive	Att	Off	Str	AP	Agi			
Sand Stalker	2	3	4	1	3	Petrifying Gaze, Halberd		
— Model Rules —			— Options —			pts-		
Petrifying Gaze: Special Attack.			Special Ambush (Open Terrain) [En]			20/model		
A model with this Special Attack can use it as 1. a Shooting Attack, and as 2. a Special Attack when Engaged in Combat.			— Command Group Options —			pts-		
1. Choose a target using the normal rules for Shooting Attacks. The attack has Range 12".			Champion			10		
2. The attack is made at the model part's Agility. Declare that you are using Petrifying Gaze when allocating attacks. Choose a single unit in base contact as the target.								
Regardless of whether it is used as a Shooting or Melee Attack, Petrifying Gaze inflicts 2 hits. These hits have Armour Penetration 10, Magical Attacks, and always wound on natural to-wound rolls of '5' and '6'.								



Charnel Catapult

190 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, Charnel Catapult (5+)

Model Rules

Charnel Catapult: Artillery Weapon.

Catapult (6×6), Range 12–48", Shots 1, Str 3 [7], AP 0 [4], **Flaming Attacks**, **Magical Attacks**, [**Multiple Wounds (D3)**]. This weapon **always** hits on a roll equal to or greater than its Aim. Panic Tests caused by this weapon are taken at –1 Discipline.

Entombed (Max. 30%)



Sand Scorpion

150 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, Special Ambush (Open Terrain), Undead	
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

435 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, Undead	
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

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



Tomb Reapers

280 pts + 165 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	1	Autonomous, Ensouled Statue, Fear, Fearless, Fly (6", 12"), Light Troops, Swiftstride, Undead	
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 20/model



Colossus

400 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, Undead	
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

pts-

Optional Model Rules

One choice only:

Scales of Destiny

free

Great Weapon

5

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

15

Paired Weapons

25

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):

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

Quick Reference Sheet




Characters

Pharaoh	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
Nomarch	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
Tomb Harbinger	Adv	4"	Mar	8"	Dis	7	Rsr	1		Dust to Dust, Fearless, 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
Tomb Architect	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
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		
Death Cult Hierarch	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
Necropolis Guards	Att	3	Off	3	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		
Skeletal Horse	Att	1	Off	2	Str	3	AP	0	Agi	2
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
Chassis					Str	4	AP	1	Agi	
Amuut	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
Ark of Ages	Adv	4"	Mar	8"	Dis	C				Sacred Ark, War Platform
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
Bound Spirits	Att	2	Off	2	Str	2	AP	0	Agi	2
Chassis					Str	5	AP	2	Agi	
Sha Guardian	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

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
Skeleton	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
Skeleton Archer	Att	1	Off	2	Str	3	AP	0	Agi	2
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
Skeletal Horse	Att	1	Off	2	Str	3	AP	0	Agi	2

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	2		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		Impact Hits (D3+1), Inanimate

Special

Necropolis Guard	Adv	4"	Mar	8"	Dis	8	Rsr	4		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
Tomb Cataphracts	Adv	7"	Mar	14"	Dis	8	Rsr	2		Ensouled Statue, Fear, Fearless, Scoring, Undead	
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
Shabtis	Adv	6"	Mar	12"	Dis	8	Rsr	2		Ensouled Statue, Fear, Fearless, Scoring, Undead	
Large, Infantry	HP	3	Def	4	Res	4	Arm	2		Light Armour	
Shabti	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)	
Great Vulture	Att	3	Off	3	Str	4	AP	1	Agi	3	
Scarab Swarms	Adv	5"	Mar	10"	Dis	7	Rsr	4		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	Extra Support (3), Poison Attacks

Ancient Ordnance

Shabti Archers	Adv	6"	Mar	12"	Dis	8	Rsr	2		Ensouled Statue, Fear, Fearless, Scoring, Undead	
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+)
Sand Stalkers	Adv	7"	Mar	14"	Dis	8	Rsr	2		Autonomous, Ensouled Statue, Fear, Fearless, Light Troops, Tall, Undead	
Large, Beast	HP	3	Def	3	Res	4	Arm	2			
Sand Stalker	Att	2	Off	3	Str	4	AP	1	Agi	3	Petrifying Gaze, 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			
Crew	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, Special Ambush (Open Terrain), Undead	
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

Battle Sphinx	Adv	5"	Mar	12"	Dis	8	Rsr	1		Ensouled Statue, Fearless, Undead	
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, Undead	
Gigantic, Beast	HP	5	Def	5	Res	8	Arm	3			
Dread Sphinx	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> 1	Autonomous, Ensouled Statue, Fear, Fearless, Fly (6", 12"), Light Troops, Swiftstride, Undead
Large, Infantry	<i>HP</i> 4 <i>Def</i> 5 <i>Res</i> 5 <i>Arm</i> 2	
Tomb Reaper	<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, Undead
Gigantic, Infantry	<i>HP</i> 5 <i>Def</i> 4 <i>Res</i> 6 <i>Arm</i> 3	Light Armour
Colossus	<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	Range	Str	AP	Shots	Rules
Petrifying Gaze	-	12"	-	10	2	Magical Attacks Wounds depending on Height
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	Catapult (6×6)	12-48"	3 [7]	0 [4]	1	Flaming Attacks Magical Attacks [Multiple Wounds (D3)] Panic Tests caused are taken with -1 Discipline

Aim Table

Name	Aim	Shooting Model
Petrifying Gaze	Autom	Sand Stalkers
Aspen Bow	4+*	Characters
	5+*	Others
Great Aspen Bow	4+*	Characters
	5+*	Shabti Archer
Giant Aspen Bow	5+*	Colossus
Charnel Catapult	5+*	Charnel Catapult

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

Resurrected

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