




UNDYING DYNASTIES - TERRACOTTA ARMY

LIST UNDYING DYNASTIES - TERRACOTTA ARMY (v2021... - 4 362 POINTS)



1615 pts (36.00 %) Characters (40 Max) 1385 pts (31.00 %) Core (25 Least) 580 pts (13.00 %) Special (0 NoLimit) 480 pts (11.00 %) Mason's Menagerie (35 Max) 592 pts (13.00 %) Ancient Ordnance (35 Max) 0 pts (0.00 %) Entombed (30 Max)


Characters



PHARAOH #1

Pharaoh - Large - Construct - 50x100mm

490 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 SKELETON CHARIOT

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


Options	Shield • Heavy Armour • Halberd • Skeleton Chariot • General • Dragonfire Gem • Sun's Embrace • King Slayer
Notes	da più 2 off/def e colpo mortale e archi 4+; Battle Focus 6+ ; Distracting ; R6 ; Ta 3+Ts2+Fuoco ; D3+3(+ranghi) F4 ap2 Impatto ; Alab F6 -3ap +Spada anti eroi ; pozione agilità



TOMB HARBINGER CARRO


Tomb Harbinger - Standard - Infantry - 20x20mm

230 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	7	1	Undead, Dust to Dust, Ensouled Statue, Royal Guard	
Defensive	HP	Def	Res	Arm		
	3	4	6	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Tomb Harbinger	3	4	4	1	2	Lethal Strike, Poison Attacks, Guardian's Wrath, Hand Weapon


Options	Shield • Heavy Armour • Aspen Bow (4+) • Willow's Ward • Basalt Infusion
Notes	Battle Focus 6+ ; Ta 2+ impatto nemici -1 ; Ts3+ fuoco ; 6 att F 5 ap 2 nei duelli ripete colpire e ferire (ferire arma) ; + 2 Off/Def ; colpo mortale ; D3+3+ranghi impatto F4 ap2 ; ARCO



NOMARCH #1

Nomarch - Standard - Infantry - 20x20mm

250 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules
--------	-----	-----	-----	-----	-------------

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		
	3	4	6	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Nomarch	2	4	4	1	2	Mummy's Curse, Hand Weapon

Options	Heavy Armour • Paired Weapons • Death Mask of Teput • Sekhem Sceptre
Notes	Battle focus 6+ ; paura -1 ; Paired w ; Autonomo e DETERMINATO ; Unità nemiche - 2OFF a contatto



TOMB HARBINGER #2


Tomb Harbinger - Standard - Infantry - 20x20mm

165 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	7	1	Undead, Dust to Dust, Ensouled Statue, Royal Guard	
Defensive	HP	Def	Res	Arm		
	3	4	6	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Tomb Harbinger	3	4	4	1	2	Lethal Strike, Poison Attacks, Guardian's Wrath, Hand Weapon


Options	Paired Weapons
Notes	+2 Ferite e Rig 5+ ; Battle Focus 6+ ; Paired W 4 Att f 4 +3off+2def ; venefici ; rip a colpire duello ; mortale



DEATH CULT HIERARCH #1


Death Cult Hierarch - Standard - Infantry - 20x20mm

215 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	7	1	Wizard Apprentice, Undead, Dust to Dust, Ensouled Statue	
Defensive	HP	Def	Res	Arm		
	3	3	4	0		
Offensive	Att	Off	Str	Ap	Agi	
Death Cult Hierarch	1	3	3	0	1	Hand Weapon


Options	Wizard Adept • Cosmology
Notes	Canalizza 1 ; R5 etc ; 18"+2 magia fa risorgere; Cosmologia (-1 magie contrarie) :5+/24" +2-2Off e +1-1Forza E 7+24" 2Dd F4 rip arm/salv



TOMB HARBINGER AMUUT

Tomb Harbinger - Large - Cavalry - 50x100mm

265 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	7	1	Undead, Dust to Dust, Ensouled Statue, Royal Guard	
Defensive	HP	Def	Res	Arm		
	3	4	6	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Tomb Harbinger	3	4	4	1	2	Lethal Strike, Poison Attacks, Guardian's Wrath, Hand Weapon

MOUNT AMUUT

Global	Adv	Mar	Dis	Rea	Model Rules
	7"	14"	C		Ensouled Statue, Fear
Defensive	HP	Def	Res	Arm	
	C	C	C	C+1	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Amuut	3	3	5	2	3

Options	Heavy Armour • Paired Weapons • Amuut • Lucky Charm • Supernatural Dexterity
Notes	Venefico e batt F ; rip colpire duello ; +3off e Ag e paired W +1 att ; e Ripete un armatura fallito Amuut 3 venefici

