



UNDYING DYNASTIES - TERRACOTTA ARMY

LIST DINASTIAS ETERNAS (v2021 BETA 2) #1 - 3 388 POINTS



590 pts (15.00 %) 1020 pts (26.00 %) 998 pts (25.00 %) 765 pts (19.00 %) 0 pts (0.00 %) 350 pts (9.00 %)

Characters **Core** **Special** **Mason's Menagerie** **Ancient Ordnance** **Entombed**

(40 Max) (25 Least) (0 NoLimit) (35 Max) (35 Max) (30 Max)

Characters



PHARAOH #1

Pharaoh - Gigantic - Beast - 50x100

590 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	9	1	Fear, Undead, Dust to Dust, Ensouled Statue, Undying Will	
Defensive	HP	Def	Res	Arm		
	4	6	6	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Pharaoh	4	6	5	2	2	Mummy's Curse, Hand Weapon



MOUNT SHA GUARDIAN

Global	Adv	Mar	Dis	Rea	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	

Options

Sha Guardian • General

Core



LEGION SKELETON CHARIOTS #1

Legion Skeleton Chariots x5 - Large - Construct - 50x100

685 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	8"	10"	7	3	Scoring, Swiftstride, Undead, Dust to Dust, Ensouled Statue, Bound in Death, Chariot	
Defensive	HP	Def	Res	Arm		
	3	3	5	1	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Charioteer (2)	2	3	3	0	1	Halberd, Aspen Bow (5+, 5+)
Skeletal Horse (2)	1	2	3	0	2	Harnessed
Chassis			4	1		Inanimate, Impact Hits (D3+1, Chariot Host), Chariot Host, Devastating Charge

Options

Champion • Musician • Standard Bearer • Banner of Speed



SKELETON CAVALRY #1


Skeleton Cavalry x20 - Standard - Cavalry - 25x50

335 POINTS




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

Options	Champion • Musician • Standard Bearer
Special	




NECROPOLIS GUARD #1
Necropolis Guard x20 - Standard - Infantry - 20x20

473 POINTS




Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	8	3	Scoring, Undead, Dust to Dust, Ensouled Statue, Bodyguard	
Defensive	HP	Def	Res	Arm		
	1	3	5	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Necropolis Guard	1	3	4	1	2	Lethal Strike, Poison Attacks, Magical Attacks

Options	Shield • Paired Weapons • Champion • Musician • Standard Bearer • Banner of Speed
----------------	---



SHABTIS #1
Shabtis x5 - Large - Infantry - 40x40


525 POINTS



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

Options	Halberd • Champion • Musician • Standard Bearer • Banner of Speed
----------------	---

Mason's Menagerie



COLOSSUS #1
Colossus - Gigantic - Infantry - 50x50

430 POINTS



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

Options	Paired Weapons
----------------	----------------

Entombed



SAND SCORPION #1

Sand Scorpion - Large - Beast - 50x50

175 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	7"	14"	8	2	Fear, Ensouled Statue	
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



SAND SCORPION #2

Sand Scorpion - Large - Beast - 50x50

175 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	7"	14"	8	2	Fear, Ensouled Statue	
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

Magics

Racial Trait Spell

Undying Dynasties do not have a 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 is automatically cast.

	Casting	Range	Type	Duration
Death is Only the Beginning				
Mf	-		Translation missing: en.magic_spell.type_target.Augment	Instant
<p><i>When resolving the spell, choose one of the following effects:</i></p> <ul style="list-style-type: none"> <i>The R&F part of the target Raises a number of Health Points equal to its Resurrected value.</i> <i>Up to one Character within the target Recovers a number of Health Points equal to its Resurrected value.</i> <p><i>Characters and models with Towering Presence cannot Recover more than 2 Health Points from this spell in a single Magic Phase.</i></p>				

Magic banners

Banner of Speed: A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

Model Rules

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.

Bodyguard: When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

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: The model must roll an additional D6 when taking Dangerous Terrain Tests . A model with Chariot can only be part of a unit consisting entirely of models with Chariot, unless noted otherwise.

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).

Devastating Charge: Attacks & Weapons, Melee

A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

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.

Fear: Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

Grind Attacks: A model part with Grind Attacks resolves these attacks at its own Agility. It must choose an enemy unit in base contact with it. The chosen enemy unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the model part's own Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits

, it may only use one of these rules in the same Round of Combat

(its controlling player may choose which). When several model parts in the same unit have Grind Attacks and when

X is a random number (e.g. Grind Attacks (2D3)), roll for the number of hits separately for each model part.

Halberd: Attacks made with a Halberd gain +1 Strength and +1 Armour Penetration. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

Hand Weapon: All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

Harnessed: Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with with at least one model part with Harnessed is considered to be mounted.

Heavy Armour: +2 Armor

Impact Hits: At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

Inanimate: Inanimate - Melee

Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).

Lethal Strike: If the attack wounds with a natural to-wound roll of 6+, its Armour Penetration is set to 10 and the target of the attack cannot take a Regeneration save against it.

Light Armour: Armor +1

Light Lance:

Magical Attacks: The attack doesn't have any special effects. However, it interacts with other rules, such as Otherworldly. Model parts with Magical Attacks apply it also to their Special Attacks (such as Stomp Attacks, Impact Hits and Breath Attack).

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.

Poison Attacks: If the attack successfully hits with a natural to-hit roll of '6', it automatically wounds with no to-wound roll needed. Shooting Attacks using the Hopeless Shot can only automatically wound if the first to-hit roll is a natural '6'. Note that the second to-hit roll must still be successful in order to hit the target. If the attack can be turned into more than one hit (e.g. a hit with Area Attack, Battle Focus, or Penetrating), only a single hit, chosen by the attacker, automatically wounds. All other hits must roll to wound as normal.

Scoring: Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

Shield: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

Swiftstride: When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest D6 rolled.

Undead: The model gains Unstable. Models with Undead cannot perform March Moves, unless their unit starts the March Move within the range of a friendly model's Commanding Presence. The only Charge Reaction a unit with one or more models with Undead can make is Hold.

When units consisting entirely of models with Undead lose Health Points due to Unstable, the number of lost Health Points can be reduced in some situations. Apply the modifiers in the following order:

1. If the unit is Stubborn, halve the number of lost Health Points (round fractions up).
2. If the unit is Steadfast, reduce all lost Health Points above 12 to 12.
3. If the unit receives Rally Around the Flag, reduce the number of lost Health Points with the unit's current Rank Bonus. Units with no Rank Bonus reduce the number of Health Points lost by 1 instead.
4. Apply all other modifiers (from Special Equipment, Model Rules, spells, etc.) 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, models with Ensouled Statue, and model parts with Harnessed are not affected by Undying Will.

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

Qr codes of your army

You can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