Core



SKELETON CHARIOTS #1


Skeleton Chariots **x6** - *Large - Construct - 50x100mm*

605 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	8"	10"	7	3	Swiftstride, Undead, Dust to Dust, Ensouled Statue, Bound in Death, Chariot	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	3	5	1	Heavy Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
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


Notes	R5 ; D3+1 (più i ranghi completi) i Impatto F4Ap2; Carica +1F+1ap alabarda ; Sopra Battle Focus +2off/def e colpo mortale x2 ; Arco 4+ x2 ; Ta4+ ; carica 3d6 ; truppe leggere ; Viaggiatori e calpestamento
--------------	--





SKELETON SCOUTS #1

Skeleton Scouts **x5** - *Standard - Cavalry - 25x50mm*

145 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	8"	16"	6	4	Vanguard, Scout, Undead, Dust to Dust, Ensouled Statue	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	4	1		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Rider	1	3	3	0	1	Aspen Bow (5+, 5+)
Skeletal Horse	1	2	3	0	2	Harnessed


SKELETON SCOUTS #2

Skeleton Scouts **x5** - *Standard - Cavalry - 25x50mm*

145 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	8"	16"	6	4	Vanguard, Scout, Undead, Dust to Dust, Ensouled Statue	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	4	1		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Rider	1	3	3	0	1	Aspen Bow (5+, 5+)
Skeletal Horse	1	2	3	0	2	Harnessed



SKELETONS #1

Skeletons **x46** - *Standard - Infantry - 20x20mm*


490 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	4"	8"	4	7	Scoring, Undead, Dust to Dust, Ensouled Statue
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	4	0	Light Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Skeleton	1	2	3	0	1

Options	Standard Bearer • Spear • Legion Standard
Notes	+1 Rango per Stendardo alla risoluzione ; R4 ; Tirano al 4+ ; Battle Focus e colpo mortale ; (se entra magia hanno +1 a colpire e +2off) ; +2 off/def ; unita nemiche -2 off ; DETERMINATI



Special

	TOMB CATAPHRACTS #1 Tomb Cataphracts x5 - Large - Cavalry - 50x100mm	580 POINTS	
--	--	-------------------	---

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	7"	14"	8	2	Fear, Scoring, Ensouled Statue	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	4	4	3	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Rider	2	4	4	1	3	Lethal Strike, Halberd
Amuut	3	3	5	2	3	Harnessed, Poison Attacks

Options	Champion • Standard Bearer • Stalker's Standard
Notes	sotto venefici - sopra colpo mortale e alab ; R5 e Battle Focus ; Viaggiatori

Ancient Ordnance

	SAND STALKERS #1 Sand Stalkers x4 - Large - Beast - 50x100mm	302 POINTS	
--	--	-------------------	---

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	7"	14"	8	2	Fear, Ensouled Statue	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	3	4	2		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Sand Stalkers	2	3	4	1	3	Halberd, Petrifying Gaze (3+, 3+)

Notes	truppe leggere ; 3+ 12" QuicktoFire D6+1 F2Ap10 sulla R ;
--------------	---

Mason's Menagerie

	BATTLE SPHINX #1 Battle Sphinx - Gigantic - Beast - 50x100mm	480 POINTS	
--	--	-------------------	---

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	5"	12"	8	1	Ensouled Statue	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	5	4	8	3		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Rider (4)	2	4	4	1	3	Lethal Strike, Light Lance

Offensive	Att	Off	Str	Ap	Agi	
Battle Sphinx	4	4	5	2	1	Harnessed, Poison Attacks, Breath Attack

Notes	Fiamma F4 Ap1 ; sopra 8 colpi colpo mortale F5 ; sotto 4 venefici ;
--------------	---

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				
<i>Mf</i>	-		Augment	Instant
<i>When resolving the spell, choose one of the following effects:</i>				
<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. 				
<i>Characters and models with Towering Presence cannot Recover more than 2 Health Points from this spell in a single Magic Phase.</i>				



Duality: All Cosmology spells are divided into two versions, representing opposing aspects; Cosmos and Chaos. When casting Cosmology spells, always declare which version of the spell you are using. Whenever the Caster successfully casts a non-Bound Cosmology spell, the next Cosmology spell it attempts to cast has its Casting Value reduced by 1, provided this spell is a Cosmology spell of the opposing aspect.

		Casting	Range	Type	Duration	Effect
4	Perception of Strength Chaos	8+	24"	Hex	Last one Turn	The target suffers -1 Strength and -1 Armour Penetration .
5	Unity in Divergence Cosmos	10+	24"	Augment	Last one Turn	All models in the target unit gain Aegis (5+) .
5	Unity in Divergence Chaos	10+	24"	Hex, Damage, Direct	Instant	Each model in the target unit suffers a hit with Strength 3, Armour Penetration 0, and Magical Attacks .
4	Perception of Strength Cosmos	8+	24"	Augment	Last one Turn	The target gains +1 Strength and +1 Armour Penetration .
6	Truth of Time Cosmos	7+	24"	Augment, Focused	Instant	The target Recovers 1 Health Point
6	Touch the Heart chaos	7+	24"	Hex, Missile, Damage, Focused	Instant	The target suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks.
1	Altered Sight Chaos	5+	24"	Hex	Last one Turn	The target suffers -1 Offensive Skill and -1 Defensive Skill , and has its weapons' Aim worsened by 1.
2	Truth of Time Cosmos	5+	24"	Augment	Last one Turn	Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Maximised Roll.
2	Truth of Time Chaos	5+	24"	Hex	Last one Turn	Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Minimised Roll.
1	Altered Sight Cosmos	5+	24"	Augment	Last one Turn	The target gains +1 Offensive Skill and +1 Defensive Skill , and has its weapons' Aim improved by 1.
3	Ice and Fire Cosmos	7+	24"	Hex, Missile, Damage	Instant	The target suffers 2D6 hits with Strength 4, Armour Penetration 0, and Magical Attacks . Successful Special Saves against wounds caused by this spell must be rerolled.
3	Ice and Fire Chaos	7+	24"	Hex, Damage, Augment	Instant	The target suffers 2D6 hits with Strength 4 and Armour Penetration 0, and Magical Attacks . Successful Armour Saves against wounds caused by this spell must be rerolled.

Magic items

Dragonfire Gem: The bearer gains Aegis (2+, against Flaming Attacks). The bearer automatically fails all Fortitude Saves.

King Slayer: The wielder of this enchanted weapon gains +X Strength, +X Armour Penetration, +X Attack Value, and Magical Attacks while using it, where X is equal to the number of enemy Characters in base contact with the wielder's unit. This bonus is calculated at the Initiative Step when the

attacks are made.

Sun's Embrace: The bearer gains **Distracting** while using this Shield.

Basalt Infusion: The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

Willow's Ward: While using this Shield, the bearer cannot use Parry, gains +1 Armour, and Impact Hits distributed onto the bearer suffer -2 Armour Penetration.

Death Mask of Teput: Enemy units in base contact with the bearer suffer -2 Offensive Skill.

Sekhem Sceptre: The bearer gains **Autonomous** and **Stubborn**.

Lucky Charm: One use only. May be activated when the bearer's model fails an Armour Save. This failed Armour Save may be rerolled.

Supernatural Dexterity: The wielder of this enchanted weapon gains +2 Offensive Skill and +2 Agility while using it, and attacks made with it become Magical Attacks.

Magic banners

Legion Standard: A unit with one Legion Standard increases the maximum of its Rank Bonus by +1 (normally this means the unit can add up to 4 Full Ranks to its Combat Score). A unit with two or more Legion Standards increases the maximum of its Rank Bonus by +2 instead.

Stalker's Standard: The bearer's unit gains Strider.

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.

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.

Breath Attack:

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).

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.

Guardian's Wrath: Attack Attribute - Melee.

The model and all model parts in the same unit, except model parts without Harnessed in its unit gain Battle Focus.

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:

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.

Petrifying Gaze: Shooting Weapon.

Range 12", Shots D6+1, Str 2, AP 10, Quick to Fire.

When rolling to wound with this attack, use the target's Agility instead of the target's Resilience. For Multipart Models, use the highest Agility value.

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.

Royal Guard: Universal Rule.

The model counts as a R&F model for the purpose of Undying Will. If in the same unit as a Pharaoh or a Nomarch, unless another model does so first:

- A Tomb Harbinger must issue a Duel.
- A Tomb Harbinger must accept a Duel.

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.

Scout: At step 8 of the Pre-Game Sequence (after Spell Selection) an army that includes units with Scout must state which of its units with Scout will use it, starting with the player that picked the Deployment Zone. Deploy your army as usual, but without deploying any of the Scouting units. These units are placed after all other non-Scouting units have been deployed. They can either be deployed in your Deployment Zone, using the normal rules, or they can be deployed outside the Deployment Zone, but must be more than 18" away from any enemy units. This is decreased to 12" if the Scouting unit is deployed entirely within a Forest, Ruins, Field, Building, or Water Terrain Feature. Scouting units that are deployed outside their player's Deployment Zone may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have Scouting units, alternate deploying one unit at a time, starting with the player that finished deploying first.

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.

Wizard Apprentice: - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.

The Wizard selects its spells as described in Spell Selection

Qr codes of your army

Your 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.

Pharaoh #1



Tomb Harbinger Carro



Nomarch #1



Tomb Harbinger #2



Death Cult Hierarch #1



Tomb Harbinger Amut



Skeleton Chariots #1



Skeleton Scouts #1



Skeleton Scouts #2



Skeletons #1



Tomb Cataphracts #1



Battle Sphinx #1



Sand Stalkers #1

